

LEGENDARY SHIFTERS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BY N. JOLLY AND SIOBHAN BJORKNAS



LEGENDARY SHIFTERS

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WHAT YOU WILL FIND INSIDE LEGENDARY SHIFTERS

Legendary Shifters is the latest volume in our series of class-focused player supplements, this time focusing on the mercurial shifters! This base class, introduced in *Ultimate Wilderness*, was designed to be the ultimate shapeshifting character, allowing players to take a variety of forms in the blink of an eye. *Legendary Shifters* works to further embody this concept with a redesign of the class that gives even greater freedom to transform into whatever you wish at a moment's notice. With an updated version of wild shape dubbed **shifter shape**, legendary shifters can not only take different forms more easily, but also change between their forms without hesitation! In addition, this book contains a ton of new archetypes to help your shifter take the form you want them to, from the furious **Dragon Touched** to the tricky and capricious **Fey Shifter**. The insidious **Mimickin** allows for transformation into regular objects, while **Necromorphs** are focused on both transforming into and raising the dead. And if even more variety is required, the **Polymorph Savant** prestige class allows for almost infinitely varied shapeshifting, with access to a plethora of different forms. Plus, new feats, spells, and more!

The *Legendary Games* tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson

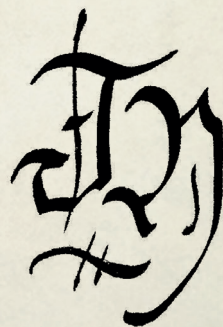




TABLE OF CONTENTS

Introduction	2
Legendary Shifter	2
Aspects	6
New Archetypes	8
Bound Beastmaster	8
Dragon Touched	9
Elemental Nexus	10
Fairy Shifter	11
Giant Shifter	12
Lycanthropic Warrior	13
Metamorphic Genius	13
Mimickin	14
Mystically Trained	15
Necromorph	15
Oozeling	17
Protean Mutant	19
Prestige Class: Polymorph Savant	20
New Feats	22
New Spells	23
Sample Legendary Shifter: Ines	24

The following superscripts are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

^{ACG} = *Pathfinder Roleplaying Game Advanced Class Guide*

^{APG} = *Pathfinder Roleplaying Game Advanced Player's Guide*

^{ARG} = *Pathfinder Roleplaying Game Advanced Race Guide*

^{HA} = *Pathfinder Roleplaying Game Horror Adventures*

^{LOD} = Softcover companion to dragons and their legacies

^{OA} = *Pathfinder Roleplaying Game Occult Adventures*

^{UC} = *Pathfinder Roleplaying Game Ultimate Combat*

^{UE} = *Pathfinder Roleplaying Game Ultimate Equipment*

^{UI} = *Pathfinder Roleplaying Game Ultimate Intrigue*

^{UM} = *Pathfinder Roleplaying Game Ultimate Magic*

^{UW} = *Pathfinder Roleplaying Game Ultimate Wilderness*



WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game *Legendary*!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.



INTRODUCTION

"Of course I'm happy here, where else would I want to be? I have the trees, the animals, and everything else someone could want." Ines, adept of the Sueldo Woods.

In terms of a roleplaying game, a shifter is a versatile combatant who changes their form in order to maintain an advantage at any time. What makes a shifter unique is that their shape changing ability doesn't come from magic, but is instead inherent in who they are, allowing them to always rely upon it, regardless of the situation. Maintaining a single form is rarely to the advantage of a shifter, and they know this, constantly gaining new forms to take and providing for a diverse and tactical experience to those who would use them.

LEGENDARY SHIFTER

"Haven't you ever wanted to be more than you were, to be something more pure and noble? Change is inevitable, and I exist as a harbinger of the ever-shifting way of the world. Do be sure to avoid getting in my way if you could." Aeth Felfern, guardian of the Grey Fen.

Whether riding on the wind as a falcon or hiding in some fetid bog waiting to strike, the legendary shifter is a true master of the wild. Both a devoted defender of druidic circles and a fierce predator, the legendary shifter can take on the forms of nature and even fuse them together with devastating effect and unbridled savagery. By way of the druidic discipline of wild shape, they become living aspects of the wild. At first, they are able to assume only more simple creatures, but with time and practice they can fully transform into ever more powerful forms.

The legendary shifter class offers players a way to experience a shapeshifting character that is more martially inclined than a spellcasting druid. With each new level, the legendary shifter's powers grow in new and surprising ways, creating a character that thrives in battle, exploration, and stealth.

Legendary shifters are protectors of druidic circles and avengers of nature, yet a legendary shifter's magic is different from that of her druidic kin. Rather than invoking spells from the natural world or forging alliances with animals, legendary shifters focus their supernatural powers inward to gain control over their own forms. Their ability to change their forms is as

varied as the wonders of the wilds themselves but always remains at least partially rooted in the natural world. There are many paths to becoming a legendary shifter; most are trained in that role by druidic circles and have their powers unlocked via rituals of initiation. Yet some stumble upon the gift naturally, as if their blood bore the secrets of shifter transformation.

For those leaning toward the causes of law and good, the path of the legendary shifter is one of contemplation and understanding. They become one with nature through mental and physical mimicry and gain an ever deeper spiritual understanding of the ebb and flow of the natural world. Those leaning toward the chaotic and evil teachings of druidic philosophy find such enlightenment through more violent means. These are typically quicker transformations, both brutal and painful, imparting the dark lessons of nature through its most catastrophic forms. Legendary shifters who lean toward true neutrality are the most diverse when it comes to their command of metamorphic secrets.

Role: The legendary shifter is so attuned to nature and the wild beasts of the world that she can call upon those powers to mystically fortify her being. Fluid in form and function, she can shape herself to overcome hardships and support those she befriends or serves.

Legendary Class: While the legendary shifter does share some similarities with the shifter, the largest changes to the class are in how she transforms; no longer dependent on aspects, a legendary shifter instead can take a variety of forms equal to that of a druid. Rather than waiting until 4th level, a legendary shifter can tap into her shifting at 1st level, as well as having far more control over it due to the changes of shifter shape. In addition, bonus feats help provide the legendary shifter with the edge in combat she requires, as well as changes to shifter's claws to help make for a more dangerous combatant, even at 1st level.

Role: The shifter is so attuned to nature and the wild beasts of the world that she can call upon those powers to mystically fortify her being. Fluid in form and function, she can shape herself to overcome hardships and support those she befriends or serves.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 3d6x10 gp (average 105 gp).

CLASS SKILLS

The legendary shifter's class skills are **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 + Int modifier



CLASS FEATURES

The following are the class features of the shifter.

Weapon and Armor Proficiency: A legendary shifter is proficient with all simple and martial weapons and the natural attacks (claw, bite, and so forth) from the shifter evolution class feature and of forms she assumes with shifter shape. Legendary shifters are proficient with light and medium armor and shields (except tower shields).

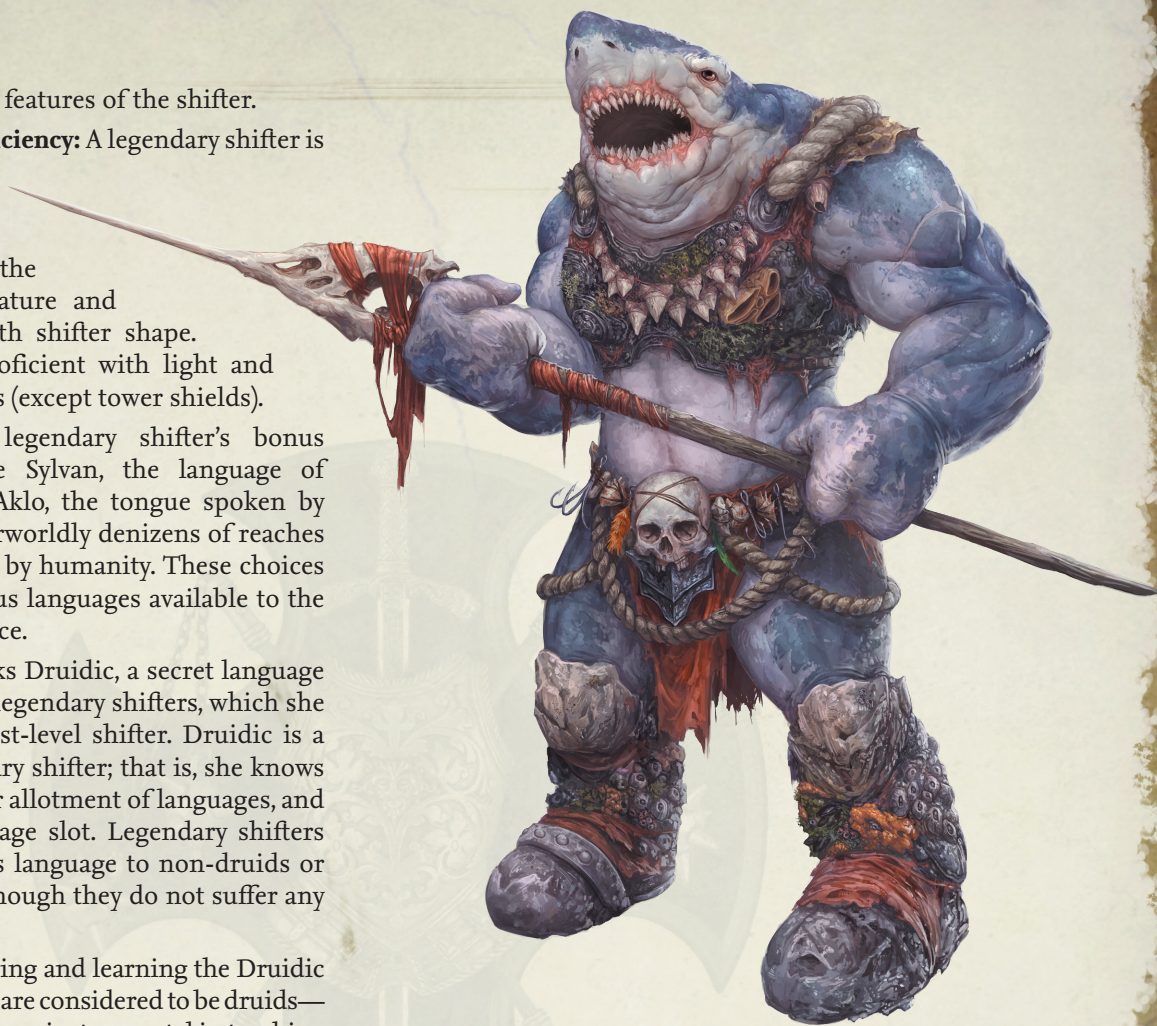
Bonus Languages: A legendary shifter's bonus language options include Sylvan, the language of woodland creatures, and Aklo, the tongue spoken by certain sinister fey or otherworldly denizens of reaches of the wild rarely explored by humanity. These choices are in addition to the bonus languages available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

