

THE POSSESSOR



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

(POSSESS YOUR FRIENDS & FOES)

The Possessor Base Class

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Possessor

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

You have a flexible spirit, one able to fuse with the body of another. This spiritual practice is known as “spiritual fusion” and is a form of possession that can augment the body of a friend or destroy the body of an enemy. Some see you as a leech, a parasite, or a social loaf but your capacity for good or evil is within your own hands.



Hit Dice: D6.

Role:

A possessor is a key support character, able to drastically power up one party member at a time. Their support and debuff abilities are an integral part of their combat repertoire, making them essential to the fight.

Alignment: ANY

Good possessors tend to focus on supporting their allies, while evil ones become spiritual parasites of the highest order.

Starting Wealth: 3D6 X 10 GP

(average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The possessor's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the possessor.

Weapon and Armor Proficiency:

The possessor is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield.

Table 1-1: The Possessor

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|-------------------|-----------|----------|-----------|---|
| 1st | +0 | +0 | +0 | +2 | Spiritual fusion, leech (1d4), parasite technique |
| 2nd | +1 | +0 | +0 | +3 | Symbiosis technique |
| 3rd | +1 | +1 | +1 | +3 | Leech (2d4) |
| 4th | +2 | +1 | +1 | +4 | Bonded symbiosis |
| 5th | +2 | +1 | +1 | +4 | Leech (3d4), parasite technique |
| 6th | +3 | +2 | +2 | +5 | Symbiosis technique |
| 7th | +3 | +2 | +2 | +5 | Leech (4d4) |
| 8th | +4 | +2 | +2 | +6 | Perfect symbiosis, spirit jump |
| 9th | +4 | +3 | +3 | +6 | Leech (5d4), parasite technique |
| 10th | +5 | +3 | +3 | +7 | Symbiosis technique |
| 11th | +5 | +3 | +3 | +7 | Leech (6d4) |
| 12th | +6/+1 | +4 | +4 | +8 | Journeyman possessor |
| 13th | +6/+1 | +4 | +4 | +8 | Leech (7d4), parasite technique |
| 14th | +7/+2 | +4 | +4 | +9 | Symbiosis technique |
| 15th | +7/+2 | +5 | +5 | +9 | Leech (8d4) |
| 16th | +8/+3 | +5 | +5 | +10 | Improved spirit jump |
| 17th | +8/+3 | +5 | +5 | +10 | Leech (9d4), parasite technique |
| 18th | +9/+4 | +6 | +6 | +11 | Symbiosis technique |
| 19th | +9/+4 | +6 | +6 | +11 | Leech (10d4) |
| 20th | +10/+5 | +6 | +6 | +12 | Master possessor |

Spiritual Fusion (Su):

At 1st level, the possessor can spiritually fuse with an adjacent creature as a standard action. They can fuse with a specific willing creature for no more than a number of rounds per day equal to $1 + 1/2$ possessor class level (minimum 2). If the creature is unwilling they get a Will save (DC $10 + 1/2$ possessor level + Charisma modifier) to resist the effect each turn. A possessor can end a spiritual fusion as a move action on their own turn. Once the possessor has fused with a creature one of the following things happens depending on if the creature is an ally or enemy:

FUSING WITH AN ALLY:

The possessor becomes fused with the ally, providing them with great strengths. They physically merge into their host ally and their host ally gains a magical runic mark on their forehead unique to the possessor (not unlike a summoner's mark on an eidolon). The host character acts as per normal and on the possessor's turn they may take an action using the host character on the possessor's initiative. (Example: Jokken the possessor fuses with Shina the fighter. Shina takes her turn but then, on Jokken's initiative, Shina goes again only this time it's under the command of Jokken). The ally also gains benefits from any symbiosis techniques the possessor has. A willing host ally may eject the possessor at any time as a free action- ending the possessor's turn immediately.

FUSING WITH AN ENEMY

The creature is immediately shaken even if the creature could not normally be shaken (as this is a spiritual effect) and the remain shaken so long as the possessor remains in them. On the possessor's turn they can apply any parasite techniques they know. At the start of host's turn they can attempt a Will save (DC 10 + 1/2 possessor level + possessor's Charisma modifier). If successful the possessor is immediately kicked out to an adjacent square and takes an amount of damage equal to twice the amount the host beat the Will save by.

