



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

BY DAVID N. ROSS  
AND PATRICK N.R. JULIUS





LEGENDARY HYBRIDS  
SKINCHANGER



# LEGENDARY HYBRIDS SKINCHANGER

## CREDITS

**Author:** David N. Ross and Patrick N.R. Julius

**Artists:** William Hendershot, Christopher Kimball, Andrea Montano, Beatrice Pelagatti, Peyeyo, Phill Simpson, Rian Trost

**Editing and Development:** Jason Nelson

**Design and Layout:** Liz Courts

**Legendary Games Team Members:** Anthony Adam, Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Joel Flank, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortess, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

**Playtesters:** Andrew Benson and Luke Anderson

**Publisher:** Jason Nelson

**Executive Partner:** Neil Spicer

**Business Director:** Rachel Ventura

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**Legendary Games**

3734 SW 99th St.

Seattle, WA 98126-4026

[makeyourgamelegendary.com](http://makeyourgamelegendary.com)





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## SUPERSCRIPT REFERENCES

The following superscripts are used to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

ACG = *Pathfinder Roleplaying Game: Advanced Class Guide*

APG = *Pathfinder Roleplaying Game: Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game: Advanced Race Guide*

B5 = *Pathfinder Roleplaying Game: Bestiary 5*

B6 = *Pathfinder Roleplaying Game: Bestiary 6*

BOS = Softcover companion for shadow races

BOTM = Softcover companion for skinwalkers

DD = *Legendary Villains: Dark Druids*

ISI = Softcover bestiary of monsters from the inland sea region of the official Pathfinder setting

ISM = Softcover magic book from the inland sea region of the official Pathfinder setting

LPPG = *Legendary Planet Player's Guide*

MA = *Pathfinder Roleplaying Game: Mythic Adventures*

MTT = Softcover toolbox for magical combat

OA = *Pathfinder Roleplaying Game: Occult Adventures*

RTT = Softcover toolbox for ranged combat

SH = Softcover handbook for masters of spycraft

UC = *Pathfinder Roleplaying Game: Ultimate Combat*

UE = *Pathfinder Roleplaying Game: Ultimate Equipment*

UI = *Pathfinder Roleplaying Game: Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game: Ultimate Magic*



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## WELCOME TO LEGENDARY HYBRIDS

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

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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

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*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 Paizo fan, 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](http://www.makeyourgamelegendary.com).



## WHAT YOU WILL FIND INSIDE LEGENDARY HYBRIDS: SKINCHANGER

*Legendary Hybrids: Skinchanger* is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the *Pathfinder Roleplaying Game: Advanced Class Guide* that blend the core elements of two different base classes into a unique synergy all their own. The skinchanger brings you a 20-level hybrid class that combines the druid's shapeshifting with the vigilante's flexibility and brilliantly devious ploys. They can transform into almost any shape and pass as anyone they have studied. Those who survive learning of these secretive operatives struggle endlessly with the fear that anyone they meet, no matter how trusted, might be a disguised skinchanger watching for the perfect opportunity to strike.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. 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







# INTRODUCTION



Skinchangers have the uncanny ability to reshape their own bodies as they choose. Even novice skinchangers can change their physical appearance to match another's. The most powerful skinchangers radically modify themselves—transforming into monsters, shrinking or enlarging themselves, or fashioning weapons and armor from their own bodies.

Skinchangers are notorious for their abilities as infiltrators and assassins. Indeed, in some areas conspiracy theorists posit that leaders all over the world have already long-since been assassinated and replaced by skinchangers who are simply waiting for the right moment to reveal themselves and assert global domination. Few take such theories seriously, but all must admit that the most powerful skinchangers would have little difficulty killing and replacing any given leader, and it might be years before anyone noticed the difference.

Skinchangers derive their shapechanging power from a variety of sources. Some gain their power much as druids do, by attuning themselves to the magic of life and nature. Others modify themselves with ancient, alien technology. Still others attain their abilities as the result of strange alchemical experiments. A number are even born skinchangers, perhaps as the result of a mutation or inheriting the ability from an ancestor. Those who are born skinchangers may have a few physical quirks when they are young (extreme joint flexibility, unusually wide vocal range, and prehensile ears and toes are particularly common), but their full shapechanging abilities typically do not begin to manifest until adolescence, and often come as a surprise even to the skinchanger. Such a one might find herself wishing again and again that she could only look like someone else—and then one day, suddenly she does.

**Role:** Skinchangers are elusive infiltrators, scouts, spies, deadly assassins, and skilled warriors. Those who use their abilities to transform into animals or create weapons from their own body are fully capable of direct frontal assaults, while those who focus their skills on mimicry and disguise generally prefer to remain hidden until the last possible moment and then strike when the enemy least expects it. Many skinchangers even take on multiple roles, shifting their tactics as often as they shift their bodies.

**Alignment:** Any.

**Hit Die:** d8.

**Parent Classes:** Druid and vigilante<sup>U1</sup>.

**Starting Wealth:** 4d6 x 10 gp (average 140 gp). In

addition, each character begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

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The skinchanger's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 6 + Int modifier.

## CLASS FEATURES

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The following are class features of the skinchanger.

**Weapon and Armor Proficiency:** Skinchangers are proficient with all simple weapons. They are also proficient with all natural weapons of attacks they gain from skinchange (see below). They are proficient with light armor, but not with shields.

**Adopted Persona (Ex):** With 1 minute of mental and physical adjustments, a skinchanger can adopt an invented persona or copied persona. A copied persona must be an impersonation of an individual she has studied closely. This change cannot be accelerated except by any means that can accelerate the change between a vigilante's dual identities. To adopt a persona, she must first spend 1 week learning about an individual she wishes to impersonate (seeing and hearing the individual for at least 10 minutes from within 60 feet in each of two different settings, and learning habits and skills from afar or second-hand the rest of the time) or crafting an invented persona (quietly spreading rumors and making disguised appearances in areas the invented persona would frequent, requiring access to those places for at least 10 minutes on two different occasions). A skinchanger can maintain a number of personae equal to half her class level (minimum 1) and must spend 1 hour per week maintaining each persona or it is lost. While in an adopted persona, a skinchanger gains a bonus equal to half her class level (minimum +1) on Bluff checks made as part of maintaining the ruse. This bonus also applies to up to three Knowledge or Profession skills related to topics the skinchanger knows the persona is familiar with. The bonus does not apply when not accurately disguised as the appropriate persona (which requires appropriate clothing and possibly jewelry) or when acting out of character for that persona (such as pretending to



**TABLE 1: SKINCHANGER CLASS FEATURES**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+0	+2	+2	+2	Adopted persona, hidden strike +1d8, Improved Unarmed Strike, skinchange (disguise, 1/day), social talent	—	—	—	—
2nd	+1	+3	+3	+3	Shapeshifter's empathy, skinchange (humanoid form, 2/day)	—	—	—	—
3rd	+2	+3	+3	+3	Stalker talent, trackless step	—	—	—	—
4th	+3	+4	+4	+4	Advanced skinchange, skinchange (3/day), spontaneous spells	1	—	—	—
5th	+3	+4	+4	+4	Adopted persona (untrained), hidden strike +2d8, social talent	1	—	—	—
6th	+4	+5	+5	+5	Skinchange (4/day)	1	—	—	—
7th	+5	+5	+5	+5	Stalker talent	1	1	—	—
8th	+6/+1	+6	+6	+6	Skinchange (5/day)	1	1	—	—
9th	+6/+1	+6	+6	+6	Hidden strike +3d8, social talent	2	1	—	—
10th	+7/+2	+7	+7	+7	Greater skinchange, skinchange (6/day)	2	1	1	—
11th	+8/+3	+7	+7	+7	Stalker talent	2	1	1	—
12th	+9/+4	+8	+8	+8	Skinchange (7/day)	2	2	1	—
13th	+9/+4	+8	+8	+8	Hidden strike +4d8, social talent	3	2	1	1
14th	+10/+5	+9	+9	+9	Skinchange (8/day)	3	2	1	1
15th	+11/+6/+1	+9	+9	+9	Stalker talent	3	2	2	1
16th	+12/+7/+2	+10	+10	+10	Legendary skinchange, skinchange (9/day)	3	3	2	1
17th	+12/+7/+2	+10	+10	+10	Hidden strike +5d8, social talent	4	3	2	1
18th	+13/+8/+3	+11	+11	+11	Skinchange (10/day)	4	3	2	2
19th	+14/+9/+4	+11	+11	+11	Stalker talent	4	3	3	2
20th	+15/+10/+5	+12	+12	+12	Skinchange (at will), shapechanger	4	4	3	2



be a king and ordering the arrest of someone the king has no legitimate interest in antagonizing). At 5th level, the skinchanger can attempt such checks even if she is untrained.

**Hidden Strike (Ex):** A skinchanger deals an extra 1d8 points of precision damage on melee attacks (or ranged attacks against targets within 30 feet) against foes who are unaware of her presence or who consider her an ally. This extra damage increases by 1d8 at 5th level and every 4 skinchanger levels thereafter. A skinchanger can also deal hidden strike damage to a target that she is flanking

or that is denied its Dexterity bonus to AC, but in these cases, the damage dice are reduced to d4s. A skinchanger can deal hidden strike damage against targets with concealment (but not total concealment).

Hidden strike damage from multiple sources, such as the vigilante class's stalker specialization, stack.

**Improved Unarmed Strike (Ex):** The skinchanger gains Improved Unarmed Strike as a bonus feat. She can make attacks with a single hand or similar limb in combination with natural weapons (other than those that require the use of that limb, such as a slam or claw). When making





a full attack with both natural attacks and unarmed strikes, she treats all her natural weapons as secondary.