A legendary shifter speaks Druidic, a secret language known only to druids and legendary shifters, which she learns upon becoming a 1st-level shifter. Druidic is a free language for a legendary shifter; that is, she knows it in addition to her regular allotment of languages, and it doesn't take up a language slot. Legendary shifters are forbidden to teach this language to non-druids or non-legendary shifters, although they do not suffer any consequences for doing so.

For the purposes of teaching and learning the Druidic language, legendary 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 legendary shifters may view druids as competitors or even enemies, all legendary shifters are assumed to speak it.

Shifter Aspect (Su): At 1st level, a legendary shifter gains her first aspect—a category of animal to which her body and soul have become supernaturally attuned. She can shift into her aspect's form (see Aspects) as a [swift action](#), while ending the effect is a [free action](#) that can be taken only on the shifter's turn. A legendary shifter can maintain her aspect indefinitely, and a shifter may switch which aspect's form she is taking as a [swift action](#).

Until a legendary shifter reaches 9th level and gains the chimeric aspect class feature, she can assume only one form at a time. Shifting to a new aspect (or aspects, in the case of chimeric aspects or greater chimeric aspects) ends all forms currently manifested. The forms of aspects are not [polymorph](#) effects, and the legendary shifter does not lose the benefits of a form while affected by [polymorph](#) effects.



As the legendary shifter gains levels, she gains more aspects; she gains her second aspect at 5th level and an additional aspect every four levels afterwards, to a maximum number of 5 at 17th level.

Shifter Shape (Su): At 1st level, a legendary shifter gains the ability to turn herself into any small or Medium [animal](#) and back again, although she is limited to the following forms; [badger](#), [bird](#), [camel](#), [cat \(small\)](#), [dire rat](#), [dog](#), [dolphin](#), [horse](#), [manta ray](#), [pony](#), [snake \(viper or constrictor\)](#), or [wolf](#). This ability functions like the [beast shape I](#) spell, except as noted here. The effect lasts for a number of hours equal to her legendary shifter class level + her Wisdom modifier (minimum 1), and she may split the duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it. A legendary shifter can change form while in her shifter shape, but doing so reduces her total duration by 1 hour. Shifter shape is treated as wild shape for the purpose of feats which would affect it.

**TABLE 1: LEGENDARY SHIFTER CLASS FEATURES**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Shifter Evolution Damage
1st	+1	+2	+2	+0	Shifter aspect, shifter evolution (magic), shifter shape, <i>wild empathy</i>	1d6
2nd	+2	+3	+3	+0	Defensive instinct, track	1d6
3rd	+3	+3	+3	+1	Shifter evolution (cold iron/silver), <i>woodland stride</i>	1d6
4th	+4	+4	+4	+1	Bonus feat, defensive instinct (+1)	1d8
5th	+5	+4	+4	+1	Additional aspect, <i>trackless step</i>	1d8
6th	+6/+1	+5	+5	+2	Speed shift	1d8
7th	+7/+2	+5	+5	+2	Shifter evolution (incorporeal)	1d8
8th	+8/+3	+6	+6	+2	Bonus feat, defensive instinct (+2)	1d10
9th	+9/+4	+6	+6	+3	Additional aspect, chimeric aspect	1d10
10th	+10/+5	+7	+7	+3	Lightning shift	1d10
11th	+11/+6/+1	+7	+7	+3	Shifter evolution (alignment)	1d10
12th	+12/+7/+2	+8	+8	+4	Bonus feat, defensive instinct (+3)	2d6
13th	+13/+8/+3	+8	+8	+4	Additional aspect	2d6
14th	+14/+9/+4	+9	+9	+4	Greater chimeric aspect	2d6
15th	+15/+10/+5	+9	+9	+5	Shifter evolution (adamantine)	2d6
16th	+16/+11/+6/+1	+10	+10	+5	Bonus feat, defensive instinct (+4)	2d8
17th	+17/+12/+7/+2	+10	+10	+5	Additional aspect	2d8
18th	+18/+13/+8/+3	+11	+11	+6	Instant shift	2d8
19th	+19/+14/+9/+4	+11	+11	+6	Shifter evolution (—)	2d8
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, defensive instinct (+5), master of many forms	2d10

A legendary shifter loses her ability to speak while in *animal* form because she is limited to the sounds that 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.)

In addition, a legendary shifter can change her form while in shifter shape as a standard action a number of times per day equal to 1/2 her character level + her Wisdom modifier (minimum 1); doing so does not consume any duration of her shifter shape ability.

At 3rd level, a legendary shifter is no longer limited in which forms she can take from the options provided by *beast shape I*.

At 6th level, a shifter can use shifter shape to change into a Large or Tiny *animal*. When taking the form of an *animal*, a legendary shifter's shifter shape now functions as *beast shape II*.

At 8th level, a legendary shifter can use shifter shape to change into a Huge or Diminutive *animal* or a small or medium *magical beast*. When taking the form of animals or *magical beasts*, a legendary shifter's shifter shape now functions as *beast shape III*.

At 12th level, a legendary shifter can use shifter shape to transform into a Tiny or Large *magical beast*. When taking the form of *magical beasts*, a legendary shifter's shifter shape now functions as *beast shape IV*.

At 16th level, a legendary shifter can use shifter shape to transform into a Diminutive or Huge *magical beast*. When taking the form of *magical beasts*, a legendary shifter's shifter shape now functions as *magical beast shape*.

Shifter Evolution (Su): At will, a legendary shifter in her natural form can extend her claws and grow out a set of fangs as a *swift action* to use as a weapon. This magical transformation is fueled as much by the legendary shifter's faith in the natural world as it is by



inborn talent. These are primary **natural attacks**. Her claws deal piercing and slashing damage while her fangs deal bludgeoning, piercing, and slashing damage listed on **Table 1: Legendary Shifter Class Features**. In addition, her claw and bite attacks ignore **DR/magic**. If she uses one of her claw attacks and/or bite in concert with a weapon held in the other hand, the claw and bite act as secondary **natural attacks** instead. Due to the supernatural nature of these claws and bite, their damage does not increase or decrease due to the legendary shifter's size.

As the legendary shifter gains levels, the power of her claws and fangs increases. At 3rd level, her claws and fangs ignore **DR/cold iron** and **DR/silver**. At 7th level, the legendary shifter's claws and bite are treated as though they had the **ghost touch** enhancement. At 11th level, she can select one aspect of her alignment, treating her claws and bite attacks as though they were that element for the purpose of damage reduction (if the legendary shifter is neutrally aligned, she may select any alignment for this ability). At 15th level, the claws and fangs ignore **DR/adamantine**. Lastly, at 19th level, the claws and fangs ignore **DR/—**.

While a legendary shifter is under the effects of a polymorph (such as change shape or **shifter shape**) to assume another form, all of her **natural attacks** gain the same benefits granted by her shifter evolution ability. If the form she takes has claw or bite attacks, she can use either the base damage of her shifter evolution claws and bite or the damage of the form's claws or bites, whichever is greater. If the form does not have claw or bite attacks, she can choose up to three **natural attacks** that would deal less damage than her shifter evolution damage and have those attacks instead deal the same damage. This ability is treated as shifter's claws for the purpose of meeting the prerequisites of feats and other abilities.

Wild Empathy (Ex): A legendary shifter can improve the attitude of an animal. This ability functions as a **Diplomacy** check to improve the attitude of a person. The legendary 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 legendary 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 legendary 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.

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

These bonuses to AC apply even against **touch** attacks and when the legendary 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 legendary shifter adds half her level as a bonus on **Survival** checks to follow tracks.

Woodland Stride (Ex): At 3rd level, a legendary shifter can move through any sort of undergrowth (such as briars, natural thorns, overgrown areas, and similar terrain) at her normal **speed** and without taking damage or suffering any other impairment. Briars, thorns, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the legendary shifter.

Bonus Feat (Ex): At 4th level, and every four levels thereafter, a legendary shifter gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat feats or feats which have wild shape as a prerequisite. She treats her shifter shape class feature as the Wild Shape class feature, and uses her shifter level as her druid level for qualifying for such feats.

Trackless Step (Ex): At 5th level, a legendary shifter leaves no trail in natural surroundings and cannot be tracked. She can choose to leave a trail if she so desires.

