FURSONA

The Definitive Guide to Creating Anthropomorphic Characters

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Why be human?

Why not choose the agility and feral grace of the wolf instead? The sensuality of the cat or the strength and ferocity of the warthog? The airborne agility of the hawk, or the impenetrable exoskeleton of the rhino beetle? Anthropomorphic heroes and villains are nothing new to gamers.

Dungeons & Dragons has included animal species from its inception: jackal-like gnolls, warthog faced orcs and ogres, a myraid of cat, spider and bird-like species, and shapeshifting druids that blend human and animal traits. *Ironclaw* is a classic roleplaying game almost as old as Gygax' creation, and has been through nearly as many editions.

Whitewolf's *Werewolf the Apocalypse* put a supernatural spin on eco-terrorism and furry/otherkin culture, spawning a whole generation of lycanthrope heroes and vigilantes. Sci-fi games from *Wing Commander* to *Robotech* include a cat-like race in homage to the Kzin, one of the most recognizable species in science fiction.

Gamers of my generation grew up watching anthropomorphic great-cats fight evil on the *Thundercats*, watched the *Teenage Mutant Ninja Turtles* battle the Foot Clan every afternoon. Animals have had great adventures in fiction both old and new: the mousy Mrs. Frisby saved her family with help from the rats of Nimh, the sarcastic aardvark Cerebrus had 30 years of adventures, while *Mouseguard's* adventurous rodents are one of today's most critically acclaimed comics. From the camp of *Biker Mice from Mars* to the exactingly researched samurai epic, *Usagi Yojimbo*, gamers looking to play anthropomorphic heroes have a wide source of inspiration to draw from.

The Fursona system can quickly generate new alien species, demi-human or metahuman races for fantasy gaming, uplifted animals, genetically engineered mutants and animalistic superheroes, as well as magical beasts: magical crossbreeds, even unfortunates like Arachnae, who are cursed with animalistic form by the gods.

No matter their origin, <u>FURSONA</u> is designed to produce a fully customizable anthro character suitable for use as a PC in Pathfinder Roleplaying Game campaigns. With over 660 million possible combinations of Orders, Racial Traits, Disadvantages and Templates, you can build exactly the creature you've always wanted to play. This sourcebook is the definitive resource for custom building furry heroes.

Anthropomorphic characters are invariably bipedal, roughly human-scale and humanoid, and are intelligent enough to communicate with other characters and interact meaningfully with other players. Build an animalistic humanoid superhuman inspired by reality's unparalleled bio-diversity or inspired by your favorite anthropomorphic heroes and villains. Quickly cobble together new player races or alien species before tonight's game.

Creating an anthropomorphic character is simply an extended version of the character creation process already familiar to gamers. Rather than choosing a starting race, an Anthro'ss player selects an Order, or generic category of animals. An Anthropomorph's Order determines racial ability score modifiers, racial skill bonuses, and the creature's favored class.

Once an Order is chosen, the Anthropomorph begins to take shape. The creature can be further customized by adding a variety of advantages and drawbacks. Some advantages are more common in some Orders than others, and this diversity is reflected in the "Favored Racial Traits" mechanic, described later.

YIFF!

Over the last few years, anthropomorphic characters have become associated with furry culture, the most visible aspects of which are undeniably erotic. The long running *Omaha the Cat-Dancer* comic was an anthropomorphic soap-opera featuring an astounding variety of sex acts; fetish artists like Doug Winger have created an entirely new sexual orientation that only exists in dreams and art.

However, the anthropomorphic heroes presented in this book are, aside from a few references to 'sexually oriented Bluff and Diplomacy checks' kept fairly chaste. The references to anthro reproduction in this book are no more explicit than would be found in a science textbook. Obviously sexual mutations, such as Winger-esque multiple penises, not to mention a host of other fur-porn oddities, have been intentionally ignored

Gamers looking to incorporate erotic elements into the anthropomorphic options here should find plenty of inspiration in **Black Tokyo** (Otherverse Games, 2007). Black Tokyo incorporates seductive furry races, such as the *Kitsune* and *Nekomusumane*, as well as the bestiality-prone *Koropokkuru*, which explore furcovered sexuality in sweaty, ultra-explicit detail. *The Byakko*, described in the best-selling **Black Tokyo II: Chastity and Depravity,** go into more yiffy detail, and even include a racial trait called Futanari Fur. Use your imagination, but if you don't know Futanari, don't go Googling the term at work.