**Skinchange (Su):** A skinchanger can transform her body in one of several ways. The effect lasts for 1 hour per skinchanger level, or until she changes back. Changing form is a standard action and doesn't provoke attacks of opportunity. The save DC of any ability gained through skinchange is  $10 + \frac{1}{2}$  the skinchanger's class level + the skinchanger's Charisma modifier. Activating a skinchange while observed automatically spoils any disguise employed against those observers.

A skinchanger can use this ability once per day and an additional time per day at 2nd level and every two levels thereafter, for a total of ten times at 18th level. At 20th level, a skinchanger can use skinchange at will.

If the skinchanger has levels in the druid class, the skinchanger adds her druid level to her skinchanger level to determine the effects of skinchanges and the effects of wild shape (but not to determine which shapes she can take with wild shape). Skinchange counts as wild shape for the purpose of feats, items, spells, and abilities that add to wild shape (such as *Aspect of the Beast*<sup>APG</sup>, *Natural Spell*, *Planar Wild Shape*<sup>UC</sup>, *Powerful Shape*<sup>UM</sup>, *Shapeshifting Hunter*<sup>UC</sup>, *Shaping Focus*<sup>UM</sup>, or *Wild Speech*<sup>UM</sup>) but not for those that alter it (such as *Quick Wild Shape*<sup>UM</sup>). In circumstances where the skinchanger's skinchange counts as wild shape, she treats her skinchanger levels as druid levels.

All skinchanges are either polymorph skinchanges or mutation skinchanges. A polymorph skinchange follows all the rules for the polymorph subchool of the transmutation school in the *Pathfinder Roleplaying Game Core Rulebook*. Like all polymorph effects, a polymorph skinchange replaces any other polymorph effects. Any previous polymorph skinchanges the skinchanger had active are ended.

Whenever a skinchanger activates or dismisses a polymorph effect while she has any mutation skinchanges active, she can change any choices she made for one of those mutation skinchanges as a swift action. A skinchanger can have any number of mutation skinchanges active at the same time, but each one must otherwise be activated as its own standard action and



each activation costs its own daily use of skinchange.

**Disguise (Mutation):** At 1st level, the skinchanger can alter her appearance, including height (by up to 1 foot), weight (between double and half her true weight), skin color and texture, hair (by up to 1 foot), and sex. She can adjust her features to suit another species of her type (but cannot appear to be of another creature type). Her gear does not change except to resize in proportion with her body's changes. She gains a +5 bonus on any Disguise check incorporating this mutation, which doesn't stack with the bonus from polymorph effects. At 4th level, the bonus improves to +10.

**Humanoid Form (Polymorph):** At 2nd level, the skinchanger gains the ability to turn herself into any Small or Medium humanoid and back again. This ability functions as *alter self*. If a form has natural weapons (such





as a lizardfolk's bite and claws), she can fight with those weapons alone or in combination with manufactured weapons. Without manufactured weapons, primary natural weapons like bite and claw attacks apply the skinchanger's full base attack bonus and full Strength modifier on damage rolls. With manufactured weapons, all the skinchanger's natural weapon attacks are secondary (–5 penalty to attack rolls and damage applies only half her Strength modifier). The skinchanger can't use the same limb for natural weapon attacks and manufactured weapon attacks (for example, a dagger replaces that arm's claw attack). The chosen form must be that of a humanoid (or monstrous humanoid) with which the skinchanger is familiar. At 4th level, the skinchanger can also assume the form of a monstrous humanoid. Assuming both humanoid and monstrous humanoid forms uses the rules for *monstrous physique*

<sup>IUM</sup>. At 6th level, the skinchanger can assume the form of a Tiny to Large humanoid or monstrous humanoid using the rules for *monstrous physique II*<sup>UM</sup>.

**Social Talent:** At 1st level and every four levels thereafter, a skinchanger gains a social talent. Unless otherwise noted, a talent can be selected only once. Some talents require the skinchanger to meet other prerequisites before they can be chosen, such as having another social talent or attaining a minimum skinchanger level. Once a talent has been chosen, it cannot be changed. If the skinchanger has levels in vigilante, she adds her levels in vigilante to her levels in skinchanger to meet social talent prerequisites and to determine the effects of her social talents from both classes.

**Accelerated Impersonation (Ex):** The skinchanger only needs to spend 3 days studying a target and needs to observe it closely only once for 10 minutes before copying its persona. At 9th level, the skinchanger needs only 8 hours including 5 minutes of close observation. At 13th level, the skinchanger needs only 1 hour including 1 minute of close observation. A skinchanger must be at least 5th level to select this talent.

**Anonymous Persona (Ex):** In addition to invented and copied personae, the skinchanger has another option: she can become anonymous. The anonymous persona is not a specific individual. Each one is created at the moment it is assumed, and quickly forgotten as soon as it is removed. While in an anonymous persona, the skinchanger's adopted persona bonuses only help her appear as a typical member of her apparent race, usually a common laborer, farmer, or peasant of any gender. While in this persona, she receives a +10 circumstance bonus on Disguise checks to appear like an ordinary member of her apparent race. Treat the anonymous persona's alignment as neutral for the purposes of divided personae (see below) and similar social talents and abilities. She must build the appearance for this persona using whatever clothing, tools, and skinchanges she has at her disposal. While she can use magic (such as a *hat of disguise*), her anonymous persona can never be anything other than an ordinary member of a society or large group (subject to GM discretion).

**Celebrity Lookalike (Ex):** If the skinchanger's copied persona is a popular celebrity, the skinchanger can use this to her advantage, receiving discounts and favorable treatment in that celebrity's area of renown. Whenever she buys an item in the area of renown that costs 500 gp or less, she can buy it at 90% of the market price, rather than the full price. While within the area of renown, she can always receive common meals or lodging (worth up to 1 gp per meal or night) for free, and can avoid paying taxes or bribes of 1 gp or less. If she wants a particular non-magical item worth 1 gp or less, she can spend 1d10





minutes interacting with people in the area of renown to receive the item from a fan (if she ever sells such a gift from a fan, she loses this social talent permanently). If she is at least 9th level, she can receive gifts of up to 5 gp, receive fine food and lodgings (worth up to 10 gp per meal or night) for free, and avoid paying taxes or bribes of 10 gp or less. A skinchanger must be at least 5th level to select this talent.

**Defy Truth (Ex):** The skinchanger's disparate personae allow her to defeat magic that detects lies. As long as what she says is true from the point of view of her current persona as distinct from all other personae, it detects as true to effects such as *discern lies*, and she can say it in effects such as *zone of truth* that force her to speak the truth. A skinchanger must have the divided personae social talent to select this talent.

**Divided Personae (Ex):** Any divination attempting to find one of the skinchanger's invented personae while she is not in that persona has only a 50% chance of finding her. When the skinchanger changes into any adopted persona, she can choose to activate this talent's second benefit until she adopts another persona or returns to her true identity. If she does, divinations attempting to find her true identity have only a 50% chance of finding her and, if the persona's alignment is within one step of her own, her alignment temporarily changes to match that of the persona. A skinchanger must be at least 5th level to select this talent.

**Flexible Grace (Ex):** For each adopted persona the skinchanger has, she selects any one skill other than Perception, Stealth, or Use Magic Device. Whenever the skinchanger is in that adopted persona, she receives a +4 circumstance bonus on checks with the selected skill. She can choose the same skill for multiple adopted personae. At 9th level and every 4 levels thereafter, she can select another skill (with the same restrictions) to gain this bonus. Each time the skinchanger gains a new persona, she chooses a new set of skills. A skinchanger must be at least 5th level to select this talent.

**Instant Disguise (Ex):** The skinchanger can shift between her personae effortlessly. Instead of needing 1 minute to change her persona, she can now do so as a move action without compromising the quality of her disguise. She can activate up to one polymorph skinchange and one mutation skinchange as part of this move action, but must have enough uses of skinchange available and cannot use skinchange any more times that round. A skinchanger must be at least 13th level and have the quick disguise talent to select this talent.

**Natural Communicator (Ex):** For each copied persona the skinchanger has, she chooses a language she has heard that individual speak and can speak, understand, read, and write that language while in that copied persona.

If the persona is an animal or other creature that does not use language, the skinchanger can communicate with creatures of that kind (such as cats, equines, or vine creatures), although their responses are still limited by their intellect and attitude toward the skinchanger.

**Quick Disguise (Ex):** The skinchanger can shift between her personae with ease. Instead of needing 1 minute to change her persona, she can now do so as a full-round action. She can activate up to one polymorph skinchange and one mutation skinchange as part of this full-round action, but must have enough uses of skinchange available and cannot use skinchange any more times that round. If, after disguising herself quickly, she encounters any creature familiar with her previous persona, she must attempt a Disguise check to avoid the creature seeing through her hastily donned disguise and realizing that the personae are, in fact, the same individual. The skinchanger can spend 1 additional round adjusting and perfecting her appearance to negate the need for this check. A skinchanger must be at least 5th level to select this talent.

**Reality is Unrealistic (Ex):** If the skinchanger is in a copied persona in the same place as the individual she is copying, she may need to convince others that she is the real person while the other is the impostor. With this social talent, the skinchanger gains a +5 bonus on Bluff checks to convince anyone that they have misremembered something. In addition, she is so skilled at adapting her appearance to the perceptions of others that she can make herself look more like what people expect than the real person does, gaining a +5 circumstance bonus on any checks involved in persuading others that she is the real one in contrast to another person who might also be the real one or an impostor. If an observer fails its Perception check to see through the disguise by at least 10, it is so convinced by the disguise that it considers any differences with the original to be evidence the original is a fake. If it guesses without better evidence, there is a 75% it picks the skinchanger as the real one. A skinchanger must be at least 13th level to select this talent.