Speed Shift (Ex): At 6th level, whenever a legendary shifter uses her shifter shape class feature, she can use it as a move action which does not provoke attacks of opportunity.

Chimeric Aspect (Su): At 9th level, when a legendary shifter uses her shifter aspect ability to take on a form, she can choose two aspects and assume the form of each aspect.

Lightning Shift (Ex): At 10th level, whenever a legendary shifter uses her shifter shape class feature, she can use it as a swift action which does not provoke attacks of opportunity.

Greater Chimeric Aspect (Su): At 14th level, when a legendary shifter uses her shifter aspect ability to take on a form, she can choose up to three aspects and assume the form of each aspect.

Instant Shift (Ex): At 18th level, a legendary shifter may use her shifter shape ability as an immediate action.

Master of the Many Forms (Ex): At 20th level, a legendary shifter may use shifter shape at will and gains the shapechanger subtype, becoming immune to any transmutation effect unless she is willing to accept it.



ASPECTS



"You'd think logging would be a respectable job, something you could make a real living doing just like your ancestors. Turns out when one of those crazy shifting people comes to tell you to stop, they don't ask twice." John Wayre, former logger of the Sueldo Woods.

A legendary shifter draws strength from an association with a specific type of **animal**, eventually forming spiritual bonds with many different animals. However, her aspect has no influence on which forms she can take with shifter shape. Until reaching 5th level, a legendary shifter has only a single aspect, but as she increases in level, she gains more control over her metamorphosis, allowing her to take on multiple aspects and even merge aspects. All shifter aspects have a form in which they manifest. This form grants a legendary shifter a few of the **animal's** physical traits.

The following options represent only the most common choices used by legendary shifters. Other aspects based on different animals certainly exist, and might grant similar powers or entirely new abilities based on the animal's themes and nature. You can use the following aspects as guides for developing aspects of your own design, but if you wish to do so, you must secure your GM's permission.

BAT

The aspect of the bat imparts mastery over darkness and the night. Though not as powerful in battle as some other aspects, those who take this aspect become adept at skirmishing and spying.

Form: You gain **darkvision** with a range of 60 feet. If you already have **darkvision** with this range or greater, the range of your **darkvision** increases by 30 feet. At 8th level, you gain **darkvision** with a range of 90 feet instead. If you already have **darkvision** with this range or greater, your **darkvision** increases by 30 feet. At 15th level, you gain the 8th-level benefit and gain **blindsense** with a range of 15 feet or, if you already have **blindsense** with a range of 15 feet or more, you increase its range by 10 feet.

BEAR

The aspect of the bear invokes a juggernaut of tireless endurance and furious power. Those who take this aspect are known for surviving severe wounds and delivering punishing blows in return.

Form: You gain a +2 **enhancement bonus** to your **Constitution** score. At 8th level, the bonus increases to +4, and at 15th level it increases to +6.

BULL

The bull is a fierce charger and is adept at trampling its foes, pounding them to a bloody pulp.

Form: You gain a +2 **enhancement bonus** to your **Strength** score. At 8th level, the bonus increases to +4, and at 15th level it increases to +6.

CHAMELEON

The chameleon is a tricky creature, easily able to hide from those who would do it harm.

Form: You gain a +4 **competence bonus** on **Stealth** checks. This bonus increases to +6 at 8th level and +8 at 15th level.

DEINONYCHUS

The deinonychus is adept at racing from ambush to deliver grievous wounds with its talons. This aspect infuses the shifter with an enhanced ability to **surprise** foes and strike first in battle.

Form: You gain a +2 bonus on **Initiative** checks. This bonus increases to +4 at 8th level and +6 at 15th level.

FALCON

The falcon senses all and has the speed to hunt down even the most elusive prey. Those who take this aspect gain enhanced abilities to perceive and reconnoiter the wilderness—little escapes this shifter's attention.

Form: You gain a +4 **competence bonus** on **Perception** checks. This bonus increases to +6 at 8th level and +8 at 15th level.

FROG

The aspect of the frog grants great mobility in leaping through the air and swimming in water, as well surprising tactics in combat.

Form: You gain a +4 **competence bonus** on **Acrobatics** checks when jumping and on **Swim** checks. These bonuses increase to +6 at 8th level and +8 at 15th level.

LIZARD

The aspect of the lizard is one of swift, graceful movement, granting the ability to dart and scurry with an astounding agility and balance.

Form: You gain a +4 **competence bonus** on **Acrobatics** checks. This bonus increases to +6 at 8th level and +8 at 15th level.



MONKEY

The monkey is a climbing trickster who specializes in mobility and manual agility.

Form: You gain a +4 **competence bonus** on **Climb** checks. This bonus increases to +6 at 8th level and +8 at 15th level.

MOUSE

The aspect of the mouse offers the ability to gain access to hard-to-reach places while avoiding many attacks and effects.

Form: You gain **evasion**, as per the **rogue** class feature. At 12th level, this benefit becomes **improved evasion**, as per the **rogue advanced talent**.

NARWHAL

The aspect of the Narwhal is one of danger. This aquatic beast swims deftly through the sea, skewering whatever it wants.

Form: You gain a **gore attack** as a secondary weapon which deals 1d4 piercing damage. At 8th level, this **gore attack's** damage becomes equal to your **shifter evolution's** damage, and at 15th level, it becomes a **primary natural attack**.

OWL

The aspect of the owl is one of silence. This predator glides through the night unheard, a master of stealthy attacks.

Form: You gain a +4 **competence bonus** on **Stealth** checks. This bonus increases to +6 at 8th level and +8 at 15th level.

PORCUPINE

The porcupine is a defensive rodent capable of defending itself from many different sources of danger.

Form: Whenever a creature makes a **melee attack** against you with a **non-reach weapon**, it takes damage equal to your **Wisdom modifier** + 1/2 your **shifter level**.

SHARK

The shark is a bloodthirsty predator who can sense weakness, striking their foes when they are most vulnerable and leaving lasting wounds.

Form: You deal an additional +2 damage on attacks made against foes whose hit points are lower than their maximum. This bonus increases to +3 at 8th level and +4 at 15th level.





SNAKE

The snake is a sneaky and lethal foe who strikes unexpectedly with deadly effect, while avoiding opportune strikes made in return.

Form: You gain a +2 bonus on **attack rolls** when making **attacks of opportunity** and a +2 **dodge bonus** to your AC against **attacks of opportunity**. These bonuses increase to +4 at 8th level and +6 at 15th level.

STAG

The stag can outrun or stand its ground against almost any foe. This aspect offers majestic grace and swift speed.

Form: You gain an **enhancement bonus** of +10 feet to your all speeds you possess. This bonus increases to +20 feet at 8th level and +40 feet at 15th level.

TIGER

The tiger is a powerful but graceful hunter of the wild, quietly stalking its prey and then taking it down with ruthless efficiency.

Form: You gain a +2 **enhancement bonus** to your **Dexterity** score. This bonus increases to +4 at 8th level and +6 at 15th level.

WOLF

The aspect of the wolf provides the senses and the attacks of the mighty wolf, whose instincts are honed to track and take down its prey.

Form: You gain the **scent** ability with a range of 10 feet, or, if you have the **scent** ability, the range increases by 10 feet. The range of this **scent** or the increase to your **scent** increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind and is halved if the opponent is downwind.

WOLVERINE

This aspect unlocks the brutal ferocity and tenacious fury of the **wolverine**. The **wolverine's** lust for battle invigorates its will to live, and it can press on in battle longer than its enemies expect.

Form: You gain 1 additional hit point per **Hit Die** you have, and treat your **Constitution** score as 4 points higher than it is for the purpose of determining when you die at negative **hit points**. At 8th level, you gain **Diehard** as a bonus feat. At 15th level, you treat your **Constitution** as being 8 points higher for the purpose of determining when you die at negative **hit points**.

NEW ARCHETYPES



"I am what you wish to be, what you can never hope to achieve, and what you will learn to fear. Understand that I will make you embrace perfection, and yield to the destiny which I have written for you." Black Chains, master of the Onyx Link.

The core of a legendary shifter is their ever changing nature. Due to this willingness to experiment, legendary shifters are far more diverse than other classes, some taking forms that other would consider impossible. Others focus solely on emulating a single type of creature to the exclusion of all others, mastering that form in a way that lesser legendary shifters could never hope to achieve.

Each archetype listed is meant to allow characters to modify their character in a variety of ways, including completely new ways of transforming. This section includes all new archetypes for the legendary shifter, including reimaginings of some classic archetypes. For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Player's Guide*.

BOUND BEASTMASTER

Shifters are known to revere nature in all its forms, but some prefer to form bonds with the physical embodiments of those concepts. Bound beastmasters are those who enjoy the company and companionship of nature in all forms.

Animal Companion A bound beastmaster gains an animal companion as though she was a druid of her shifter level.

Bound Evolution (Su) A bound beastmaster's shifter evolution damage does not increase as she levels up, but it applies to the natural attacks of her animal companion.

This ability alters shifter evolution.

Shared Aspect (Su) A bound beastmaster's animal companion can choose to gain the benefit of any aspect her master possesses.

This ability alters shifter's aspect and replaces defensive instinct.

Dual Beasts (Ex) At 9th level, whenever a bound beastmaster uses her shifter shape class feature, she can choose to have it also affect her animal companion, although it consumes twice the amount of duration



it normally would. Both the shifter and her animal companion must take the same of the same creature, and if the effect ends for either herself or her animal companion, it ends for both creatures. At 14th level, a bound beastmaster no longer decreases the duration of her shifter shape used while using this ability.