The Catalogue of Orders

Choosing an Order is the first step involved in creating an Anthropomorph. Your Order effectively acts as your starting race, determining your racial ability score modifiers, racial skill bonuses, and enhanced senses, if any.

In most cases, players simply decide if their Anthropomorph will be size Small or size

Medium. A handful of Orders, such as the Elephant and Whale Orders do not offer this choice; adult specimens of that Order are at least human-sized, if not far larger. Players who want to play an even larger, stronger mutant can increase their anthropomorph's size during the character creation process.

- A Small Anthropomorph has a base land speed of 20 ft must wield smaller weapons than its human counterparts, and its lifting and carrying limits are half those of a medium creature. The Anthropomorph receives a +1 size bonus on attack rolls and Armor Class and a +4 size bonus on Stealth checks. However, they suffer a -1 size penalty to their Combat Maneuver Bonus and Combat Maneuver Defense.
- A Medium Anthropomorph has a base land speed of 30 ft, and receives no special bonus or penalty due to its size.
- Most Anthropomorphs are Humanoids with the Anthro subtype.
- All Anthropomorphs have lowlight vision, and some have more exotic sensory capabilities.
- Once an Order is chosen, the anthropomorph receives Four (4) Build Points with which to further customize the character.
- 1. Annelida
- 2. Arachnae
- 3. Arthropoda
- 4. Aves Carrion
- 5. Aves Minor
- 6. Aves Major
- 7. Cetaca
- 8. Canis Minor
- 9. Canis Major
- 10. Capricornis
- 11. Crocodila

12. Dinosaura 13. Draconis 14. Equis 15. Felis Minor 16. Felis Major 17. Lagendelphis 18. Lovecraftia 19. Lycos 20. Lymantria 21. Micromonstria 22. Octopod 23. Orphidia 24. Pachyaderma 25. Piscia 26. Porca 27. Reptilia 28. Rodentia 29. Simian. Minor 30. Simian, Major 31. Taurus 32. Ursinis 33. Xenomorphia

More Than One Way to Reskin a Cat

In addition to their obvious purpose: showcasing the traits of a specific breed of animal, each Order also includes suggestions for re-skinning the order to better suit a concept. In the hands of an imaginative player, a Felis Major anthro might be described as a velociraptor anthro, or an exceptionally cunning and bloodthirsty breed of ape, or some alien animal made up out of whole cloth by the player. Since some Racial Abilities have specific effects against members of specific Orders, how do these abilities interact with re-skinned orders?

The easiest way to handle re-skinned Orders is to treat them as members of the Order that best fits their game play concept. In the case of the cat-turned-velociraptor, treat the creature as a member of the Dinosauria order for the purpose of special abilities based on the target's Order.

Order: Annelida

This Order includes most worm species, including most planarians, earthworms, asps, caterpillars, leeches and the like, and can also be expanded to include a variety of limbless marine life like eels, urchins and nematodes.

Annelida anthropomorphs naturally gravitate towards criminality and stealth, and make excellent thieves, spies and assassins. Many enjoy killing and take risks other rogues consider unnecessary or needlessly cruel.

Appearance: Annelida anthropomorphs can pass for human by concealing their oddly textured skins and suctioning mouthparts. Most are slender, hairless and unattractive, with pale white, grey or blue skin. Annelid mouthparts often resemble a lamprey's feeding orifice, with hundreds of short, wickedly serrated teeth encircled by a ring of thick muscle.

Ability Score Modifiers: +4 DEX, -2 WIS. Worm anthropomorphs are flexible and dexterous, but have weak eyes, generally poor senses and fragile wills.

Racial Skills: Annelida anthros receive a +2 racial bonus on Escape Artist and Stealth checks. Their greasy skins give worm anthropomorphs a +1 racial bonus to their Combat Maneuver Defense score.

Enhanced Senses: Worm anthropomorphs receive *Blindsense* with a 60 ft range. Many lack functional eyes all together, and perceive the world through a combination of scent cues and vibration senses.