**Stolen Identity (Su):** The skinchanger's adopted persona is so convincing it fools divinations. While the skinchanger is in a copied persona, divinations to scry upon or locate that persona have a 50% chance of finding the skinchanger instead of the original. If the creature is dead or otherwise not a valid target, the divination always finds the skinchanger instead. Divinations used on the skinchanger while she is in a copied persona return results as if the skinchanger were the original. A skinchanger must be at least 13th level to select this talent.

**Touch Impersonation (Su):** The skinchanger can touch





a creature as a full-round action to copy that creature's persona (subject to her usual limit) with no need for further observation. A skinchanger must be at least 13th level and have the accelerated impersonation social talent to select this talent.

**Vigilante Social Talent:** The skinchanger can choose one of the following vigilante social talents: companion to the lonely<sup>ISI</sup>, double time, entrepreneur<sup>SH</sup>, innuendo<sup>ISI</sup>, intrigue feats<sup>SH</sup>, mockingbird. The skinchanger can choose this talent more than once, but can't choose the same vigilante social talent more than once unless it says she can. She treats her skinchanger levels as vigilante levels for the purpose of social talents.

**Shapeshifter's Empathy (Ex):** As part of mimicking others' physical forms and abilities, skinchangers study the body language and perspectives of other creatures with preternatural swiftness and understanding. At 2nd level, a skinchanger can communicate nonverbally with any creature whose form she can assume, potentially using sound, pantomime, and body language. The skinchanger can make Bluff, Diplomacy, and Intimidate checks that would normally demand simple words without sharing a language, even with creatures who cannot speak any language, although their responses and comprehension are limited by their Intelligence. The skinchanger and her conversation partner must be able to see each other clearly within 30 feet. Rather than using her skill modifier, she can choose to modify her roll by her skinchanger level + her Charisma modifier. This ability counts as wild empathy for the purposes of meeting prerequisites and adding to or improving wild empathy.

**Stalker Talent:** At 3rd level and every four levels thereafter, a skinchanger gains a stalker talent. Unless otherwise noted, a talent can be selected only once. Some talents require the skinchanger to meet prerequisites before they can be chosen, such as possessing another stalker talent or attaining a minimum level. Once a talent has been selected, it can't be changed. If a talent calls for a saving throw, the DC for that save is equal to 10 + 1/2 the skinchanger's level + the skinchanger's Charisma modifier, unless stated otherwise.

After the skinchanger uses any of these talents while in disguise, she must succeed at a Disguise check opposed by the Perception checks of all onlookers or the onlookers will realize that she is more than she appears to be and perhaps discover her true identity. This risk does not apply to stalker talents that only function while in an adopted persona.

A skinchanger can apply only one talent marked with an asterisk (\*) to a given hidden strike, and only when that hidden strike is dealt against a foe that is unaware of the skinchanger's presence (or who considers her

an ally), unless otherwise noted. If the skinchanger has levels in vigilante, she adds her levels in vigilante to her levels in skinchanger to meet stalker talent and vigilante talent prerequisites and to determine the effects of her stalker talents and vigilante talents.

**Adopted Combat Training (Ex):** While in an adopted persona, the skinchanger gains any one combat feat appropriate to that persona. The skinchanger chooses the feat when inventing or copying the persona. The skinchanger can use her Charisma score in place of any other ability score required to meet the feat's prerequisites. The skinchanger can select this talent multiple times. She can choose a different feat for each talent, and can use one imitated combat feat to qualify for another.

**Adopted Item Insight (Su):** The skinchanger can mimic the spell access of her copied personae. She can use her Bluff modifier in place of her Use Magic Device modifier on a check to activate a wand, staff, or scroll that she has identified with Spellcraft if her current persona has the spell on its class spell list. She can attempt such checks untrained. In addition, she can cast spells and activate wands and staves in such a manner that they appear to be her own spells or cast from an item when they weren't. Observers untrained in Spellcraft are automatically fooled. Observers can identify the spell with Spellcraft as normal, but are fooled as to the origin if the skinchanger succeeds at a Bluff check opposed by that Spellcraft check.

**Honed Strikes (Ex):** The skinchanger has refined her natural weapons and unarmed strikes into perfect weapons. Her base damage with her unarmed strikes and natural weapons improves to that of a Medium monk of her skinchanger level, regardless of her shape or size (unless that weapon's base damage was already better).

**Measured Strike\* (Ex):** The skinchanger can slow down and sacrifice power to improve the precision of her hidden strikes. Before rolling a hidden strike attack, she can add one hidden strike die (either d4 or d8, as appropriate for the situation) to the attack roll. If she does, her hidden strike damage for that attack is reduced by two dice. Unlike other stalker talents that affect hidden strikes, this talent applies in all cases when the opponent is denied its Dexterity bonus to AC. A skinchanger must be at least 7th level to select this talent.

**Polymorphic Palm (Ex):** The skinchanger can draw a hidden weapon as a swift action. Also as a swift action, she can draw an item that had melded with her body as part of a polymorph or other transmutation effect. At 8th level, the skinchanger can cause an item she has successfully palmed with Sleight of Hand to meld into her body as a standard action if she is currently under a





polymorph effect; the item reemerges when she retrieves it with this ability or the polymorph effect ends.

**Rogue Talent:** The skinchanger can select any **rogue talent** for which she meets the prerequisites, treating her skinchanger levels as rogue levels. Rogue talents marked with an asterisk (\*) apply to hidden strikes and count against the limit of one stalker talent that can be applied to any given hidden strike. She may choose two rogue talents instead of one if both are from the following list: camouflage<sup>APG</sup>, deft palm<sup>UC</sup>, face in the crowd<sup>BotM</sup>, fast stealth, feint from shadows<sup>BOS</sup>, hold breath<sup>UC</sup>, innocent facade<sup>MTT</sup>, iron guts<sup>UC</sup>, just a face in the crowd<sup>MTT</sup>, quick disguise<sup>APG</sup>, resiliency, the whole time<sup>MTT</sup>, or without a trace<sup>RTT</sup>.

**Startling Transformation (Ex):** The skinchanger's transformation is startling to unprepared observers. Whenever the skinchanger activates or dismisses a polymorph effect while being observed by any creatures within 10 feet who are completely unaware she is more than she appears, those creatures are startled until the end of her next turn. Each suffers a –2 penalty on attacks against the skinchanger and is treated as unaware of the skinchanger for the purpose of hidden strike damage. At 11th level, as a free action when activating or dismissing a polymorph effect, the skinchanger can additionally make an Intimidate check to demoralize, applying the result to each unprepared observer within 10 feet. Those who are demoralized are also denied their Dexterity bonus to AC until the end of the skinchanger's next turn. A skinchanger must be at least 7th level to select this talent.

**Stunning Transformation (Ex):** The skinchanger's transformation stuns unprepared observers. Whenever the skinchanger activates or dismisses a polymorph effect while being observed by any creatures within 10 feet who are completely unaware she is more than she appears, those creatures must succeed at a Will saving throw or be stunned for 1 round. A skinchanger must be at least 19th level and have the startling transformation talent to select this talent. Their effects are cumulative.

**Transposing Strike\* (Ex):** The skinchanger can switch places with others to impersonate them even in combat. When the skinchanger makes a successful hidden strike attack against a foe of the same size category, she can choose for the attack to deal nonlethal damage and leave no mark. If she does, she can attempt a bull rush, pull, or overrun combat maneuver against that opponent as a swift action. The skinchanger gains a bonus on her combat maneuver check equal to the number of hidden strike dice she has. If she succeeds on the maneuver, the skinchanger disorients her opponent and can choose to switch locations with it (or not) after applying the normal effects of the maneuver; the opponent's position in the

initiative order changes to be after the skinchanger's next turn unless it succeeds on a Will save. If the skinchanger is disguised as the target, she can attempt a Sleight of Hand check to prevent observers from keeping track of which is which. The skinchanger makes a single check and applies it to the DC for each observer, which is that observers' Perception check result to see through her disguise.

**Vigilante Talent:** The skinchanger can select any **vigilante talent** she meets the prerequisites for. She treats her skinchanger levels as vigilante levels for the purpose of this talent (including meeting its prerequisites). If a talent requires a specialization, the skinchanger counts as having the stalker specialization. The skinchanger can choose this talent more than once, but can't choose the same vigilante talent more than once unless it says she can.

**Violent Transformation (Ex):** The skinchanger can activate or dismiss a polymorph skinchange and make an attack or combat maneuver check to grapple as a standard action during a surprise round or as a full-round action at any other time. At 8th level, the skinchanger gains a +2 bonus on the attack roll or combat maneuver check if it is against a foe unaware of her or who considers her an ally.

**Trackless Step (Ex):** Starting at 3rd level, a skinchanger leaves no trail and cannot be tracked. She may choose to leave a trail if she so desires.

**Spells:** Beginning at 4th level, a skinchanger gains the ability to cast a small number of divine spells drawn from the skinchanger spell list. A skinchanger must choose and prepare her spells ahead of time.

To learn or cast a spell, a skinchanger must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a skinchanger's spell is 10 + the spell level + the skinchanger's Charisma modifier.

A skinchanger can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the Skinchanger Table. In addition, she receives bonus spells per day if she has a high Charisma score (see Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A skinchanger must spend 1 hour each day in quiet meditation to regain her daily allotment of spells. A skinchanger may prepare and cast any spell on the skinchanger spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

**Spontaneous Spells:** Starting at 4th level, a skinchanger can channel stored spell energy into polymorph spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast one of the following





spells of the same level or lower: *alter self*, any *monstrous physique*<sup>UM</sup> spell, or *giant form I*.

**Advanced Skinchange (Su):** At 4th level and every even level thereafter, a skinchanger gains an additional skinchange of her choice from the list below. As a skinchanger gains levels, this ability allows her to assume other shapes or customize her existing options. Each form taken expends one daily use of this ability, regardless of the form taken. If the skinchanger has levels in the druid class, the skinchanger adds her druid level to her skinchanger level to meet the requirements of skinchanges. At 6th level and every even level thereafter, the skinchanger can replace a skinchange with another she qualifies for.