This ability replaces chimeric aspect and greater chimeric aspect.

DRAGON TOUCHED

The bond between dragons and lesser lived races often manifests in strange and unique fashions. For dragon touched, these connections show in a far more obvious form, being able to draw upon ancient draconic power.

Dragon-Blooded (Ex) A dragon touched must select one type of dragon, using its energy type for his abilities.

Red, Brass, Gold: fire

Black, Green, Copper: acid

Blue, Bronze: electricity

White, Silver: cold

This choice cannot be changed later, and affects the dragon touched's breath weapon class features.

Breath Weapon (Su) At 1st level, a dragon touched gains a breath weapon; as a standard action she can release a gout of elemental energy from her mouth in either a 15 foot cone or 30 foot line and deals $1d8 + \text{her class level}$ (Reflex for half damage). At 5th level and every five levels afterwards, this damage increases by $+1d8$.

This ability replaces the claws gained from shifter evolution.

Dragon Heritage (Su) At 1st level, a dragon touched gains low-light vision.

At 5th level, a dragon touched gains darkvision 120 feet as well as a pair of wings; these wings are not strong enough for normal flight, but do allow her to glide.

At 9th level, a dragon touched's wings grant her a fly speed of 60 feet with average maneuverability.

At 13th level, a dragon touched gains blindsense 30 feet.

At 17th level, a dragon touched's flight speed increases to 120 feet and her blindsense increases to 60 feet.

This ability replaces shifter aspect.

Draconic Shape (Su) At 1st level, a dragon touched gains the ability to turn herself into a metallic or chromatic Small [dragon](#) and back again, although she may only shift into a type of dragon she has selected with her dragon-blooded or chimeric dragon class features. This ability functions like the [form of the dragon I](#) spell, except as noted here. The effect lasts for a number of hours equal to $1/2$ her legendary shifter class level + her Wisdom modifier (minimum 1), and she may split the



duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it. A dragon touched can change form while in her draconic shape, but doing so reduces her total duration by 1 hour. Draconic shape is treated as wild shape for the purpose of feats which would affect it.

In addition, a dragon touched can change her form while in shifter shape as a standard action a number of times per day equal to $1/2$ her character level + her Wisdom modifier (minimum 1); doing so does not consume any duration of her draconic shape ability.

A dragon touched who takes the form of a small dragon does not gain the wing attacks, fly speed, energy resistance, breath weapon or movement types, and she gains a +2 size bonus to Dexterity and +1 natural armor rather than the benefits normally granted by [form of the dragon I](#). At 5th level, she gains the fly speed normally granted by [form of the](#)



dragon I. At 8th level, she gains the wing attacks normally granted by *form of the dragon I*. At 11th level, she gains the movement type granted by *form of the dragon I*.

At 5th level, a dragon touched can take the form of a Medium dragon as per the *form of the dragon I* except as noted here. A dragon touched who takes the form of a medium dragon does not gain the wing attacks, energy resistance, breath weapon or movement types, and she gains a +2 size bonus to Strength and Constitution, a -2 size penalty to Dexterity, and +2 natural armor rather than the benefits normally gained from *form of the dragon I*. At 8th level, she gains the wing attacks normally granted by *form of the dragon I* and her size bonuses increase to +4 to Strength and Constitution. At 11th level, she gains the movement type and energy resistance granted by *form of the dragon I*.

At 11th level, a dragon can take the form of a Large dragon, as per the *form of the dragon II* spell, except as noted here. A dragon touched who takes the form of a Large dragon does not gain the damage reduction or breath weapon granted by *form of the dragon II*. At 15th level, she gains the damage reduction granted by *form of the dragon II*.

At 15th level, a dragon can take the form of a Huge dragon, as per the *form of the dragon III* spell, except as noted here. A dragon touched who takes the form of a Large dragon does not gain the breath weapon *form of the dragon III*.

This ability alters shifter shape.



Chimeric Dragon (Ex) At 9th level, a dragon touched selects a different type of dragon, gaining that dragon's breath weapon. At 14th level, she selects a third type of dragon.

This ability replaces chimeric aspect and greater chimeric aspect.

Master of Many Dragons (Su) At 20th level, a dragon touched can use her dragon shape at will.

This ability replaces master of many forms.

ELEMENTAL NEXUS

The power of shifters often manifests in different animals of the woods, but for some, it forms itself as the elements themselves. An elemental nexus fuels themselves with the raw power of nature, building an internal flow of energy which makes even the natural world shudder in fear.

Elemental Focus (Ex) At 1st level, an elemental nexus chooses one primary element on which to focus. This element determines how she accesses the raw power of the Ethereal Plane, and grants her access to specific wild talents (see below) and additional class skills. She gains her selected element's basic utility wild talent (basic telekinesis, basic aerokinesis, etc.) as a bonus wild talent.

Elemental Evolution (Su) At 1st level, an elemental nexus gains a kinetic blast wild talent of her choice, the blast dealing damage as though she was a kineticist of her shifter level. This kinetic blast must be a simple blast that matches her element. Simple blasts are listed with their corresponding elements. She also gains the kinetic fist form *infusion* and the *Improved Unarmed Strike* feat, and the infusion costs 0 points of burn instead of 1 point. She can't use her kinetic blast without the kinetic fist form *infusion*.

This ability replaces shifter evolution.

Elemental Brethren (Ex) At 1st level, an elemental nexus gains a utility wild talent. At 5th level and every 4 levels afterwards, she gains an additional utility wild talent. She may also use any wild talent she possesses while using her shifter shape class feature. An elemental nexus can lower the burn cost of a utility wild talent by 1 (to a minimum of 0) a number of times per day equal to her Wisdom modifier. In addition, she is treated as though she was a kineticist of her level + 4 when selecting the *Extra Wild Talent* feat.

This ability replaces shifter aspect.

(Note: This does not apply if selecting the *Legendary Extra Wild Talent* feat from *Legendary Kineticists II*).



Elemental Defense (Su) At 2nd level, an elemental nexus gains her element's defensive wild talent and is treated as though had accepted 1 burn when determining the effect of her elemental defense. At 5th level, and every three levels thereafter, she is treated as having accepted an additional burn in her elemental defense. If the elemental nexus has more than 1 elemental defense, she can split this effective burn between them in whatever way she wishes.

This ability replaces defensive instinct.

Bonus Feat (Ex) An elemental nexus can select [Extra Wild Talent](#)^{OA} or [Legendary Extra Wild Talent](#) as a bonus feat.

This alters bonus feats.

Elemental Shape (Su) At 5th level, an elemental nexus can use shifter shape to change into a Small [elemental](#). When taking the form of an [elemental](#), the elemental nexus's shifter shape functions as [elemental body I](#).

At 8th level, an elemental nexus can use shifter shape to change into a Medium [elemental](#). When taking the form of an [elemental](#), the elemental nexus's shifter shape now functions as [elemental body II](#).

At 10th level, an elemental nexus can use shifter shape to change into a Large [elemental](#). When taking the form of an [elemental](#), the elemental nexus's shifter shape now functions as [elemental body III](#).

At 12th level, an elemental nexus can use shifter shape to change into a Huge [elemental](#). When taking the form of an [elemental](#), the elemental nexus's shifter shape now functions as [elemental body IV](#).

An elemental nexus cannot take the shape of a magical beast.

This ability alters shifter shape.

Expanded Element (Ex) At 9th and 14th level, an elemental nexus gains the [expanded element](#) class feature of the kineticist class.

This ability replaces chimeric aspect and greater chimeric aspect.

FAIRY SHIFTER

Bonds with nature tend to take many forms, and some are more magical than others. Forming pacts with fey, fairy shifters tend to be far more magical than their fellow shifters, delving into far more diverse unions.

Reduced Hit Die A fairy shifter uses a d8 to determine her hit points.

Reduced Base Attack Bonus A fairy shifter possess the same base attack bonus as a cleric of her level.

Spellcasting A fairy shifter casts divine spells and orisons as a [hunter](#) and uses the [druid](#) and [ranger](#) spell lists, although she uses her Charisma modifier in place of her Wisdom to determine her



spellcasting and bonus spells per day. Only [druid spells](#) of 6th level and lower and [ranger spells](#) are considered to be part of the fairy shifter's spell list. If a spell appears on both the [druid](#) and [ranger](#) spell lists, the fairy shifter uses the lower of the two spell levels listed for the spell.

This ability replaces shifter aspect, chimeric aspect, greater chimeric aspect, and bonus feats.

Fairy Shape (Su) At 1st level, a fairy shifter gains the ability to turn herself into any small or Medium [fey](#) without a fly speed and back again. Her options for new forms include all creatures with the [fey](#) type except for those with a fly speed. This ability functions like the [fey form I](#)^{UW} spell, except as noted here. The form chosen must be that of a [fey](#) with which the fairy shifter is familiar. The effect lasts for a number of hours equal to



1/2 her fairy shifter class level + her Charisma modifier (minimum 1), and she may split the duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it. A fairy shifter can change form while in her fairy shape, but doing so reduces her total duration by 1 hour. Fairy shape is treated as wild shape for the purpose of feats which would affect it.

In addition, a fairy shifter can change her form while in shifter shape a number of times per day equal to 1/2 her character level + her Charisma modifier (minimum 1); doing so does not consume any duration of her fairy shape ability.

At 3rd level, a fairy shifter is no longer limited in which forms she can take with *fey form I*^{uw}.

At 7th level, a fairy shifter can use shifter shape to change into a Large or Tiny fey. When taking the form of an fey, a fair shifter's fey shape now functions as *fey form II*^{uw}.