POSSESSION GUIDELINES

- If the host dies, goes unconscious, or the possessor is kicked out of their host the possessor is placed in an adjacent square of their choosing (including the same square as their host if it is an ally).
- Damage to the host is only suffered by the host (not the possessor).
- The possessor cannot be targeted while fused with a host. Spells or effects that target an individual spirit or mind (such as *detect evil*) can target the possessor.
- The possessor's physical form merges with that of their host as does all the equipment of the possessor. The possessor and their items weighs nothing and cannot be accessed or changed while in a host. Items that provide a passive bonus (such as a resistance bonus from a Cloak of Resistance) continue to apply, but only to the possessor (a +2 headband of alluring Charisma still provides a bonus to the possessor's Charisma score but not to the host's).
- Spiritual fusion is different than magic jar or possession and effects that block it do not apply (such as *protection from evil*).
- While fused the possessor can utilize all the senses afforded to their host (not sense of their own physical body).
- While fused the possessor can communicate via telepathy with their host.
- A given host can only be fused with 1 possessor at a time. This also goes for possession via *magic jar*, possession, or a similar effect. If a new creature attempts to bond with a given host while another is in there an opposed Will save is rolled. The

losing creature is kicked out or refused entry.

- Being fused with a host does not give the possessor any insight into the mind, abilities, or equipment (beyond what is immediately apparent) of their host.
- While fused the possessor uses all the saves, skills, and other statistics of their host. The exception to this is if the possessor themselves is the target of the affect (this is often a Will save).
- Spells that affect the host affect the possessor's ability to control the host's body. This means that if the host was targeted with a *haste* spell the possessor would gain the benefits on their turn while using the host's body but not if they left it.
- A possessor in a host cannot make attacks of opportunity.
- A possessor can possess any creature (i.e non-objects, even intelligent objects like an intelligent weapon are not valid targets).
- A possessor can fuse with summoned creatures and even eidolons. If such a creature is dispelled or banished the possessor remains on this plane—they are simply kicked out.

SIDEBAR: SPIRITUAL FUSION GAMEPLAY TIPS

Remember, a possessor's round limit is on a per creature basis. If you run out of rounds you should jump to a new creature. Getting up to creatures can be difficult early on; feats like Improved Initiative, Mobility, and even Fleet can be useful. Starting at 8th level, when you get spirit jump, this becomes less important so don't invest too heavily. Large parties or encounters with lots of creatures are fertile grounds for a possessor to plant the seeds of success. If you find yourself low on options for spiritual fusion partners, remember that animal companions and even summoned creatures are valid options for spiritual fusion. To that effect, walking around with a few spare scrolls of *summon monster* is a keen idea.

Leech (Su):

At 1st level, a possessor can deal 1d4 points of non-lethal damage to their host as a standard action and recover an equal amount of hit points. This damage increases by 1d4 at 3rd level and every odd level thereafter. The healing cannot bring the possessor above their maximum hit points but the possessor can continue to deal damage to the host using this ability even while the possessor is at maximum hit points.

Parasite Techniques (Su):

At 1st level, and 4 levels thereafter, a possessor gains a parasite technique from the following list. Any number of parasite techniques can be activated or deactivated at that start of the possessor's turn as a free action, unless the parasite technique mentions a different action type.

Anchor Fusion: When the possessor fuses with an enemy the weight of the possessor and all their equipment is added to the weight their host is carrying. This may not cause the creature to exceed a heavy load.

Constrained: The possessor fights the physical movement of their host's body. This imposes a -1/4th level bonus on attack rolls (minimum of -1). A possessor must be at least 5th level to select this parasite technique.

Disruption: While in an enemy host the possessor inflicts a penalty on concentration checks equal to 1/4th the possessor's class level (minimum of -1).

Hobble: As a standard action the possessor can cause the creature to reduce its move speed by 50% until the start of the possessor's next turn. This effect immediately ends if the possessor is kicked out.

Improved Disruption: The possessor interrupts the flow of magic while inside an enemy host. If the enemy host attempts to cast a spell, they must make a concentration check (DC 10 + 1/2 possessor level + spell level) or lose the spell. The possessor must have the disruption parasite technique and be at least 9th level to take this parasite technique.

Interrupt: The possessor can interrupt an action taken by their host. As an immediate action when the host takes an action, the possessor can roll an opposed Will save. If the possessor is successful, the host babbles incoherently and/or flails about harmlessly; the action

wasted. The possessor is staggered on their next turn regardless of if they succeed or fail. The possessor cannot use this ability if they were staggered on their most recent turn.

Partial Control: As a full-round action a possessor can take control of the physical body of their unwilling host. This is done in the same manner as if the possessor was in the body of a willing host except that the possessor only has 1 standard action (though this can be broken down into a move or swift action).