**Animal Focus (Mutation):** The skinchanger gains an animal focus as the hunter<sup>ACG</sup> class feature, treating her skinchanger level as her hunter level.

**Camouflage (Mutation):** The skinchanger adjusts her coloration to match her surroundings. This grants her a +4 circumstance bonus on Stealth checks. At 8th level, the bonus increases to +8.

**Enhanced Might (Mutation):** The skinchanger gains a +2 enhancement bonus to Strength, Dexterity, and Constitution. At 14th level, the bonus improves to +4. At 20th level, the bonus improves to +6. The skinchanger

must be at least 8th level to choose this skinchange.

**Extra Form (Polymorph):** The skinchanger chooses a form from the list of skinchanger forms (page 15). This skinchange functions as one of the spells from the list for that form. The skinchanger must be of the minimum level indicated for that spell to choose it. The species the skinchanger becomes must be one with which she is familiar. Unless she uses the disguise skinchange or another mutation skinchange to alter her appearance further, she can become only a generic member of that species rather than exactly mimicking a specific individual (thus the Disguise bonus from this polymorph effect does not apply to impersonating a specific individual). This skinchange can be selected multiple times; each time, the skinchanger must choose a different form. The skinchanger must have the humanoid form skinchange and be at least the lowest minimum level for the chosen form to select this skinchange.

**Extra Limb (Mutation):** The skinchanger can grow an additional limb. She cannot use it to make additional actions or attacks or to move farther in a round, but can use extra limbs to do anything she normally could with those limbs. (For example, she could use two-weapon fighting to make an unarmed strike with an extra arm and a dagger attack with an original arm while the other original arm holds a crossbow. On the next round, she could use two-weapon fighting to fire a bolt with the crossbow and throw the dagger with the other hand; if she has *Rapid Reload*, she can simultaneously use the free hand to reload the crossbow.) An extra leg grants her a cumulative +2 bonus to CMD against trip attempts. The skinchanger can take this skinchange a second time; if she does, she gains two extra limbs of the same type when she activates this skinchange.

**Impossible Agility (Mutation):** The skinchanger's limbs can stretch and twist beyond conventional limits. Her reach increases by 5 feet. She can move through spaces at least one-quarter as wide as her normal space without squeezing. She can squeeze through any spaces larger than her head without an Escape Artist check. She gains a +4 bonus on Escape Artist checks. In addition, the skinchanger gains a +2 bonus on combat maneuver checks to perform the following combat maneuvers: dirty trick<sup>APG</sup>, disarm, steal<sup>APG</sup>, trip. She can apply her Dexterity modifier in place of her Strength modifier on these checks if it is better. The skinchanger must be at least 6th level to choose this skinchange.

**Improved Physique (Mutation):** The skinchanger gains a





+2 size bonus to Strength, Dexterity, and Constitution. The skinchanger must be at least 6th level to choose this skinchange.

**Incredible Speed (Mutation):** The skinchanger's base land speed becomes 40 feet regardless of her current form (unless her current form's speed is better). This speed increases by 10 feet at 7th level and every three levels thereafter.

**Inert Shape (Polymorph):** The skinchanger can take the form of a living tree or simple natural object (such as a stone) she has observed. The object must be the same size category as a form she can assume with any other skinchange. This skinchange otherwise functions as *tree shape*. If the skinchanger is at least 8th level, she can also assume the form of a simple manufactured object with a small number of features and no moving parts (such as a stool, table, or gazebo).

**Knit Flesh (Mutation):** The skinchanger mends her own wounds. At 4th level, this is equivalent to her choice of either *cure moderate wounds* or *remove blindness/deafness* cast at her caster level. At 7th level, she can choose *cure serious wounds* or *lesser restoration*. The skinchanger can heal herself no more than once per hour with this skinchange.

**Metamorphic Dodge (Mutation):** The skinchanger can spend a use of skinchange to transform her body in a subtle fashion as an immediate action. Until the start of her next turn, she gains a +4 dodge bonus to her AC (and CMD) and DR 10/bludgeoning. She can also use this ability to raise her AC in response to a threatened critical hit to potentially prevent the critical hit from being confirmed (although if the attack already hit, this skinchange cannot turn it into a miss). The skinchanger must be at least 6th level to choose this skinchange.

**Polymorphic Equipment (Mutation):** The skinchanger modifies the clothing and jewelry she wears, potentially changing its location or shape or causing it to meld undetectably into her body. Any magic item transformed this way cannot be activated (although passive benefits remain) and continues to occupy its magic item slot until it is removed. She can modify all or some of the clothing and jewelry she wears into the form of any mundane clothing or jewelry worth up to 400 gp. If the modified clothing or jewelry is separated from her body, it returns to its true form. The total original weight and total resulting weight of the affected items each cannot exceed the skinchanger's light load. The resulting weight



counts against her carrying capacity.

If she has the somatic tool skinchange, the skinchanger can meld together her clothing and any number of pieces of worn equipment to create a number of worn pieces of equipment equal to half her skinchanger level as described in somatic tool in addition to creating any mundane clothing or jewelry as described above.

**Size Alteration (Polymorph):** The skinchanger can become up to one size category larger or smaller, as the spell *enlarge person* or *reduce person*, respectively (regardless of the skinchanger's type). If she is at least 6th level, she can choose to become two sizes larger or smaller, as *mythic enlarge person*<sup>MA</sup> or *mythic reduce person*<sup>MA</sup>.

**Somatic Tool (Mutation):** The skinchanger temporarily transforms one limb to incorporate a tool, shield, or melee weapon which could normally be carried in that limb (for example, turning her arm into a quarterstaff or longsword). If she is in a form that could not carry the item in a limb, she cannot create it this way. This equipment cannot be removed or disarmed, must be simple to construct without complex moving parts, cannot be magical, and cannot be expendable. It otherwise functions normally. The weapon is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve









either manufactured weapons or natural weapons. She is automatically proficient with a natural weapon, but not a shield. It can appear to have moving parts or be an item that could be expended and she can make it appear to be gripped in that hand (a successful Disguise check is required to keep observers from realizing it is fake) or simply have it emerge from her limb. Testing automatically reveals the ruse. If the weapon is damaged, half the damage received is also dealt to the skinchanger. The equipment must be worth no more than 400 gp total, but it can be masterwork and made of wood, bone, iron, or living steel<sup>UE</sup>. The weight of anything created cannot exceed the skinchanger's light load but doesn't count against her carrying capacity.

If the skinchanger also has the polymorphic equipment skinchange, she can use somatic tool to create up to two pieces of worn or held equipment and can stow or draw these items as long as they remain in contact with her skin or an item she created or modified with a skinchange. A pair of masterwork thieves' tools suitable for disabling one previously examined device counts as two pieces of equipment together worth 20 gp.

**Vocal Mastery (Mutation):** The skinchanger can reproduce any sound she has heard or imitate a voice she has heard, to a maximum volume of twenty times what she could normally vocalize.

**Greater Skinchange (Su):** At 10th level, a skinchanger can choose from the following skinchanges whenever she gains a new skinchange.

**Diminution (Polymorph):** The skinchanger assumes a smaller form. She can become a Diminutive version of herself. Her weight decreases by a factor of 8 per size category she shrinks. She gains a +6 size bonus to Dexterity, a -6 penalty to Strength, and a +4 size bonus on attack rolls and to AC. Her space becomes 1 foot and her natural reach becomes 0 feet. If she is at least 16th level, she can become a Fine version of herself, gaining a +8 size bonus to Dexterity, a -8 penalty to Strength, and a +8 size bonus on attack rolls and to AC. When Fine, her space is 1/2 feet and her natural reach is 0 feet.

If the skinchanger has the option of a Diminutive form with an extra form skinchange, she can become a Fine creature of that type if she exceeds the minimum level for the Diminutive form by 6. The Fine form's size bonus to Dexterity is 2 better than that for Diminutive. The Fine form's penalty to Strength is 2 worse. The skinchanger must have the size alteration skinchange to select this skinchange.

**Elemental Essence (Polymorph):** The skinchanger can turn her body to pure water as with *fluid form*<sup>APG</sup> or solid ice as with *ice body*<sup>UM</sup>. At 14th level, she can turn her body into solid iron as with *iron body*. At 16th level, she can turn her body to solid flames as with *fiery body*<sup>APG</sup>. She must be at

least 12th level and have the extra form (beast) and extra form (elemental) skinchanges to select this skinchange.

**Gargantuan Form (Polymorph):** The skinchanger assumes a Gargantuan form. She can become a Gargantuan version of herself. Her weight increases by a factor of 8 per size category she grows and she gains a +8 size bonus to Strength, a +3 size bonus to natural armor, a -6 penalty to Dexterity, and a -4 penalty on attack rolls and to AC for her size. If she is humanoid, her space becomes 20 feet with a natural reach of 20 feet.

If the skinchanger has the option of a Huge form with an extra form skinchange, she can become a Gargantuan creature of that type if she exceeds the minimum level for the Huge form by 6. The Gargantuan form's size bonuses to Strength and natural armor are 4 better than that for Huge and the size bonus to Constitution is 2 better. The Gargantuan form's penalty to Dexterity is 2 worse. The skinchanger must have the size alteration skinchange and be at least 14th level to select this skinchange.

**Greater Polymorphic Equipment (Mutation):** When she uses polymorphic equipment, the skinchanger can transform body parts and worn equipment into a total number of pieces of equipment equal to her skinchanger level. The equipment must be non-magical and non-expendable, but they can be made of any material, can cost up to 10,000 gp total, and can contain complex moving parts. She can create a bow or other non-firearm projectile weapon, but cannot fire ammunition created this way. She must use real ammunition. The total weight of all equipment created cannot exceed the skinchanger's medium load and counts against her carrying capacity. She cannot use created equipment if her current form would normally be unable to do so (most animals, dragons, elementals, magical beasts, plants, and vermin can't use most equipment, but horses can use barding and riding equipment). Armor still penalizes her if she is not proficient and it provides a natural armor bonus instead of an armor bonus to her AC (it does not stack with any other natural armor bonus). The skinchanger must have the polymorphic equipment and somatic weapon skinchanges to select this skinchange.