Alignment: Annelid anthropomorphs are often neutral evil, but can be any conceivable alignment. Their evil is a selfish, paranoid and pragmatic one, not the monstrous hate of a demon or devil, and those in better circumstances can often rise above their race's reputation for opportunism. **Languages:** Annelids speak Common. Annelids add Terran, Undercommon, Gnome and Dwarven to their list of bonus language. They often learn the languages of other deep-burrowing cultures.

Order: Arachnae

Anthropomorphs from this Order are evolved from various breeds of spiders, from fearsome, toxic predators like the black widow or the brown recluse, to harmless and colorful crab spiders. This Order can also be used to produce a variety of insectoid or scorpion-like anthropomorphs.

Arachnae anthros are solitary creatures, with an innate gift for both creation and stealth. Which side of its heritage the anthropomorph embraces is a personal choice. Most are dispassionate and serious, known for their impeccable manners and legalistic mindset.

Appearance: Most members of this Order have disturbing, spider like facial features, that instantly mark them as inhuman. Spider anthropomorphs often have large, retractable or semi-retractable fangs which they sometimes use to convey emotion or carry food to their mouths. Even the most humanoid spider-anthropomorphs often have multiple eyes- usually two or three pair of small, vertically aligned slits.

Ability Score Modifiers: +2 DEX, +2 WIS, -2 CHA. Spidery anthropomorphs are known for their uncanny agility and razor-sharp senses, but are comparatively but their cold demeanor and predatory, arachnid heritage tends to unnerve other creatures.

Racial Skills: Arachnae anthropomorphs receive a +3 racial bonus on Craft: visual arts checks, as well as a +2 racial bonus on any two of the following checks: Acrobatics, Climb, Escape Artist, Perception and Stealth.

Enhanced Senses: Arachnae anthropomorphs gain the Scent special quality.

Alignment: Arachnae anthropomorphs are disciplined, dispassionate hunters, and are often lawful evil or lawful neutral. Even the most good hearted Arachnae has no compunction about killing, but few take pleasure in causing unnecessary pain while doing so. Even evil Arachnae anthros rarely indulge in torture, and most tend to be unfailingly polite.

Languages: Arachnae add Drow (including the Drow sign language) and Aklo to their list of bonus languages. They often learn the tongues of the spider worshipping Drow and their heavily mutated Drider cousins.

Order: Arthropoda

Members of this Order are related to crabs, lobsters, shellfish, scorpions, beetles and other small but durable, hard-shelled creatures. This Order can also be used to generate armadillo anthropomorphs, stronger but slower versions of scorpion or spider anthropomorphs, or an especially durable herbivore anthro.

Arthropod anthros are some of the greatest natural warriors in the animal kingdom. Arthropod anthros are prodigiously strong, and take comfort in the security of plate and chain mail. They are drawn to the most heavily armored of all the classes, with individual desires shaping whether they choose a purely martial path or wear the robes of a paladin or cleric.

Appearance: Arthropod anthropomorphs can't easily pass for human. Most have insectoid sensory organs and features, and many are marked by dense, heavy exoskeletons and unique limb arrangements. Members of this Order often display impressive antenna and compound eyes.

Ability Score Modifiers: +6 STR, -2 DEX, -2 INT. Arthropods are terrifyingly strong, thanks to the arrangement of muscle tissue within their shells, but are slow moving and plodding, both physically and mentally.

Base Landspeed:

Medium Arthropod anthropomorph has a base land speed o 20 ft, but like a Dwarf, is not slowed by additional armor or encumbrance. Larger anthropomorphs have a 30 ft base landspeed.

Natural Armor

(EX): An Arthropod anthropomorph's dense exo-skeleton provides the creature with a + 3natural armor bonu to Armor Class. The anthropomorp may wear additiona armor, but it must be custom tailored for his bulk and proportions. Such armor costs twice as much as armor for an ordinary



humanoid of the same size, as if the armor had been crafted for a non-humanoid creature.

Racial Skills: Arthropod anthropomorphs are a diverse bunch, and receive a +2 racial bonus on any two of the following skills: Acrobatics, Climb, Fly, Intimidate, Stealth, Perception, Profession (any maritime or blue collar), Swim.