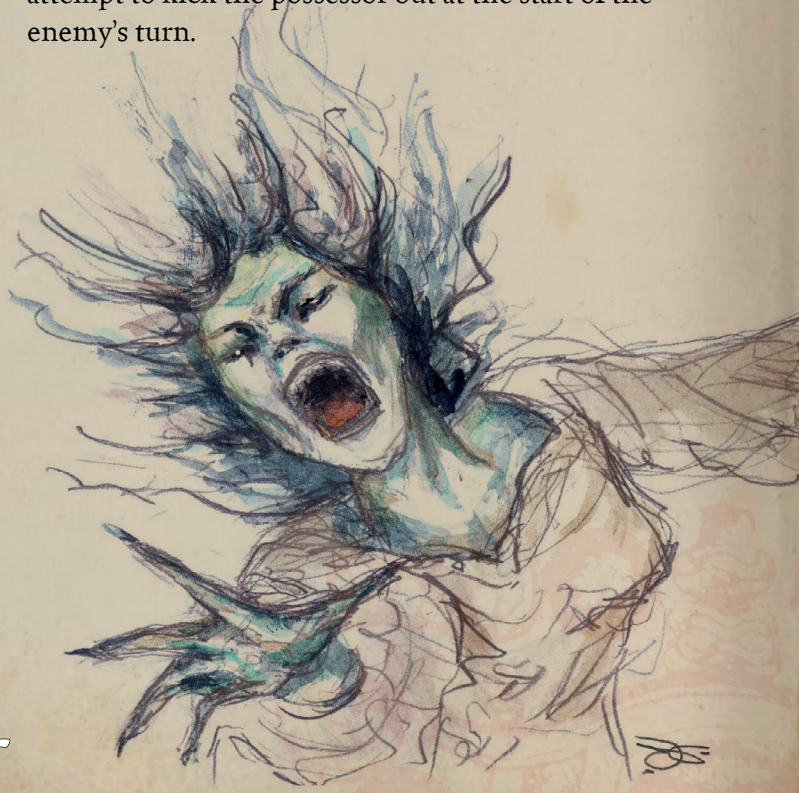
Restrained: The possessor is adept at limiting the physical body of their host. The host may never make more than 1 melee attack per round if this is active. The possessor must have constrained before selecting this parasite technique.

Spiritspike: The possessor warps and tears the spirit of their host, causing stigmata and fresh wounds to open from within. As a full-round action the possessor can cause 1d4 points of force damage + the possessor's Charisma modifier. This damage increases by 1d4 for every 2 levels of possessor.

Total Control: When the possessor uses partial control, they get a full turn (as if they were fused with an allied host). This may be used to make the host cause harm to themselves or others. A possessor must have the partial control technique and be at least 10th level to select this parasite technique.

SIDEBAR: SAVES AND PARASITE TECHNIQUES

You will note that most parasite techniques do not allow saving throws. This is because there is a save to attempt to kick the possessor out at the start of the enemy's turn.



Symbiosis Techniques (Su):

At 2nd level, and every 4 levels thereafter a possessor gains a symbiosis techniques from the following list. Any number of symbiosis techniques can be activated or deactivated at the start of the possessor's turn as a free action but the host can only benefit from a number of symbiosis techniques equal to $\frac{1}{4}$ th the possessor's level at a time (minimum 1). There are certain powerful techniques called "synchro" and a possessor only have 1 synchro symbiosis technique active at a time (indicated with a *).

Boost Host: Select 1 ability score. If the possessor has a higher score than their host in the chosen ability, the host gains a +4 inherent bonus to that ability score. If the possessor's score is lower, the host gains a +2 inherent bonus instead. The ability score selected can be changed as a standard action.

Combat Synchro*: The host gains a competence bonus on damage rolls equal to $\frac{1}{4}$ th the possessor's level (minimum of +1).

Gifts: Any item on the possessor's physical form or in their equipment may be drawn out of the host's equipment storage (even if such things are not possible like drawing a greatsword from a backpack). When the fusion ends it remains with the host.

Lend Life: Rather than hurt their host, the possessor has learned to heal them with their own life force. As a standard action the possessor can deal damage to themselves equal to the damage from their leech ability. Any damage they take is given to their host as temporary hit points. The host cannot exceed their maximum hit points in this fashion and the temporary hit points dissipate after 1 minute. If the possessor is still fused the remaining temporary hit points are restored to the possessor (otherwise, they simply dissipate).

Magic Synchro*: The host gains the ability to cast 1 additional spell of each spell level they know. These bonus spells are only accessible while fused. If the host is a prepared caster (like a wizard) the spell must be a copy of a spell that is already prepared.

Metabolism Shift: The possessor speeds up the metabolism of their host, granting it a +5 foot enhancement bonus to their move speed. This bonus to movement speed increases by 5 feet for every 4 levels of possessor. In addition, the possessor adds their number of attacks of opportunity per round to the number their host has per round. If this is kept up for more than 1 minute the host becomes fatigued.

Mindshare: The host can use the skills of the possessor. If the possessor's total bonus is higher than their hosts, the host can use the possessor's bonus instead. If the possessor's total bonus in a skill is worse than their hosts, the host gets a +4 competence bonus.