**Incredible Durability (Mutation):** The skinchanger's body continues functioning long after it should not. She gains regeneration 5 suppressed by acid and fire. At 18th level, the regeneration improves to 10. The skinchanger must have the instant recuperation and knit flesh skinchanges and be at least 14th level to select this skinchange.

**Instant Recuperation (Mutation):** The skinchanger can grow flesh to repair even grievous wounds. At 10th level, this is similar to *cure critical wounds* at her caster level. At 13th level, this is similar to *regenerate*. At 16th level, she may choose to instead gain the benefits of *cleanse*<sup>APG</sup>. The skinchanger can heal herself no more than once per





hour with this skinchange. The skinchanger must have the knit flesh skinchange to select this skinchange.

**Optimized Physique (Mutation):** The skinchanger gains a +4 size bonus to Strength, Dexterity, and Constitution, although her size does not change. The skinchanger must have the improved physique skinchange to choose this skinchange.

**Supernatural Augmentation (Polymorph):** The skinchanger can amplify her natural magic to become a magical being. This skinchange functions as *frightful aspect*<sup>UC</sup>. At 16th level, it can instead function as *divine vessel*<sup>APG</sup> (she can only adopt a form matching her alignment). The skinchanger must be at least 14th level to choose this skinchange.

**Torpor (Mutation):** The skinchanger's transformative powers can keep her body alive even when it seems dead. The skinchanger can feign death as if with *catatonia*<sup>OA</sup>. Whenever the skinchanger is dealt at least 25 points of damage by a single attack, she can activate this skinchange as a free action even if it is not her turn. If the skinchanger is slain by hit point damage and she still has uses of skinchange remaining, she can activate this skinchange (even though she is dead) to revive herself as if with *reincarnate* if she is still dead 1 day later and any part of her body remains. The skinchanger can revive herself with this skinchange no more than once per week. Starting at 14th level, the skinchanger can revive herself with *breath of life* at the end of her next turn instead; if that fails and she still has uses of skinchange remaining, she still has the option of being revived as if with *reincarnate*. Starting at 18th level, she can revive herself even if she was slain by a death effect.

**Trap Form (Polymorph):** The skinchanger can transform herself into a flat area of the surrounding terrain, covering four contiguous 5-foot squares (generally, a wall or floor) as thin as 1/2 inch thick. Any observer can succeed at a Perception check against DC 25 + 1/2 the skinchanger's ranks in Disguise to notice that the area is disconnected from the surrounding terrain, but this does not identify the skinchanger as a disguised creature unless the observer also exceeds the skinchanger's Disguise check (which has a +10 circumstance bonus, as normal for a polymorph effect). In trap form, the skinchanger cannot move or attack, has hardness 10, and is immune to poison, critical hits, and precision damage. If she is at least 14th level, she can incorporate a scything blade trap. She can activate the trap as a standard action or as a readied action even outside of combat. When she activates the trap, she makes an attack roll with a primary natural weapon attack against each creature in her area, dealing 2d6 points of slashing damage to each creature she hits. If the skinchanger is carrying poison, she can apply it to the blades as a part of transforming herself.

The skinchanger must have the inert form skinchange to choose this skinchange.

**Legendary Skinchange (Su):** At 16th level, a skinchanger can choose from the following skinchanges whenever she gains a new skinchange.

**Colossal Form (Polymorph):** The skinchanger assumes a Colossal form. She can become a Colossal version of herself. Her weight increases by a factor of 8 per size category she grows and she gains a +16 size bonus to Strength, a +8 size bonus to natural armor, a -8 penalty to Dexterity, and a -8 penalty on attack rolls and to AC for her size. If she is humanoid, her space becomes 30 feet with a natural reach of 30 feet.

If the skinchanger has the option of a Huge form with an extra form skinchange, she can become a Colossal creature of that type if she exceeds the minimum level for the Huge form by 10. The Colossal form's bonus to Strength is 12 better than that for Huge, its natural armor bonus is 10 better, and its bonus to Constitution is 4 better. The Colossal form's penalty to Dexterity is 4 worse. The skinchanger must have the size alteration and gargantuan form skinchanges and be at least 18th level to select this skinchange.

**Density Mastery (Mutation):** The skinchanger can make herself lighter or heavier. At the extreme of lightness, she transforms her body into sound without substance, as with *sonic form*<sup>ACG</sup> except that it is not a polymorph effect. At the extreme of heaviness, her body is as dense and sturdy as iron, as the *iron body* spell. The skinchanger must be 20th level to select this skinchange.

**Effortless Change (Polymorph):** The skinchanger can become any sort of creature as a free action once per round, as *shapechange*. At 18th level, this skinchange can emulate any polymorph spell on the skinchanger spell list. This does not allow her to use skinchange more times per round. The skinchanger must have two polymorph skinchanges to select this skinchange.

**Legendary Enhancement (Mutation):** The skinchanger gains a +8 enhancement bonus to Strength, Dexterity, or Constitution. At 20th level, the bonus applies to two scores.

**Perfect Physique (Mutation):** The skinchanger gains a +6 size bonus to Strength, Dexterity, and Constitution. The skinchanger must have the improved physique and optimized physique skinchanges to choose this skinchange.

**Shapechanger (Su):** At 20th level, the skinchanger gains the shapechanger subtype and can use skinchange at will. She can always take 20 without increasing the action required on Disguise checks and on skill checks that apply the bonus from adopted persona.





## SKINCHANGER FORMS

Whenever the skinchanger chooses the extra form skinchange, she selects one of the forms listed below. If a form lists other forms in parentheses, those forms are prerequisites for choosing that form.

**Aberration (any other extra form):** The skinchanger can become an aberration. 6th—*monstrous physique I<sup>UM</sup>*, 8th—*monstrous physique II<sup>UM</sup>*, 10th—*monstrous physique III<sup>UM</sup>*, 12th—*monstrous physique IV<sup>UM</sup>*.

**Advanced Humanoid:** The skinchanger can become a more powerful humanoid or monstrous humanoid. 8th—*monstrous physique III<sup>UM</sup>*, 10th—*monstrous physique IV<sup>UM</sup>*, 12th—*giant form I*, 14th—*giant form II*.

**Beast:** The skinchanger can become an animal (or at 8th level, a magical beast). 4th—*beast shape I*, 6th—*beast shape II*, 8th—*beast shape III*, 10th—*beast shape IV*.

**Dragon (beast):** The skinchanger can become a dragon. 10th—*form of the dragon I*, 12th—*form of the dragon II*, 14th—*form of the dragon III*.

**Elemental (beast):** The skinchanger can become an air, earth, fire, or water elemental (or, at 10th level, a genie). 6th—*elemental body I*, 8th—*elemental body II*, 10th—*elemental body III* or *geniekind<sup>ISM</sup>*, 12th—*elemental body IV*.

**Fey:** The skinchanger can become a fey. 4th—*faerie form I<sup>DD</sup>*, 6th—*faerie form II<sup>DD</sup>*, 8th—*faerie form III<sup>DD</sup>*, 12th—*faerie form IV<sup>DD</sup>*.

**Plant (beast):** The skinchanger can become a plant creature. 8th—*plant shape I*, 10th—*plant shape II*, 12th—*plant shape III*.

**Undead:** The skinchanger can become an undead creature. 4th—*undead anatomy I<sup>UM</sup>*, 8th—*undead anatomy II<sup>UM</sup>*, 10th—*undead anatomy III<sup>UM</sup>*, 14th—*undead anatomy IV<sup>UM</sup>*.

**Vermin:** The skinchanger can become a vermin. 4th—*vermin shape I<sup>UM</sup>*, 6th—*vermin shape II<sup>UM</sup>*, 8th—Diminutive to Huge vermin shape (otherwise as *beast shape III* with +8 resistance bonus on saves against mind-affecting effects).





# SKINCHANGER SPELL LIST

Skinchangers gain access to the following spells. Spells from *Pathfinder Roleplaying Game Advanced Race Guide* <sup>(ARG)</sup> and *Pathfinder Roleplaying Game Monster Codex* <sup>(MC)</sup> are only available to skinchangers of the appropriate race (or at GM discretion).