At 11th level, a fairy shifter can use shifter shape to change into a Huge or Diminutive fey. When taking the

form of an fey, a fairy shifter's fey shape now functions as *fey form III*^{uw}.

At 17th level, when taking the form of an fey, a fairy shifter's shifter shape now functions as *fey form IV*^{uw}.

This ability replaces shifter shape.

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

These bonuses to AC apply even against **touch** attacks and when the fairy 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.

This ability replaces defensive instinct.

Fairy Master (Ex) At 20th level, a fairy shifter's type becomes fey and she can use fairy shape at will.

This ability replaces master of many forms.

GIANT SHIFTER

The blood of giants is a strong force in this world, and for giant shifters, they are the inheritors of that great power. Filled with boundless energy, these titans among men manage to tower above their peers.

Giant-Heritage (Ex) At 1st level, a giant shifter gains the giant subtype.

Shifter's Slam (Ex) A giant shifter gains a bite attack and a pair of slam attacks instead of claw attacks.

This ability alters shifter evolution.

Giant Shape (Su) At 1st level, a giant shifter can increase her size to Large, gaining a +2 size bonus to Constitution and Strength, a -2 size penalty to Dexterity, a +10 enhancement bonus to her base speed, and a +1 bonus to her natural armor bonus. In addition, she gains **rock throwing**^{B1} (range 60 feet, 2d6 damage) and **rock catching**^{B1} special abilities. The effect lasts for a number of hours equal to 1/2 her giant shifter class level + her Wisdom modifier (minimum 1), and she may split the duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it. These bonuses replace the normal bonuses for increasing her size, and this is a polymorph effect.





At 8th level, a giant shifter can increase her size to Huge, gaining a +4 size bonus to Constitution and Strength, a -2 size penalty to Dexterity, a +20 enhancement bonus to her base speed, and a +2 bonus to her natural armor bonus. In addition, she gains the **rend** (2d6 damage) special ability while in her giant form.

At 14th level, a giant shifter can increase her size to Gargantuan, gaining a +8 size bonus to Constitution and Strength, a -4 size penalty to Dexterity, a +30 enhancement bonus to her base speed, and a +4 bonus to her natural armor bonus. In addition, she gains fast healing 5 and **rend** (2d8 damage) while in her giant form.

This ability replaces shifter shape.

Titan Shifter (Su) At 20th level, a giant shifter can increase her size to Colossal, gaining a +12 size bonus to Constitution and Strength, a -8 size penalty to Dexterity, a +30 enhancement bonus to her base speed, and a +6 bonus to her natural armor bonus. In addition, she gains fast healing 10 while in her giant form.

This ability replaces master of many forms.

LYCANTHROPIC WARRIOR

The curse of lycanthropy is a much-feared blight, the loss of one's sense of self considered unthinkable by most. Lycanthropic warriors however have managed to master this curse, making its power their own.

Limited Aspect (Ex) A lycanthropic warrior can only select the following aspects; each aspect comes with an animal which is treated as their lycanthropic focus:

- Bear (**black**, **brown**, **polar**)
- Bull (**auroch**, **bison**, **war bull**)
- Monkey (**baboon**, **gorilla**, **orangutan**)
- Shark (**bull**, **great white**, **shark**)
- Tiger (**dire tiger**, **tiger**) Note: Despite normally being a large creature, a lycanthropic warrior may still transform into a tiger with her weretouched form ability, although she becomes a medium tiger rather than a large tiger
- Wolf (**dire wolf**, **wolf**)

In addition, a lycanthropic warrior does not gain an additional aspect at 9th or 17th level.

This ability alters shifter aspect.

Lycanthropic Resistance (Ex) At 2nd level a lycanthropic warrior gains DR/silver equal to half her shifter level, to a maximum of DR 10/silver at 20th level. Additionally, a weretouched shifter becomes immune to a **lycanthrope's curse of lycanthropy**.

This ability replaces defensive instinct.

Weretouched Form (Ex) At 1st level, a lycanthropic warrior can choose to assume a hybrid of her base type and alternate form instead of her usual alternate form during her shifter shape. If she does, the animal's forelimbs (or pectoral fins for the shark) remain hands able to manipulate objects and wield weapons as well as human hands do, she can walk on two legs (the shark's tail fins remain legs), and she can talk. Despite being a polymorph effect, a lycanthropic warrior's gear does not meld into this form.

This ability alters shifter shape.

METAMORPHIC GENIUS

Gifted with mental prowess beyond their peers, metamorphic geniuses use their intelligence to take a variety of forms, mastering transformations at every possible level.

Reduced Hit Die A metamorphic genius uses a d8 to determine her hit points.

Reduced Base Attack Bonus A metamorphic genius possess the same base attack bonus as a cleric of her level.

Alchemy (Su) The metamorphic genius gains the **alchemy** class feature of an **alchemist**^{APG} of her metamorphic genius level and the infusion discovery.

This ability replaces shifter aspect, chimeric aspect, greater chimeric aspect, and bonus feats.

Advanced Study (Ex) A metamorphic genius can reduce the level of the following extracts by 1:

- *Alter self*
- *Beast shape I, beast shape II, beast shape III, beast shape IV*
- *Object form I**, *object form II**, *object form III** (new spells listed below)
- *Vermin shape I, vermin shape II*
- *Monstrous physique I, monstrous physique II, monstrous physique III*
- *Undead anatomy I, undead anatomy II, undead anatomy III*
- *Ooze form I^{UW}, ooze form II^{UW}*
- *Plant shape I, plant shape II*
- *Form of the dragon I, form of the exotic dragon I^{LOD}, form of the alien dragon I^{LOD}*
- *Giant form I*
- *Dust form^{UC}*
- *Verminous transformation^{HA}*
- *Elemental body I, elemental body II, elemental body III*

In addition, as a standard action, a number of times per day equal to the metamorphic genius's Intelligence modifier + 1/3 her class level (minimum 1), when she is under the effects of an extract listed under her advanced



study, she can choose to change the effects of it to another extract from her advanced study list of equal or lower level or change the form she has taken with that extract. For example, a 5th level metamorphic genius under the effects of a *beast shape I* spell could choose to change the effect to that of a *monstrous physique I* spell. Doing so does not reset the duration of the extract, nor does it require her to spend an additional extract.

This ability replaces shifter shape.

Enduring Polymorph (Ex) Whenever a metamorphic genius consumes an extract listed in her advanced study class feature, its duration is increased to 10 mins/level unless it would normally be longer.

This ability replaces wild empathy, track, and trackless step.

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

Speed Sipper (Ex) At 6th level, whenever a metamorphic genius consumes an extract from those listed in advanced study, she can choose to imbibe it as a move action. At 11th level, she can instead imbibe one of these extracts as a swift action. At 18th level, she can instead imbibe one of these extracts as an immediate action.

This ability replaces speed shifter, lightning shifter, and instant shifter.

Transformative God (Ex) At 20th level, whenever a metamorphic genius imbibes an extract listed in her advanced study class feature, its duration is increased to 1 hour/level unless it would normally be longer.

This ability replaces master of many forms.

MIMICKIN

The art of transformation is a mystery to some, but few can grasp the level of control of their bodies that a mimickin possesses. Able to take nearly any inanimate form, mimickin are masters of disguise.

Skills A mimickin gains Disguise as a class skill.

Mimic Aspect (Ex) At 1st level, a mimickin gains darkvision 60 feet and a +1 bonus to Disguise checks. For every four levels the mimickin possesses, her bonus to Disguise checks increases by +1.

At 5th level, as a swift action while in mimic shape, a mimickin can secrete a powerful adhesive. Any weapon that strikes an adhesive-coated mimickin is stuck fast unless the wielder succeeds on a *Reflex* save (DC = 10 + 1/2 the mimickin's level + her Wisdom modifier). A successful *Strength* check (DC 10 + the mimickin's level) is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the mimickin dies.

At 9th level, a mimickin can change her form while in mimic shape at will as a move action, changing to a different kind of object.

At 13th level, as a *full-round action* while in mimic shape, a mimickin can make a single bite attack that deals double base damage and functions as if she had the *grab* and *swallow whole* special attacks, allowing her to grab and swallow a creature of her size or smaller. Her stomach doesn't deal damage to swallowed creatures, but a living creature she swallows must succeed at a *Fortitude* save (DC = 10 + 1/2 her mimickin level + Wisdom modifier) at the beginning of each of its turns or become *nauseated* for 1 round.





While she has a creature swallowed, a mimickin is treated as if she were carrying a heavy load if the creature is the same size and a medium load if it's one size smaller; regardless, she can swallow only one such creature at a time. She can regurgitate a swallowed creature of her choice as a [move action](#), leaving it [prone](#) in an adjacent open square. If she is struck with a confirmed [critical hit](#) while she has a creature swallowed, the swallowed creatures each take half as much damage as the mimickin does (this doesn't reduce the damage the mimickin takes). If a mimickin leaves mimic form, she must regurgitate any creature she has swallowed with this ability.

At 17th level, a mimickin gains blindsight 30 feet.

This ability replaces shifter aspect, chimeric aspect, and greater chimeric aspect.

Mimic Shape (Su) At 1st level, a mimickin can assume the general shape of any Small or Medium object, such as a massive chest, a stout bed, or a door. A mimickin's body is hard and has a rough texture, no matter what appearance it might present. A mimickin gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Multiple mimickin can join together to form larger objects, although they each occupy their own space. While taking the shape of an object, a mimickin's speed is reduced to 5 feet. As a swift action while disguised as an object, a mimickin can manifest or hide a pair of clawed hands and a mouth; doing so causes her to lose her racial bonus on Disguise checks, although her speed is no longer reduced by her form. Mimic shape is treated as wild shape for the purpose of feats which would affect it.