Enhanced Senses: Arthropod anthros gain the *scent* special quality, thanks to their antenna.

Alignment: Arthropod anthropomorphs tend to put the good of the hive above their own needs, and are often lawful good or lawful neutral.

Order: Aves Carrion

Members of this Order trace their ancestry back to crows, grackles, buzzards and various species of vulture. This Phlyum can also be used to construct anthropomorphics from more exotic or extinct flying species, such as Pterodactyl or Archeoptryx anthropomorphs.

Aves Carrion anthrormophics are comfortable around death, and have no compunctions about killing for their own gain or survival. Their knowledge of anatomy gives them an excellent insight about the best places to drive the blade. Many of the world's deadliest thieves and assassins are crow or raven anthros.

Appearance: Aves anthros can pass for human if they take care to conceal their bright plumage, however many avian anthropomorphs find their beaks, talons wings and other mutations more difficult to conceal. Their eyes are large and set high on the skull, to give the creatures incredible peripheral vision.

Ability Score Modifiers: +2 WIS, +2 INT, -2 CHA. Aves Carrion mutants are perceptive and patient, but their feeding habits and shy natures limit their interactions with others.

Racial Skills: Carrion feeding Aves anthros receive a +2 racial bonus on Fly, Perception, Search and Treat Injury checks. Aves Carrion anthros also receive a +4 racial bonus on FORT saves made to resist disease; their foul diet has toughened their immune systems.

Enhanced Senses: Aves Carrion anthros gain the *scent* special quality. They can easily sniff out carrion, and actually enjoy the scent of garbage and corruption.

Alignment: Aves Carrion anthropomorphs often put practicality above morality, and are often either true neutral or neutral evil.

Order: Aves Minor

Creatures from the Aves Minor Order are related to small or non-predatory birds. Aves Minor anthros might display the characteristics of songbirds, canaries, parrots, peacocks, chickens and roosters, even less celebrated birds like pigeons, gulls, grackles and turkey. Some carrion bird anthros can be modeled through this Order, instead of Aves Carrion.

Aves Minor anthropomorphs are highly social, jocular creatures, who make natural singers, storytellers and performers. Their bards live on the wing, migrating from town to town with the seasons and the winds of fortune. Most never own any more than they can carry, but always include a fine dagger and even finer musical instrument in that small assortment.

Appearance: Aves Minor anthropomorphs are often even more colorful than their Aves Carrion cousins, but share many other physical traits.

Ability Score Modifiers: -2 STR, +2 INT, +2 CHA. Aves Minor anthropomorphs have keen minds, quick wits and strong, appealing personalities, but are relatively lightly built.

Racial Skills: Aves Minor anthros receive a +2 racial bonus on any two Perform checks of choice, as well as a +2 racial bonus on Fly and Perception checks. These creatures are keen eyed, confident and boisterous.

Alignment: Aves Minor are often neutral good, and few ever take any lawful alignment.

Languages: Aves Minor are natural linguists and may select any language as a bonus language, except for secret languages such as Druidic.

Order: Aves Major

Members of this Order are the descendants or evolved forms of various raptors. This Order encompasses hawks, eagles, owls, peregrine falcons and other large, dangerous birds. Players can also use this Order to create even more exotic fliers: variant bat anthropomorphs, evolved pteradons, draconic creatures and even stranger beasts.

Aves Major Anthropomorphs are consummate hunters and woodsmen, who use their knowledge of the natural world and keen eyesight to bring down especially dangerous game. Many become legendary bounty hunters, judges or feudal lords, while darker-souled birds become cruel, legalistic tyrants.

Appearance: Aves Major anthropomorphs resemble their Aves Minor cousins, but are often much more powerfully built. They have sleek,



chiseled musculatures, more like the body of a champion marathoner or dancer than a weight lifter, though some flight capable Aves have massive pectoral muscles to support their wings.