**1st-Level Skinchanger Spells:** adhesive spittle<sup>ACG</sup>, alter self, animal aspect<sup>UC</sup>, animal messenger, anticipate peril<sup>UM</sup>, aspect of the bear<sup>APG</sup>, aspect of the falcon<sup>APG</sup>, assume appearance<sup>HA</sup>, beast shape I, beastspeak<sup>ACG</sup>, blend<sup>ARG</sup>, bloodhound<sup>APG</sup>, borrow skill<sup>APG</sup>, bouncy body<sup>ARG</sup>, burst of adrenaline<sup>OA</sup>, calm animals, charm animal, cloak of shade<sup>APG</sup>, commune with birds<sup>ARG</sup>, compel hostility<sup>UC</sup>, comprehend languages, cultural adaptation<sup>UI</sup>, cure light wounds, deadeye's lore<sup>UC</sup>, detect aberration<sup>APG</sup>, detect animals or plants, detect magic, detect poison, detect radiation<sup>TG</sup>, detect the faithful<sup>UI</sup>, detect undead, diagnose disease<sup>UM</sup>, discern next of kin<sup>ACG</sup>, faerie form<sup>IDD</sup>, frostbite<sup>UM</sup>, glide<sup>APG</sup>, grace<sup>APG</sup>, heightened awareness<sup>ACG</sup>, hide from animals, innocence<sup>APG</sup>, ironbeard<sup>ARG</sup>, jump, keen senses<sup>APG</sup>, know the enemy<sup>UM</sup>, linebreaker<sup>ARG</sup>, lock gaze<sup>UC</sup>, long arm<sup>ACG</sup>, longstrider, magic fang, monkey fish<sup>ACG</sup>, monstrous physique<sup>IUM</sup>, mudball<sup>ARG</sup>, nauseating dart<sup>ACG</sup>, negate aroma<sup>APG</sup>, nereid's grace<sup>ARG</sup>, obscure poison<sup>UI</sup>, obscuring mist, pass without trace, phantom blood<sup>ACG</sup>, polypurpose panacea<sup>APG</sup>, quick change<sup>HA</sup>, read magic, recharge innate magic<sup>ARG</sup>, residual tracking<sup>APG</sup>, savage maw<sup>ARG</sup>, see alignment<sup>UC</sup>, speak with animals, stone fist<sup>APG</sup>, surmount affliction<sup>UM</sup>, thought echo<sup>OA</sup>, tireless pursuit<sup>APG</sup>, touch injection<sup>UC</sup>, touch of combustion<sup>ARG</sup>, tree shape, undead anatomy<sup>IUM</sup>, unwitting ally<sup>APG</sup>, urban grace<sup>ARG</sup>, vermin shape<sup>IUM</sup>, wartrain mount<sup>UM</sup>, windy escape<sup>ARG</sup>.

**2nd-Level Skinchanger Spells:** adhesive blood<sup>ACG</sup>, absorbing touch<sup>APG</sup>, adjustable polymorph<sup>ACG</sup>, accelerate poison<sup>APG</sup>, age resistance (lesser)<sup>UM</sup>, amplify stench<sup>MC</sup>, anchored step<sup>ACG</sup>, animal aspect (greater)<sup>UC</sup>, animal purpose training<sup>ACG</sup>, animal trance, aspect of the stag<sup>APG</sup>, assume appearance (greater)<sup>HA</sup>, aversion<sup>OA</sup>, barkskin, beast shape II, bestow insight<sup>ARG</sup>, bestow weapon proficiency<sup>UC</sup>, blood armor<sup>ACG</sup>, blood in the water<sup>MC</sup>, bear's endurance, borrow corruption<sup>HA</sup>, bull's strength, catatonia<sup>OA</sup>, cat's grace, certain grip<sup>UC</sup>, chameleon stride<sup>APG</sup>, cloud shape<sup>ARG</sup>, control vermin<sup>MC</sup>, cure moderate wounds, darkvision, delay disease<sup>ARG</sup>, delay pain<sup>UM</sup>, delay poison, detect magic (greater)<sup>UI</sup>, eagle's splendor, effortless armor<sup>UC</sup>, elemental body I, elemental speech<sup>APG</sup>, elemental touch<sup>APG</sup>, enshroud thoughts<sup>OA</sup>, enthrall, escaping ward<sup>ARG</sup>, extreme flexibility<sup>ACG</sup>, faerie form II<sup>DD</sup>, fins to feet<sup>ARG</sup>, fire breath<sup>ACG</sup>, fleshy facade<sup>MC</sup>, focused scrutiny<sup>ACG</sup>, forest friend<sup>UC</sup>, honeyed tongue<sup>APG</sup>, hunter's eye<sup>APG</sup>, hunter's lore<sup>ISM</sup>, investigative mind<sup>ACG</sup>, ironskin<sup>MC</sup>, languid venom<sup>UI</sup>, locate weakness<sup>UC</sup>, meld into stone, misdirection, monstrous physique II<sup>UM</sup>, natural rhythm<sup>APG</sup>, paragon surge<sup>ARG</sup>, paranoia<sup>OA</sup>, perceive cues<sup>APG</sup>, pernicious poison<sup>UM</sup>, placebo effect<sup>OA</sup>, prehensile pilfer<sup>ARG</sup>, psychic reading<sup>OA</sup>, restoration (lesser), scent trail<sup>APG</sup>, see invisibility, sense fear<sup>HA</sup>, share glory<sup>MA</sup>, share memory<sup>UM</sup>, sickening strikes<sup>ARG</sup>, sonic scream<sup>ACG</sup>, speak with plants, spider climb, squeeze<sup>ARG</sup>, undetectable alignment, vermin shape II<sup>UM</sup>, versatile weapon<sup>APG</sup>, voluminous vocabulary<sup>UI</sup>, web shelter<sup>UM</sup>.

**3rd-Level Skinchanger Spells:** absorb toxicity<sup>UC</sup>, age resistance<sup>UM</sup>, air breathing<sup>MC</sup>, ancestral regression<sup>ARG</sup>, anthropomorphic animal<sup>UM</sup>, arcane sight, aspect of the wolf<sup>APG</sup>, battle trance<sup>ARG</sup>, beast shape IV, blood biography<sup>APG</sup>, bloody claws<sup>APG</sup>, burrow<sup>UM</sup>, burst of speed<sup>UC</sup>, command plants, contagion, countless eyes<sup>UM</sup>, cure serious wounds, darkvision (communal)<sup>UC</sup>, delay poison (communal)<sup>UC</sup>, detect anxieties<sup>UI</sup>, detect desires<sup>UI</sup>, discern lies, dust form<sup>UC</sup>, elemental body III, eruptive pustules<sup>UM</sup>, faerie form III<sup>DD</sup>, false future<sup>UI</sup>, form of the dragon I, gaseous form, geniekind<sup>ISM</sup>, hypercognition<sup>OA</sup>, lily pad stride<sup>APG</sup>, longstrider (greater)<sup>ACG</sup>, magic fang (greater), mantle of calm<sup>ACG</sup>, meticulous match<sup>UI</sup>, monstrous physique IV<sup>UM</sup>, nature's exile<sup>APG</sup>, neutralize poison, nondetection, persistent vigor<sup>ACG</sup>, pierce disguise<sup>ACG</sup>, plant shape II, poison, repel vermin, remove disease, resinous skin<sup>UC</sup>, rusting grasp, shadow body<sup>OA</sup>, spider climb (communal)<sup>UC</sup>, spit venom<sup>UM</sup>, stench of prey<sup>ACG</sup>, strangling hair<sup>UM</sup>, suggestion, temporary graft<sup>HA</sup>, thorn body<sup>APG</sup>, tongues, transfer regeneration<sup>MC</sup>, undead anatomy III<sup>UM</sup>, vomit twin<sup>ARG</sup>, water breathing, vampiric hunger<sup>FOC</sup>.

**4th-Level Skinchanger Spells:** absorbing inhalation<sup>ARG</sup>, aerial tracks<sup>UI</sup>, age resistance (greater)<sup>UM</sup>, arcana theft<sup>UM</sup>, blessing of the salamander<sup>APG</sup>, cleanse<sup>APG</sup>, cure critical wounds, dragon's breath<sup>APG</sup>, earth glide<sup>ARG</sup>, echolocation<sup>UM</sup>, elemental body IV, enchantment foil<sup>ACG</sup>, eyes of the void<sup>ACG</sup>, faerie form IV<sup>DD</sup>, fluid form<sup>APG</sup>, form of the dragon II, freedom of movement, giant form I, glibness, glimpse of truth<sup>UI</sup>, kiss of the first world<sup>ISM</sup>, lend path<sup>MA</sup>, modify memory, moonstruck<sup>APG</sup>, overwhelming grief<sup>UM</sup>, overwhelming poison<sup>UI</sup>, plague carrier<sup>UM</sup>, planar adaptation<sup>APG</sup>, plant shape III, repress memory<sup>OA</sup>, remove radioactivity<sup>TG</sup>, ride the waves<sup>UM</sup>, sonic form<sup>ACG</sup>, stoneskin, stone tell, strong jaw<sup>APG</sup>, swallow poison<sup>UI</sup>, swarm skin<sup>APG</sup>, tongues (communal)<sup>UC</sup>, touch of slime<sup>UM</sup>, true form<sup>APG</sup>, truespeak<sup>ARG</sup>, verminous transformation<sup>HA</sup>.





# SKINCHANGER FAVORED CLASS OPTIONS



The following favored class rewards are available to skinchangers of the listed race, and unless otherwise stated, the bonus applies each time the skinchanger selects the favored class reward.

**Android**<sup>BS</sup>: +1/5 a skinchange that creates or disguises equipment or that polymorphs the android into an object.

**Auttaine**<sup>LPPG</sup>: +1/4 build points. If the auttaine's RP total increases, she may lose one racial trait to regain its RP and gain a new racial trait from the build point list (provided she has enough unspent RP to afford it).

**Chlorvian**<sup>LPPG</sup>: +1/6 a social talent.

**Dwarf**: +1/5 a skinchange that creates or disguises equipment or that polymorphs the dwarf into an object or elemental.

**Elf**: +1/2 bonus on Knowledge checks with adopted persona.

**Gnome**: +1/4 caster level, to a maximum increase of +3.

**Half-elf**: +1/2 bonus on Bluff and Profession checks with adopted persona.

**Half-orc**: +1/3 bonus on damage rolls with hidden strikes against foes who are unaware or who consider the half-orc an ally, or +1/6 with other hidden strikes.

**Halfling**: +1/6 a social talent.

**Human**: +1/6 a social talent.

**Kitsune**<sup>ARG</sup>: Add 1/4 an illusion spell from the sorcerer/wizard spell list to the skinchanger's spell list. The kitsune adds +1/4 to that spell's save DC.

**Reptoid**<sup>BS</sup>: Add 1/4 an enchantment spell from the mesmerist<sup>OA</sup> spell list to the skinchanger's spell list. The reptoid adds +1/4 to that spell's save DC.