Protective Synchro*: The possessor provides a look out for their host and enhances their defensive capacities. The host can use the possessor's total Reflex save and total Will save, if they are better. In addition, the host gains a competence bonus to AC equal to $\frac{1}{4}$ th the possessor's level (minimum +1).

Racial Manifestation: Select one racial trait from the possessor's race other than their ability score racial trait. The host gains that racial trait. Additionally, the host also counts as the possessor's race. The racial trait selected can be changed by the possessor as a standard action.

Rejuvenating Synchro*: The host gains regeneration equal to $\frac{1}{4}$ th the possessor's level. This healing occurs at the start of the possessor's turn. If the possessor is fused with a creature they have perfect symbiosis with, this only works for 10 rounds per day + 1 round per possessor level. These rounds need not be consecutive; the possessor may activate or dismiss their regeneration as a free action at the start of their turn. A possessor must be at least 6th level to take this symbiosis technique.

Share Prowess: The host benefits from 3 feats the possessor possess as temporary bonus feats. The host does not need to qualify for them but may still need the capacity to use them (a feat that requires 4 arms to use would be of no use to a 2 armed host). The feats selected can be changed as a standard action.

Bonded Symbiosis:

At 4th level the possessor can perform a minor ritual that bonds them spiritually to a creature, making fusion far more fluid. Select 1 willing creature, after performing a 1 minute ritual of bonding with that creature the possessor can fuse with them for a number of rounds per day equal to their possessor level + their Charisma modifier. The possessor may only have 1 bond at a given time. A bond can be broken with a small ritual taking one minute. After breaking a bond the possessor takes 1 negative level and cannot for a new bond for 24 hours.

Perfect Symbiosis:

At 8th level the possessor has mastered their bonded symbiosis technique. A possessor can fuse with their bonded creature for an unlimited number of rounds per day.

Spirit Jump (Su):

As a move action a possessor of at least 8th level can jump to a willing ally within 30 feet of them. This spiritual leap teleports their spirit to their new host, not provoking an attack of opportunity, and instantly fuses them with their new host.

In addition, a possessor of 8th level or higher can jump into an enemy target at a range of 30 feet. The possessor makes a range touch attack and, if successful, they spiritually fuse with the target.

Journeyman Possessor:

At 12th level the possessor can spirit fuse with a target as a swift action.

Improved Spirit Jump:

At 16th level, a possessor can jump up to 60 feet with their spirit jump class feature.



Master Possessor:

At 20th level, the possessor may attempt to fuse with a creature within 1 mile of their current host as a standard action. If they are rejected from an unwilling host during this, they simply remain in their current host. The possessor must be able to see or otherwise detect the location of their target. In addition, the possessor can jump to any willing host within 90 feet as a free action.

Table 1-2: Possessor Alternate Favored Class Bonuses

| Race Name | Benefit | Source |
|----------------------------------|---|-------------|
| Human / Half-Elf | Add 1/4th a new symbiosis techniques. | CRB |
| Elf | Add +1 foot to the ossessor's base speed. In combat this option has no effect unless the possessor has selected it five times (or another increment of five). | CRB |
| Gnome | Add 1/4th a new parasite techniques. | CRB |
| Orc / Half-Orc / Goblin / Wayang | +1/4th an extra round of fusion per creature per day. | CRB |
| Dhampir | +1/3rd leech damage (and thus healing). | ARG |
| Arma | Willing hosts gains +1/4th damage rolls with melee weapons that match the arma's weapon type. | RG4 |
| Dragoul | Willing hosts gains +1/4th bonus on saves against mind-affecting effects. | RG4 |
| Stray Spells | Willing hosts gain +1/4th bonus on concentration checks. | Stray Spell |

New Feats

Possessed Possession

Prerequisites: Possessor 3rd Level, Arma OR Stray Spell

Benefit: This feat has different benefits depending on which race you used to qualify for it.

- If you are an arma, when you fuse with their host, the host can chose to wield your physical body in your weapon form.
- If you are a stray spell, when you fuse with their host, the host can chose to wield your physical body in your spell-form.

Extended Possession

Prerequisites: Spiritual fusion class feature

Benefit: Add your Charisma modifier to the numbers of rounds per day you may spiritually fuse with a given willing creature per day.

Normal: You may only fuse with a given willing creature for 1 + 1/2 possessor class level rounds per day, minimum of 2 rounds.

Special: When calculating the time you may spend fused with your bonded ally (see bonded symbiosis class feature), add your Charisma modifier twice.

Weapon Jump

Prerequisites: Spirit jump class feature

Benefit: When your host hits and deals damage to another creature with a melee attack, you may jump to their target as an immediate action.

Normal: You can only spirit jump to creature on your turn.

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