The effect lasts for a number of hours equal to $\frac{1}{2}$ her mimickin class level + her Wisdom modifier (minimum 1), and she may split the duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it. These bonuses replace the normal bonuses for increasing her size, and this is a polymorph effect.

In addition, a mimickin can change her form while in mimic shape as a standard action a number of times per day equal to $\frac{1}{2}$ her character level + her Wisdom modifier (minimum 1); doing so does not consume any duration of her mimic shape ability.

While taking the form of a Small object, a mimickin gains a +2 size bonus to her Dexterity and a +1 bonus to her natural armor. While taking the form of a Medium object, a mimickin gains a +2 size bonus to her Strength and a +2 bonus to her natural armor.

At 8th level, a mimickin can take the form of a Large or Tiny object. While taking the form of a Tiny object, a mimickin gains a +4 size bonus to her Dexterity and a

+2 bonus to her natural armor. While taking the form of a Large object, a mimickin gains a +4 size bonus to her Strength and a +3 bonus to her natural armor.

At 14th level, a mimickin can take the form of a Diminutive or Gargantuan object. While taking the form of a Diminutive object, a mimickin gains a +8 size bonus to her Dexterity and a +4 bonus to her natural armor. While taking the form of a Gargantuan object, a mimickin gains a +8 size bonus to her Strength and a +5 bonus to her natural armor.

This ability replaces shifter shape.

Silent Stalk (Ex) At 5th level, while a mimickin is in mimic shape without manifesting her claws or bite, whenever she moves 5 feet or less while being observed, she can make a Stealth check opposed by all observer's Perception checks. If her Stealth check is higher, those observing her do not notice that she has moved.

This ability replaces trackless step.

Polymaster (Ex) At 20th level, a mimickin can use her mimic shape at will and can transform into Colossal objects, gaining a +12 size bonus to Strength and a +7 bonus to her natural armor bonus.

This ability replaces master of many forms.

MYSTICALLY TRAINED

The abilities of most shifters are innate to who they are, but a mystically trained gains even more power from the natural world in exchange for their connection to certain animals.

Spellcasting (Sp) At 4th level, a mystic animal can cast divine spells as a [ranger](#).

This ability replaces bonus feats and trackless step.

NECROMORPH

Manipulating living flesh is one thing, but necromorphs live to alter the flesh of the dead, slowly turning themselves into undead engines of destruction.

Undead Adept (Sp) At 1st level, a necromorph can cast [lesser animate dead](#)^{UM} and [command undead](#) as spell-like abilities a total number of times per day equal to her Charisma modifier. If the necromorph does not provide the material components for these spell-like abilities, they instead only last 10 minutes per character level. In addition, she gains the [channel energy](#) class feature of a [cleric](#) of her level, although she can only channel negative energy with it.

At 5th level, she can instead cast [animate dead](#).

At 10th level, she can instead cast [create undead](#).

At 15th level, she can instead cast [greater create undead](#) and [control undead](#).





This ability replaces shifter aspect, chimeric aspect, and greater chimeric aspect.

Necrotic Empathy (Ex) A shifter can improve the attitude of an **undead** without an Intelligence score. 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 **undead** are usually hostile, but will not attack while this ability is being used, being treated as fascinated despite normally being immune to mind-affecting effects.

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

This ability replaces wild empathy and bonus language.

Necro Shape (Su) At 1st level, a legendary shifter gains the ability to turn herself into any Small or Medium corporeal creature of the **undead** type, which must be vaguely **humanoid**-shaped (like a **ghoul**, **skeleton**, or **zombie**). This ability functions like the **undead anatomy I** spell, except as noted here. The effect lasts for a number of hours equal to 1/2 her legendary shifter class level + her **Charisma** modifier (minimum 1), and she may split the duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it. A necromorph can change form while in her shifter shape, but doing so reduces her total duration by 1 hour.

In addition, a necromorph can change her form while in necro shape as a standard action a number of times per day equal to 1/2 her character level + her **Charisma** modifier (minimum 1); doing so does not consume any duration of her necro shape ability.

At 6th level, a shifter can use shifter shape to change into a Large or Tiny corporeal creature of the **undead** type. When taking the form of an **undead**, a shifter's shifter shape now functions as **undead anatomy II**.

At 8th level, a shifter can use shifter shape to change into a Huge or Diminutive corporeal creature of the **undead** type. When taking the form of an **undead**, a shifter's shifter shape now functions as **undead anatomy III**.

At 14th level, a shifter can use shifter shape to transform into a Tiny or Large incorporeal creature of the **undead** type. When taking the form of an **undead**, a shifter's shifter shape now functions as **undead anatomy IV**, although for every 1 minute she spends in an incorporeal form, the duration of her necro shape is reduced by 1 hour (each use of this ability used to turn into an incorporeal form costs 1 minute, regardless of how long she spends in this form).

This ability replace shifter shape.

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

These bonuses to AC apply even against **touch** attacks and when the necromorph 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.

This ability replaces defensive instinct.

Perfect Preservation (Su) At 3rd level, whenever a necromorph kills a creature with a natural attack while in her necro shape, she can choose for that creature to be under the effects of a **gentle repose** spell indefinitely. A necromorph can have a number of creatures equal to her **Charisma** modifier affected by this ability at a single time; if she attempts to use this ability while already affecting the maximum amount of creatures, she must select one creature affected by this ability, instantly ending the effect upon that creature.

This ability replaces woodland stride.

Hide in Plain Sight (Su) At 5th level, a necromorph can use the **Stealth** skill even while being observed. As long as she is within 10 feet of an area of dim light, a necromorph can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

This ability replaces trackless step.

True Death (Ex) At 20th level, a necromorph gains the **Craft Wondrous Item** feat and gains the **lich** template, automatically gaining a phylactery. If her alignment is not evil, it is instantly shifted to evil.

This ability replaces master of many forms.

Oozeling

The allure of taking on a form that is in itself all forms deeply appeals to an oozeling, allowing them to completely shift their form at a moment's notice and take on whatever shape they desire.

Ooze Form (Ex) An oozeling's body is composed of protoplasm that takes the form of her original shape, although to any observer it is obvious that she is an ooze. An oozeling treats her creature type as both **ooze** and her base creature type from her race for the purposes of effects targeting creatures by type (such as **bane** weapons and a **ranger's favored enemy**). She also gains **compression** as



per the universal monster rule. This ability can be used regardless of the current form the ooze has taken. As a swift action, an ooze can take the form of a protoplasmic blob or revert to her normal form (she also takes this form whenever she is unconscious).

In protoplasmic blob form, the oozemorph is immune to critical hits and precision damage and can't be **flanked**. However, she has no magic item slots and she cannot benefit from armor; cast spells; hold objects; speak; or use any magic item that requires activation, is held, or is worn on the body and has a movement speed of 10 feet. Shifting into protoplasmic form is treated as a **polymorph** effect.

This ability replaces shifter aspects.

Ooze Weaponry (Ex) An ooze can choose to manifest up to 3 natural weapons of her choice as a swift action, each dealing damage equal to her shifter evolution class feature. At 6th level and every six levels afterwards,

she can manifest an additional natural weapon. The total number of **natural attacks** an ooze has at any given time includes those gained via her current form. For example, an 8th-level ooze who has taken the form of a **wolf** with **beast shape I** has a bite attack as part of that form; she can create only three additional **natural attacks** via ooze weaponry, for a total of four attacks available to her at that level. If the ooze later reverts to a **humanoid** form with no **natural weapons**, she can instead create four morphic weapons.

To determine if a natural attack is primary or secondary and its damage, refer to **Table 2: Oozing Natural Weapons**.

This ability alters shifter evolution.

Ooze Empathy (Ex) An ooze gains the legendary shifter's **wild empathy** class feature, but she can use it only to influence the attitude of **oozes** with an **Intelligence** score of 2 or lower. An ooze can use this ability on mindless **oozes**; when she does so, she imparts a modicum of intellect to the **ooze** to allow it to respond to her commands.

This alters **wild empathy**.

Speedy Ooze (Ex) At 5th level and every four levels afterwards, an ooze's base land speed increases by +10 feet.

This ability replaces trackless step.

Ooze Shape (Su) At 8th level, an ooze can use shifter shape to change into a Small or Medium **ooze**. When taking the form of an **ooze**, the ooze's shifter shape functions as **ooze form I^{UW}**.

At 10th level, an ooze can use shifter shape to change into a Large **ooze**. When taking the form of an **ooze**, the ooze's shifter shape functions as **ooze form II^{UW}**.

At 12th level, an ooze can use shifter shape to change into a Huge **ooze**. When taking the form of an **ooze**, the ooze's shifter shape functions as **ooze form III^{UW}**.

An ooze cannot use her shifter shape to transform into a magical beast.

This ability alters shifter shape.

Oozeekin (Ex) At 9th level, an ooze always has a 50% chance to ignore critical hits and precision damage and gains blindsense 30 feet, regardless of her form. At 14th level, an ooze is immune to critical hits and precision damage and her blindsense becomes blindsight 30 feet.

This ability replaces chimeric aspect and greater chimeric aspect.

Oozemaster (Ex) At 20th level, an ooze can use her shifter shape at will and becomes immune to mind-affecting effects.

This ability replaces master of many forms.