**Rougarou**<sup>B6</sup>: +1/5 a polymorph skinchange.

**Skinwalker**<sup>BOTM</sup>: Choose a hunter<sup>ACG</sup> animal focus. Whenever the skinwalker uses her racial ability to change shape, she can gain that animal focus instead of the usual benefits of change shape, adding all her skinchanger levels for which she took this favored class option to her hunter levels. (Her change shape can always be combined with skinchanges.)

**Tretharri**<sup>LPPG</sup>: +1/3 bonus on damage rolls with hidden strikes against foes who are unaware or who consider the half-orc an ally, or +1/6 with other hidden strikes.

**Zvarr**<sup>LPPG</sup>: +1/5 natural armor bonus in any form.



HENDERSHOT

## SKINCHANGER FEATS



Many classes in the Pathfinder game have a defining mechanic with a limited number of uses per day. Most of these features, such as the alchemist's bomb or the paladin's mercy, gain additional uses or utility in the form of feats available to characters with access to the appropriate class feature. The following feats give the skinchanger additional uses of its class features or improvements for them.

## EXTRA SKINCHANGE

You have learned the secrets of a new skinchange.

**Prerequisite:** Skinchange class feature with effective skinchanger level 5th.

**Benefit:** You gain one additional skinchange and can activate skinchange one additional time per day. You must meet all the prerequisites for this skinchange (including the minimum level for its category of skinchange such as advanced, greater, or legendary).

**Special:** You can gain Extra Skinchange multiple times. Its effects stack.





## FAST SKINCHANGE

You can transform your body in the blink of an eye.

**Prerequisite:** Skinchange class feature with effective skinchanger level 7th.

**Benefit:** You can activate a skinchange as a move action if you exceed the minimum skinchanger level to select it by at least 6. Reduce your skinchanger level by 6 for the purpose of that skinchange's benefits. This can allow you to activate skinchange more times in a round.

## FORM FINESSE

You can customize the effects of polymorph skinchanges beyond the typical limits of polymorph effects.

**Prerequisite:** Any polymorph skinchange.

**Benefit:** If a polymorph skinchange you use grants special abilities from a list (as *alter self* does) and the form chosen grants fewer than two abilities, not counting detrimental abilities, you can gain an additional ability from the list physically possible with that form's anatomy (so a centaur form could grant pounce or trample but not web; GM's discretion). If the polymorph skinchange grants different ability score modifiers depending on the size of the form chosen, you can exaggerate or reduce them without changing the form's size. If you become Medium or larger, you can use the modifiers of Medium or any larger size you could choose instead of matching the form's size. If you become Small or smaller, you can use the modifiers for Small or any smaller size you could choose instead of matching the form's size. (Thus, a 6th-level skinchanger who becomes a Medium hag could gain the ability score modifiers for becoming a Large monstrous humanoid.)

## MEMORIZED PERSONAE

You can memorize the mannerisms and distinguishing qualities of more adopted personae.

**Prerequisite:** Adopted persona class feature.

**Benefit:** Choose a number of your adopted personae equal to your Intelligence bonus (minimum 1). You can keep those personae available indefinitely and they doesn't count against any limit on the number of adopted personae you can know.

**Special:** You can gain Memorized Personae multiple times. Its effects stack.

## SKINCHANGER ARCHETYPES



The following archetypes are unique to the skinchanger hybrid class and modify its class features in a variety of ways.

### CHIMERIST (SKINCHANGER ARCHETYPE)

Chimerists mix and match aspects of countless forms with effortless grace.

**Chimeric Personae (Ex):** A chimerist can adopt up to two personae simultaneously but gains only the bonus to Bluff checks from any persona (even if only adopting one at a time). When combining personae, her appearance is a mix of the two, but heavy clothing might allow her to pass as one or the other. If the chimerist has a social talent, stalker talent, or other ability that grants a benefit depending upon which persona she is in, she picks one of the two personae for each such ability and gains only that persona's benefit for that ability. This ability alters adopted persona.

**Monstrous Chimerism (Ex):** The chimerist adds half her skinchanger level as a bonus on Intimidate checks as long as she has any mutation skinchange active. This ability replaces the social talent gained at 1st level.

**Minor Augmentation (Su):** At 4th level, the skinchanger can choose to gain one ability from the list for *alter self* when she changes her appearance with the disguise skinchange. If she is using a polymorph effect that grants abilities based on her current form from a list, she loses one of that form's abilities other than detrimental abilities. She adds land speed 30 feet to the list. The chosen ability functions as it would for a humanoid with which the skinchanger is familiar and includes cosmetic changes to an appropriate part of her body to resemble a creature with that ability (potentially including multiple matching limbs if appropriate for the ability). If she changes her legs and the creature has a lower speed, her speed is reduced to that speed. For example, she might gain a swim speed of 30 feet by imitating a merfolk (replacing her legs with a merfolk's tail), but in doing so her land speed becomes the merfolk's 5 feet speed. This ability replaces the skinchange gained at 4th level.

**Advanced Augmentation (Su):** At 6th level, when the skinchanger uses minor augmentation, she can gain two abilities as described in minor augmentation from the list for *monstrous physique* <sup>I<sup>UM</sup></sup> (instead of from the





alter self list) and can emulate a monstrous humanoid. Each chosen ability functions as it would for a monstrous humanoid with which the skinchanger is familiar; they need not be from the same species. If the skinchanger has the extra form skinchange, she can choose from the ability list for that form's spells as if her skinchanger level were 4th. If the skinchanger emulates an undead creature, she detects as undead and is treated as undead for the purposes of positive and negative energy. This ability replaces the hidden strike damage gained at 5th level and the stalker talent gained at 7th level.

**Greater Augmentation (Su):** At 10th level, when the skinchanger uses minor augmentation, she gains three abilities from the list for *monstrous physique II<sup>UM</sup>* (each functioning as it would for a humanoid or monstrous humanoid with which she is familiar) and adds land speed 60 feet to the list. If the skinchanger has the extra form skinchange, she can choose from the ability list for that form's spells as if her skinchanger level were 6th. If the skinchanger emulates an undead creature, she detects as undead and is treated as undead for the purposes of positive and negative energy. This ability replaces the hidden strike damage gained at 9th level.

**Legendary Augmentation (Su):** At 14th level, when the skinchanger uses minor augmentation, she can gain up to four abilities from the list for *monstrous physique III<sup>UM</sup>* (each functioning as it would for a humanoid or monstrous humanoid with which she is familiar) and adds land speed 90 feet to the list. If the skinchanger has the extra form skinchange, she can choose from the ability list for that extra form's spells as if her skinchanger level were 8th. If the skinchanger emulates an undead creature, she detects as undead and is treated as undead for the purposes of positive and negative energy. This ability replaces the stalker talent gained at 15th level.

**Supreme Augmentation (Su):** At 18th level, when the skinchanger uses minor augmentation, she can choose from the list for *monstrous physique IV<sup>UM</sup>* or *giant form I* (each functioning as it would for a humanoid or monstrous

humanoid with which she is familiar) and she adds land speed 120 feet to the list. If the skinchanger has the extra form skinchange, she can choose from the ability list for that extra form's spells as if her skinchanger level were 12th. If the skinchanger emulates an undead creature, she detects as undead and is treated as undead for the purposes of positive and negative energy. This ability replaces the hidden strike damage gained at 17th level.

**Social Talents:** The following social talents complement the chimerist archetype: flexible grace, instant disguise, natural communicator, quick disguise, touch impersonation.

**Stalker Talents:** The following stalker talents complement the chimerist archetype: adopted combat training, frightening transformation, polymorphic palm, startling transformation.

**Advanced Skinchanges:** The following advanced skinchanges complement the chimerist archetype:







enhanced might, extra form (aberration, advanced humanoid, beast, fey).

**Greater Skinchanges:** The following greater skinchanges complement the chimerist archetype: diminution, extra form (dragon), gargantuan form.

**Legendary Skinchanges:** The following legendary skinchanges complement the chimerist archetype: colossal form, density mastery, effortless change, legendary enhancement.

## LYCANTHROPE ASPIRANT (SKINCHANGER ARCHETYPE)

Some skinchangers, most often skinwalkers, emulate lycanthropes to focus their transformative powers.

**Beast Persona (Ex):** The lycanthrope aspirant chooses one animal to be her adopted persona. While in the form of that animal, emulating that animal with the skinwalker's change shape, or in the form of a humanoid with the features of that animal, the skinchanger can spend 1 minute getting accustomed to the animal's body and senses to gain a +4 racial bonus on checks with one skill that that animal has a racial bonus on (or, if that animal has none, one skill that animal has ranks in) while she remains in that form. The bonus increases by 1 at 5th level and every four levels thereafter. The lycanthrope aspirant can choose an additional animal for every three levels she has. At 9th level, the lycanthrope aspirant can choose a magical beast or an animal. This ability alters adopted persona.

**Skinchange (Su):** The lycanthrope aspirant gains the following skinchanges.

**Animal Focus:** The lycanthrope aspirant gains the animal focus skinchange at 1st level. This replaces disguise.

**Limited Beast Form:** The lycanthrope aspirant gains the extra form (beast) skinchange at 2nd level, but can only take the form of a Small animal of the same kind as her animal persona. At 4th level, she can use the full range of options for the extra form (beast) skinchange. This skinchange replaces the skinchange gained at 4th level.

**Humanoid Form:** The lycanthrope aspirant gains this skinchange at 4th level.

**Hybrid Form (Polymorph):** At 6th level, the lycanthrope aspirant can assume a hybrid form between her natural form and that of any beast form that she can assume with her skinchange. She retains her size, the ability to speak, and the use of her arms and hands, as well as the special abilities of her natural form. Her gear does not meld into her form. She gains the ability score modifiers, natural weapons (adjusted to her natural size), natural armor, and abilities for her beast form. She can use the better of

her natural form's speed and the beast form's speed, but she must have her hands free to use its speed if the beast is normally quadrupedal. This skinchange replaces the skinchange gained at 6th level.