Ability Score Modifiers: +4 WIS, -2 CHA. Members of this Order are keen eyed and iron willed, but tend to be somber or dour, focused on little other than the task at hand. **Racial Skills:** Aves Major Anthropomorphs have exceptionally keen eyesight, and receive a +5 racial bonus on all visual Perception checks under certain conditions. Aves Major Anthros receive this bonus either in dim illumination/ darkness or in daylight/bright illumination, not both, depending on whether their animal type is diurnal or nocturnal.

All Aves Major Anthropomorphs receive a +2 racial bonus on Fly and Survival checks.

Alignment: Aves Major anthropomorphs are always passionate and strong-willed, tending towards the more extreme alignments, and rarely selecting any neutral alignment.

Languages: Aves Major anthropomorphs add Auron, and either Celestial or Infernal to their list of bonus languages, based on their own morality.

Order: Canis Minor

This Order includes domesticated dogs of virtually every size and breed, as well as coyotes and some smaller and weaker breeds of wolf.

Canis Minor anthropomorphs are renowned for their wisdom, patience and humble service to the divine. Canis Minor are often Clerics or Paladins. With their inquisitive demeanor, many become exorcists or inquisitors.

Appearance: Canine anthropomorphs have relatively human proportions, and depending on their breed they might have a fully canine or wolflike skull or just simply resemble exceptionally ugly, dog-like humanoids. Fur texture and patterning varies wildly, from dense poodle-like curls to a retriver's long, sleek fur. As with many mammalian anthros, some females of the species have a single pair of human-like breasts, while others display multiple rows of small nursing teats.

Ability Score Modifiers: +2 DEX, +2WIS, -2 CHA. Canis Minor mutants have formidable wills and keen senses, not to mention a natural athlete's grace, but lack the sense of self and force of personality of humans.

Racial Skills: Canis Minor anthros receive a +2 racial bonus on any two of the following skills, reflecting their keen, deductive minds and well honed senses: Investigate, Knowledge (local), Perception, Sense Motive or Survival. These anthropomorphs make natural detectives and trackers.

Alignment: Canis anthropomorphs are pack-driven creatures, and as such are almost always lawful. Whether they are lawful good, neutral or evil depends more on the whims of the dominant pack member than an overriding sense of morality, and can change over course of a dog-anthro's short and eventful life.

Order: Canis Major

This Order includes a variety of larger and more powerfully built dogs, such as pit bull terriers, Rottweilers, German Shepards, and other canines bred as attack dogs. Some Wolf anthropomorphs can be built using this Order.

Canis Major anthros are pursuit predators who excel at tracking prey over long distances. They are confident and pugnacious, and hunting is an acceptable outlet for the violence they all carry within.

Appearance: Canis Major anthropomorphs are simply larger, stronger and more feral versions of their smaller kin. Fully canine skulls are more common among this Order. Most Canis Major anthros display an assortment of natural weapons- claws able to rip apart plate mail and teeth like daggers- that would do a master swordsmith proud.

Ability Score Modifiers: +2 STR, -2 INT, +2 WIS. Canis Major anthros are physically powerful and have senses keener than any human's, but they are relatively dimwitted, relying on instinct over raw intelligence.

Racial Skills: Canis Major mutants are powerfully built hunters, with inborn skills that help them run down prey. Canis Major mutants



receive a +2 racial bonus on Acrobatics and Survival checks.

Enhanced Senses: Canis Major anthropomorphs receive the *scent* special quality.

Alignment: Like their smaller cousins, Canis Major anthropomorphs are lawful, pack-driven creatures. Most choose a lawful alignment, usually lawful evil. These beings have little tolerance for those of other alignments, and despise chaotic creatures.

Order: Capricornis

This Order includes all breeds of goat, ram, sheep and similar big horned herbivores. Variant horse, giraffe and even more lightly built bull-anthros can be constructed using this Order.

Capricornis anthropomorphs make excellent guides, trappers and scouts, and many turn those same innate talents towards larceny, espionage and assassination.

Appearance: Their wooly, shaggy pelts, spiraling ornate horns and goat like lower bodies makes it difficult for Capricornis anthropomorphs to pass for human. The creatures are often smaller and more compact than a human, having a rugged, stout body similar to a Dwarf's. Females of the species rarely have horns.