**TABLE 2: OOZELING NATURAL WEAPONS**

Natural Attack	Base Damage by Size*						Damage Type	Attack type
	Dim.	Tiny	Small	Medium	Large	Huge		
Bite	1d2	1d3	1d4	1d6	1d8	2d6	B, P, and S	Primary
Claw	1	1d2	1d3	1d4	1d6	1d8	B and S	Primary
Gore	1d2	1d3	1d4	1d6	1d8	2d6	P	Primary
Hoof, Tentacle, Wing	1	1d2	1d3	1d4	1d6	1d8	B	Secondary
Pincers, Tail Slap	1d2	1d3	1d4	1d6	1d8	2d6	B	Secondary
Slam	1	1d2	1d3	1d4	1d6	1d8	B	Primary
Sting	1	1d2	1d3	1d4	1d6	1d8	P	Primary
Talons	1	1d2	1d3	1d4	1d6	1d8	S	Primary

PROTEAN MUTANT

For the majority of shifters, the forms they take are relatively stable, composed of those found in nature. Protean mutants however take forms far more esoteric, becoming entirely new creations of their own designs.

Alternate Form (Ex) At 1st level, a protean mutant gains an evolution point as though she was an [unchained eidolon](#). She may use this evolution point however she sees fit, treating herself as an unchained summoner of her shifter level to determine which evolutions she may select, and she is treated as though she had all subtypes when determining if she can select an evolution. She is also treated as an unchained eidolon when determining how many natural attacks she may possess, and those gained by shifter evolution count against this limit. Once every 24 hours, she may choose to change the designation of her evolutions granted to her by this ability. At 5th level and every four levels afterwards, she gains an additional evolution point.

This ability replaces shifter aspect.

Mutant Evolution (Ex) A protean mutant's shifter evolution damage does not increase as she levels up, but it applies to all natural attacks she gains from evolution points.

This ability alters shifter evolution.

Mutant Shape (Ex) At 1st level, a protean mutant can choose to take another shape, allowing her to take any

base form available to an unchained eidolon (although her ability scores do not change). When she uses this ability, she also gains a number of additional evolution points equal to $\frac{1}{2}$ her class level as well as allowing her to change the designation of her evolution points she has gained through her alternate form class feature (the changes to her evolution points are permanent until changed again). The effect lasts for a number of hours equal to $\frac{1}{2}$ her protean mutant class level + her Wisdom modifier (minimum 1), and she may split the duration of this ability however she wants. Each use of this ability uses up at least an hour of its duration, regardless of how long she stays in it, and this is a polymorph effect.

This ability replaces shifter shape.

Mercurial Shift (Ex) At 9th level, as a full-round action a protean mutant can change the designation of all of her evolution points a number of times per day equal to her Wisdom modifier. At 14th level, she can use this ability as a swift action as well as changing her base form.

This ability replaces chimeric aspect and great chimeric aspect.

Infinite Variety (Ex) At 20th level, a protean mutant may use mutant shape at will and gains the shapechanger subtype, becoming immune to any transmutation effect unless she is willing to accept it. In addition, she permanently gains 5 evolution points.

This ability replaces master of many forms.



NEW PRESTIGE CLASS: POLYMORPH SAVANT



"Balance is the only true god; it staves away the chaos of advancement and wards the grinding progress of societal advancement. To live in a state of true balance is the only way to truly be happy." Jade Fox, practitioner of the Eternal Way.

The idea of changing forms is natural for all legendary shifters, but there are those who yearn to embrace as many forms as possible. Choosing to alter their bodies in ways that others would never dream of, polymorph savants are those brave few who manage to take such a staggering variety of forms as to make their fellows look stagnant in comparison. To test the limits of their bodies and mind are the only goals of a polymorph savant, making them almost impossibly versatile in the face of any challenge.

Role: Polymorph Savants function very much like normal legendary shifters, although their progression is



**TABLE 3: POLYMORPH SAVANT**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Insect shape, shifter training
2nd	+1	+1	+1	+1	Savant's evolution (incorporeal), shifter reflexes
3rd	+2	+2	+2	+1	Monstrous shape
4th	+3	+2	+2	+1	Bonus feat
5th	+3	+3	+3	+2	Fey shape
6th	+4	+3	+3	+2	Lightning shift, savant's evolution (alignment)
7th	+5	+4	+4	+2	Ooze shape
8th	+6/+1	+4	+4	+3	Bonus feat
9th	+6/+1	+5	+5	+3	Plant shape
10th	+7/+2	+5	+5	+3	Dragon shape, savant's evolution (adamantine), true transformation

far different. While *legendary shifters* tend to focus on animals and magical beasts, polymorph savants are far more worldly in their aims, seeking to take as many forms as possible. Due to this, some of their *legendary shifter* abilities suffer, but it is a cost most would gladly pay in order to take the variety of forms given to them as a polymorph savant.

Alignment: Any

Hit Die: d8

REQUIREMENTS

To qualify to become a polymorph savant, a character must fulfill all of the following criteria:

Base Attack Bonus: +5

Feat: Basic Alteration

Special: Shifter shape class feature

CLASS SKILLS

The polymorph savant's class skills are *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 + Int modifier

Shifter Training: A polymorph savant adds her polymorph savant level to her legendary shifter level when determining the effects of her shifter shape. For each level in polymorph savant gained, she increases the duration of her shifter shape by 1 hour. In addition, she may use her shifter shape's ability to change form to change between different effects. For example, a 5th

level polymorph savant under the effects of a *beast shape I* spell could choose to change the effect to that of a *monstrous physique I* spell.

Insect Shape (Ex) At 1st level, a polymorph savant can take the form of a Tiny, Small, Medium, or Large vermin with her shifter shape. While taking the form of a vermin, this ability functions as *vermin shape II*.

Savant's Evolution (Su) At 2nd level, the polymorph savant's claws and bite gained from the shifter evolution class feature are treated as though they had the *ghost touch* enhancement. At 6th level, she can select one aspect of her alignment, treating her claws and bite attacks as though they were that alignment for the purpose of damage reduction (if the legendary shifter is neutrally aligned, she may select any alignment for this ability). At 10th level, the claws and fangs ignore *DR/adamantine*.

Shifter Reflexes (Ex) At 2nd level, whenever a polymorph savant is under the effects of her shifter shape class feature, she is treated as though she had *uncanny dodge* and *evasion*.

Monstrous Shape (Ex): At 3rd level, a polymorph savant can take the form of a Diminutive, Tiny, Small, Medium, Large, or Huge monstrous humanoid with her shifter shape. While taking the form of a monstrous humanoid, this ability functions as *monstrous physique III*.

Bonus Feat: At 4th level, and every four levels thereafter, a polymorph savant gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat feats or feats which have wild shape as a prerequisite. She treats her shifter shape class feature as the Wild Shape class feature, and uses her legendary shifter level + her polymorph savant level as her druid level for qualifying for such feats.



Fey Shape (Ex) At 5th level, a polymorph savant can take the form of a Diminutive, Tiny, Small, Medium, Large, or Huge fey with her shifter shape. While taking the form of a fey, this ability functions as *fey form III*^{uw}.

Lightning Shift (Ex) At 6th level, whenever a legendary shifter uses her shifter shape class feature, she can use it as a swift action which does not provoke attacks of opportunity.

Ooze Shape (Ex) At 7th level, a polymorph savant can take the form of a Small, Medium, Large, or Huge ooze with her shifter shape. While taking the form of an ooze, this ability functions as *ooze form III*^{uw}.

Plant Shape (Ex) At 9th level, a polymorph savant can take the form of a Small, Medium, Large, or Huge plant with her shifter shape. While taking the form of a plant, this ability functions as *plant shape III*.

Dragon Shape (Ex) At 10th level, a polymorph savant can take the form of a Medium, Large, or Huge dragon with her shifter shape. While taking the form of a dragon, this ability functions as *form of the dragon III*.

True Transformation (Ex) At 10th level, whenever a polymorph savant uses her shifter shape, the effect becomes extraordinary rather than a spell-like effect, and therefore cannot be dispelled by any means.

NEW FEATS



"Hey, I like to transform too, but like as a hobby. It's nothing compared to these forest loving weirdos who slip between forms during conversations. But as long as they keep buying, I'm fine with whatever they want to do." Kallen Telos, owner of the Gunpowder Scorpion.

The following feats are designed especially to work with *legendary shifters* and their unique abilities.

ANIMAL SPIRIT

You allow your spirit to guide you rather than your wisdom.

Prerequisite: Legendary shifter 1st.

Benefit: You use your Charisma to determine any shifter class feature which would normally use your Wisdom to determine its effects, such as defensive instinct. In addition, you may apply your Charisma modifier to your will saving throws instead of your Wisdom modifier, up to a limit equal to your shifter level.

BASIC ALTERATION

You are in touch with more basic forms.

Prerequisite: Shifter shape, dragon shape, fairy shape, giant shape, mimic shape, or necro shape class feature.

Benefit: You can take the form of a Small or Medium humanoid with your shifter shape or other listed class feature. While taking the form of a humanoid, this ability functions as *alter self*. In addition, you can speak regardless of which form you take with shifter shape or other listed class features.

BESTIAL ROOTS

Despite your alternative route to power, you can still tap into the power of animals.

Prerequisites: Legendary shifter 5th; dragon shape, fairy shape, giant shape, mimic shape, or necro shape.

Benefit: You may use the prerequisite abilities to transform into animals as though you had the shifter shape class feature.

Special: This feat does not allow you to take the form of magical beasts.

MINIATURE REACH

No matter how small you are, you are always a threat.

Benefit: Whenever you are under the effects of a polymorph effect which would reduce your size to Tiny or smaller, your natural reach is always treated as 5 feet, regardless of your size.