**Versatile Hybrid Form (Su):** At 8th level, the lycanthrope aspirant can assume a hybrid form between any humanoid form that she can assume with her skinchange (using it in place of her natural form as described in the hybrid form skinchange) and any beast form that she can assume with her skinchange. She can use either form's size. This skinchange replaces the skinchange gained at 8th level.

**Form Finesse (Su):** At 7th level, the lycanthrope aspirant gains Form Finesse as a bonus feat if she does not already have it. If she already has it, she instead gains any feat she qualifies for. This ability replaces the stalker talent gained at 7th level.

**Supernatural Hide (Su):** At 7th level, the skinchanger gains damage reduction 1/silver while in animal or hybrid form. At 10th level and every three levels thereafter, the damage reduction improves by 1. This ability replaces the stalker talent gained at 12th level.

**Social Talents:** The lycanthrope aspirant cannot gain social talents that let her acquire or invent adopted personae. The following social talents complement the lycanthrope aspirant archetype: flexible grace, instant disguise, natural communicator, quick disguise, wild empathy.

**Stalker Talents:** The following stalker talents complement the lycanthrope aspirant archetype: adopted combat training, startling transformation, vigilante talent (sure-footed), violent transformation.

**Advanced Skinchanges:** The lycanthrope aspirant can gain disguise as an advanced skinchange. The following advanced skinchanges complement the lycanthrope aspirant archetype: extra form (advanced humanoid), improved physique, incredible speed, knit flesh.

**Greater Skinchanges:** The following greater skinchanges complement the lycanthrope aspirant archetype: incredible durability, instant recuperation, optimized physique, torpor.

**Legendary Skinchanges:** The following legendary skinchanges complement the lycanthrope aspirant archetype: effortless change, legendary enhancement, perfect physique.









## SHAPE THIEF (SKINCHANGER ARCHETYPE)

Some skinchangers refine their disguises by studying those they wish to impersonate with physical touch, eventually learning not only their shapes but also their very identities and abilities.

**Shape Stealing Touch (Su):** A shape thief can refine a disguise by touching an individual she wishes to copy. She must touch the individual for at least 1 round (generally requiring a willing, helpless, or grappled target). She gains a +5 insight bonus on Disguise checks to impersonate that individual by any means, including polymorph effects. At 4th level, the bonus improves to +10. There is no limit on the number of individuals whose shapes she can gain this way. This ability replaces disguise.

**Skinchange (Su):** The shape thief can only use polymorph skinchanges to assume the forms of individuals she has used shape stealing touch on.

**Humanoid Form (Su):** The shape thief gains this skinchange at 1st level.

**Persona Theft (Su):** At 5th level, the shape thief can add a touched target's persona to her available adopted personae as a free action after using shape stealing touch on it (requiring no further observation). She still requires further time to get into character to assume the newly copied persona. This ability replaces the social talent gained at 5th level.

**Rapid Shape Theft (Su):** At 7th level, the shape thief can spend a use of skinchange as a swift action to assume the form of an individual during the round after she learns its form. At 12th level, she can also assume that creature's persona as a free action if she copied it that round. If she has the transposing strike or violent transformation stalker talents, she can transform as a free action immediately before attempting the grapple combat maneuver granted by either talent. This ability replaces the stalker talent gained at 7th level.

**Memory Theft (Su):** Starting at 12th level, a shape thief learns to copy the brain structure of a target so well that she can copy memories along with that persona. A copied memory is an answer to a single question, acquired instantly, telepathically, and with certainty. The target can negate memory theft with a successful Will saving throw against DC 10 + 1/2 skinchanger level + skinchanger's Charisma modifier. The skinchanger can't target the same creature twice in one day. At 12th level, the shape thief can copy one memory; every even level thereafter, the shape thief can copy one additional memory. This ability replaces the skinchange gained at 12th level.

**Shape Swap (Su):** At 13th level, the shape thief can steal another creature's form and replace it with her current form. If the shape thief is under a polymorph spell, she can impart it to another creature as a swift action if she is touching that creature while she assumes that creature's shape. The target gains the ongoing polymorph effect for its remaining duration. The spell must be of a lower spell level than the shape thief's maximum. The target can negate being transformed by succeeding at a Fortitude save against DC 10 + 1/2 skinchanger level + skinchanger's Charisma modifier. This ability replaces the social talent gained at 13th level.

**Spell Theft (Su):** At 16th level, the shape thief can study and mimic another creature's magic while copying that creature's persona. When the shape thief copies





the persona of a creature under a targeted spell or that has spells known or spells prepared, she can steal one of those spells by spending a use of skinchange as a swift action. The spell's level must be no higher 6th. If it is an ongoing spell, its remaining duration applies to the shape thief instead of the target as if she were the original target. If it is a spell known or spell prepared, the shape thief gains it as a spell prepared of the same level, even if she could not otherwise cast that spell or cast spells of that level. The shape thief can attempt to steal a specific spell; if she does not or if she tries to steal a spell the target does not have, she gets one at random. Even harmful spells can be stolen this way, but the shape thief gets no saving throw against them. This ability replaces the skinchange gained at 16th level.

**Social Talents:** The following social talents complement the shape thief archetype: defy truth, divided personae,

instant disguise, quick disguise, stolen identity.

**Stalker Talents:** The following stalker talents complement the shape thief archetype: adopted combat training, adopted item insight, transposing strike, violent transformation.

**Advanced Skinchanges:** The following advanced skinchanges complement the shape thief archetype: extra form (advanced humanoid), extra form (beast), inert form, knit flesh, polymorphic equipment, somatic tool.

**Greater Skinchanges:** The following greater skinchanges complement the shape thief archetype: greater polymorphic equipment, instant recuperation, trap form.

**Legendary Skinchanges:** The following legendary skinchanges complement the shape thief archetype: instant change, legendary enhancement, perfect physique.



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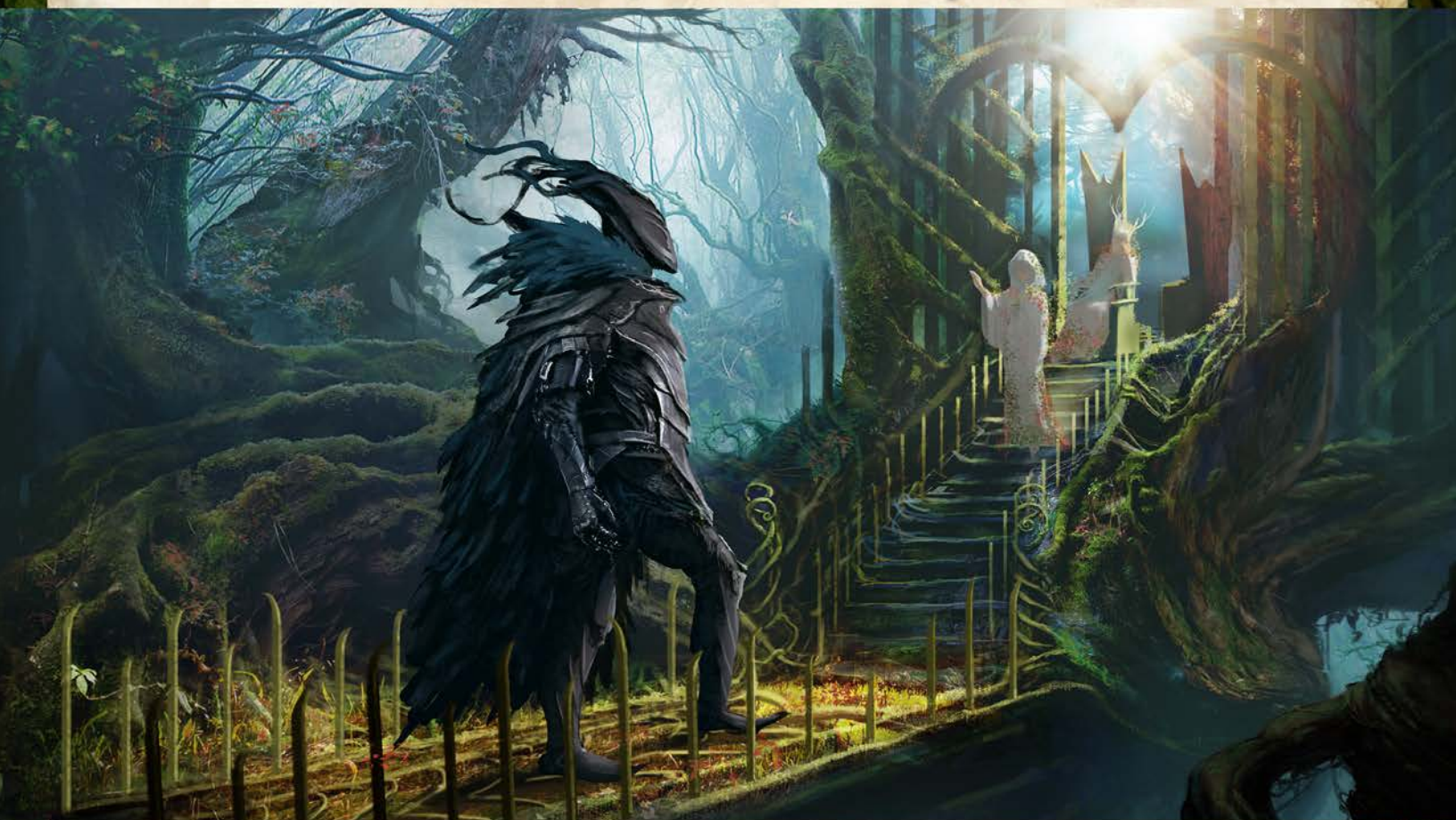


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