MORPHIC BERSERKER

You can combine bestial strength and ferocity to turn into a terrifying avatar of might.

Prerequisites: Rage power class feature, defensive instinct class feature

Benefit: If you have levels in both barbarian and legendary shifter, those levels stack for determining the number of rounds you can rage per day and your bonus to AC from your defensive instinct class feature.

Additionally, if you have the rage class feature and one of the shifter shape, draconic shape, giant shape, mimic shape, mutant shape, or necro shape class features, whenever activate your rage and shifter shape class features (or equivalents listed above) in the same round, you may make an Intimidate check to demoralize against an opponent within 30 ft. of you as a free action. You may only make this Intimidate check once per combat.



Special: You may use the intelligent instinct, whimsical aura, or unsettling aura class features instead of the defensive instinct class feature to qualify for this feat. If you do, the qualifying class feature is affected by this feat the same way as defensive instinct would.

MORPHIC LYRICIST

You can mix performance and transformation to invoke primal harmony.

Prerequisites: Bardic performance class feature, defensive instinct class feature

Benefit: If you have levels in both bard and legendary shifter, those levels stack for determining the number of rounds you can use bardic performance per day and your bonus to AC from your defensive instinct class feature.

Additionally, you may speak as if you were in your base form while under a polymorph effect, ignoring any restrictions your new form would impose on your speech. This enables you to use verbal components and sound-based abilities such as bardic performance unimpeded.

Special: You may use the intelligent instinct, whimsical aura, or unsettling aura class features instead of the defensive instinct class feature to qualify for this feat. If you do, the qualifying class feature is affected by this feat the same way as defensive instinct would.

MORPHIC STALKER

You can blend shifting and assassination techniques to become the ultimate predator.

Prerequisites: Studied target class feature, defensive instinct class feature

Benefit: If you have levels in both legendary shifter and slayer, those levels stack for determining the bonus granted by your studied combat class feature and your bonus to AC from your defensive instinct class feature.

Additionally, if you have the studied combat class feature and one of the shifter shape, draconic shape, giant shape, mimic shape, mutant shape, or necro shape class features, whenever a studied target attempts an attack roll against you, you may use your shifter shape class feature (or equivalent listed above) as an immediate action.

Special: You may use the intelligent instinct, whimsical aura, or unsettling aura class features instead of the defensive instinct class feature to qualify for this feat. If you do, the qualifying class feature is affected by this feat the same way as defensive instinct would.



NEW SPELLS



"The cycle of nature is very important, and because of this reason, I deeply respect it. But when that cycle tries to deny you what you deserve, you should fight back with the same fury as a raging hurricane." Trueno, master of the Silver Lightning.

The following spells are designed especially to work with *legendary shifters*, although they can be utilized by a variety of classes.



OBJECT FORM I

School **transmutation** (polymorph); Level **alchemist** 2, **bloodrager** 2, **magus** 2, **sorcerer/wizard** 3

CASTING

Casting Time 1 **standard action**

Components V, S

EFFECT

Range personal

Target you

Duration 1 min./level (D)

DESCRIPTION

When you cast this spell, you can assume the form of any Small or Medium object, such as a chair or desk (but not a corpse). While in this form, you can choose to hide the natural attacks granted by this spell; if you do, you gain a +20 circumstance bonus to Disguise checks to appear as a normal object. You also gain darkvision 60 feet and a base land speed of 30 feet.

Small object: If the form you take is that of a Small object, you gain a +2 size bonus to your **Dexterity** and a +2 natural armor bonus. You also gain a pair of claw attacks which deal 1d3 damage and a bite attack which deals 1d4 damage; these are primary natural attacks.

Medium object: If the form you take is that of a Medium **animal**, you gain a +2 size bonus to your **Strength** and a +3 natural armor bonus. You also gain a pair of claw attacks which deal 1d4 damage and a bite attack which deals 1d6 damage; these are primary natural attacks.

OBJECT FORM II

School **transmutation** (polymorph); Level **alchemist** 3, **bloodrager** 3, **magus** 3, **sorcerer/wizard** 4

CASTING

Casting Time 1 **standard action**

Components V, S

EFFECT

Range personal

Target you

Duration 1 min./level (D)

DESCRIPTION

This spell functions as *object form I*, except that it also allows you to assume the form of a Tiny or Large object. In addition, you gain **blindsight** 30 feet, climb 20 feet, and if you make an attack against a creature who is unaware of your presence, you deal additional damage equal to your caster level with each attack you make until the end of your turn.

Tiny object: If the form you take is that of a Tiny object, you gain a +4 size bonus to your **Dexterity** and a +2 natural armor bonus. You also gain a pair of claw attacks which deal 1d2 damage and a bite attack which deals 1d3 damage; these are primary natural attacks.

Large object: If the form you take is that of a Large **animal**, you gain a +4 size bonus to your **Strength** and a +4 natural armor bonus. You also gain a pair of claw attacks which deal 1d6 damage and a bite attack which deals 1d10 damage; these are primary natural attacks.

OBJECT FORM III

School **transmutation** (polymorph); Level **alchemist** 4, **bloodrager** 4, **magus** 4, **sorcerer/wizard** 5

CASTING

Casting Time 1 **standard action**

Components V, S

EFFECT

Range personal

Target you

Duration 1 min./level (D)

DESCRIPTION

This spell functions as *object form II*, except that it also allows you to assume the form of a Diminutive or Huge object. In addition, you gain the **pounce** and **swallow whole** abilities.

Diminutive object: If the form you take is that of a Diminutive object, you gain a +8 size bonus to your **Dexterity** and a +3 natural armor bonus. You also gain a pair of claw attacks which deal 1d1 damage and a bite attack which deals 1d2 damage; these are primary natural attacks.

Huge object: If the form you take is that of a Huge object, you gain a +8 size bonus to your **Strength** and a +6 natural armor bonus. You also gain a pair of claw attacks which deal 2d6 damage and a bite attack which deals 2d10 damage; these are primary natural attacks.

SAMPLE LEGENDARY SHIFTER: INES



INES

CR 7

XP 3,200

Female half-elf legendary shifter 8

CN Medium humanoid (human, elf)

Init +7; Senses low-light vision; Perception +18

DEFENSE

AC 19, touch 18, flat-footed 16 (+1 armor, +3 Dexterity, +3 Wisdom, +2 misc)

hp 49 (8d10+8)

Fort +8, Ref +10, Will +6; +2 vs. enchantment spells and effects

Immune sleep effects

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d10+4) bite +12 (1d10+4), quarterstaff +8 (1d6)



STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 8, **Wis** 16, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 24

Feats Agile Maneuvers, Improved Initiative, Skill Focus (Perception), Shifter's Edge, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw)

Skills Bluff +10, Disguise +9, Linguistics +0, Perception +18, Stealth +13

Languages Common, Druidic, Elven, Sylvian

SQ defensive instinct (+4 AC), shifter aspect (bat, stag), shifter evolution (1d10, magic/cold iron/silver/incorporeal) shifter shape (6 hours/day), speed shift, track, trackless step, wild empathy, woodland stride,

Combat Gear *potion of cure moderate wounds* (3), *potion of invisibility* (2); **Other Gear** *bracers of armor* +1, *cloak of resistance* +1, masterwork quarterstaff, *quick runner's shirt*, 1,200 gp

The life of Ines was determined the day she was born, her form blessed with an overabundance of natural energy. From a glance, the girl's golden eyes were enough to mark her as a scion of the natural world, although her parent failed to understand that. Filled with fear that their child was somehow cursed, soon after Ines's birth she was left in the wilderness, her parents hoping that some wild beast would come upon her and finish the job of which they were unwilling to do.

Fate had other plans, as the young child was found by a wandering fey. The fairy folk, a wood nymph named Esle, could sense the power of nature coursing through the infant, finding herself intrigued that a child could be so infused with such purity. Considering the child to be quite the find, Esle chose to raise the baby herself, helping to nurture her new daughter's potential. As Ines grew older, the extent of her abilities became more obvious, learning how to take more and more forms of the forest, often playing games with her mother in these forms to the delight of both.

Natural power wasn't the only thing filling Ines, as the young girl soon found she was also hopelessly overflowing with love. Unable to spend a day without a crush, Ines had quite the infatuation with an old satyr named Hones, constantly following around the old goat and trying to gain his favor. After years of trying, Ines slowly developed the idea to further advance her shifting abilities, hoping to impress the satyr with her command of her powers. That was three years ago, and Ines is still out adventuring in the human world, experiencing all there is to offer. While occasionally she remembers why she left in the first place, Hones often becomes a dull memory amid the bevy of new experiences, Ines ever loving nature often showing itself whenever possible.

Without much of a goal in life, Ines considers herself an agent of change in the life of those she enters. Be it sneaking through the night, taking down a corrupt ruler, or breaking up a pair of young lovers, Ines seemingly only has the goal of changing the world around her and leaving an impact in people's lives all her own. She also enjoys spreading rumors of her deeds, several of which have caught the attention of a young adventurer by the name of Valerie Jette, who vows to see if these tales of 'Ines the Whirlwind' are true.

Boon: Players who wish to parley with Ines must make a DC 25 Diplomacy check, successfully shifting her attitude to helpful. If a character is particularly attractive (18 or higher Charisma) or a fey, they gain a +5 circumstance bonus on this check. Those who have shifted Ines's attitude to helpful can request her to stalk a target for up to 2 days, start a rumor of their choosing, or locate an NPC of their choice as long as that NPC is within 20 miles of the characters and is not magically warded.





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