Ability Score Modifiers: +2 STR, +2 DEX, -2 WIS. Capricornis anthropomorphs are agile enough to survive the mountain crags they prefer, but are often impulsive and weak willed. They are impressively strong and tireless...if you can convince them a job is worth doing at all.

Racial Skills: Capricornis anthros receive a +2 racial modifier on Acrobatics and Climb checks.

Alignment: Capricornis anthropomorphs are usually chaotic, proud and boastful. Most are Chaotic Good, though they can freely select any alignment, and even evil Capricornis are clever enough to realize that by passing for a good creature lets them get away with scams an obviously evil anthro could never pull off.

Order: Cetaca

The Cetacan Order encompasses various breeds of dolphin, as well as porpoises, small whales and other relatively intelligent marine life. The Cetacan Order can be stretched slightly to encompass sea lions, walrus and even penguins, otters, platapii. This Order can be used for an alternate whale-anthro, evolved turtle, or sharkman build.

Cetaca anthros have disciplined minds and enjoy the thrill of discovery and problem solving, no matter if that problem is a mundane puzzle, tactical conundrum or magical enigma.

Appearance: Cetacans have inhuman proportions and slick, oddly textured skin. Their bodies are often insulated by a thin layer of rubbery protective blubber. Many Cetaca anthropomorphs have impassive, dolphin like heads rather than expressive humanoid faces. Most are marked silver-grey though mottled white or blue skinned dolphin anthros aren't uncommon.

Ability Score Modifiers: -2 STR, -2 DEX, +4 INT, +2 CHA. Cetaca are relatively ponderous and slow moving on land, but have keen minds, genius intellects and strong senses of self.

Racial Skills: Cetaca anthropomorphs receive a +4 racial bonus on Swim checks, as well as a +2 racial bonus on any three Knowledge or Perform checks of choice.

Amphibious (EX): Cetaca anthropomorphs are amphibious and can survive indefinitely both on land and when submerged. The creatures cannot drown.

Order: Crocodilia

Order Crocadilia anthropomorphs are uplifted versions of a variety of crocodiles, alligators, komodo dragons and other fearsome swamp predators. This Order also breeds excellent dinosaur anthropomorphs, mutant reptiles of all sorts and thuggish lizard-men. Their strength and wrestling-oriented combat style makes this Order a great fit for boa constrictor anthropomorphs or shark anthros.

Crocodilia anthros are savage, brutal warriors and bullies who rely on strength, fury and intimidation rather than advanced martial arts or high quality combat training.

Appearance: Crocodilia are large and hellishly strong, their scaly bodies burdened with a layer of dense, ropey sinew. They often have long, tapering snouts, and their impressive maws are filled with a truly impressive assortment of teeth. Males of the species tend to be larger and more brightly colored than their female crocodilian counterparts.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +4 STR, +2 CON, -2 INT, —2 CHA. Crocodilia anthros are physical powerhouses, able to dish out and survive massive amounts of punishment, but are dimwitted and bestial in the extreme.

Racial Skills: Crocodilia receive a +4 racial bonus on Swim checks and Stealth checks made underwater or in wet conditions, as well as receiving a +1 racial bonus to their Combat Maneuver Bonus.

Enhanced Senses: Crocodilia anthropomorphs receive the *scent* special quality.

Alignment: Crocodilia anthros are thuggish, bullying killers, who enjoy a victim's dying

struggles far too much. They are usually some evil alignment, with chaotic evil being the most common. Crocodilian anthros are usually too stupid for grand schemes or evil plots, and are just bullies who enjoy violence and killing.

Order: Dinosauria

Dinosauria anthros are the uplifted forms of extinct, primal beasts. This order includes everything from small but ferociously tough anklosaur anthros with a dense shell and lethal club, to gigantic and endlessly hungry tyrannosaur anthros. The very earth shakes when these mighty beings pass.

Dinosaur anthros don't fit well with civilized societies. They prefer to settle conflicts with their fists and natural weapons, have little patience for discussion, pretty little manners or book learning. Most are barbarians, raiders and thugs, and even heroic dinosaur anthros can be dangerously brutal.

Appearance: These giant creatures have scaled bodies and limbs the size of tree trunks. Many males are brightly colored, while the females are drab and lack the frills, crests and horns the men use to attract the women. A few Dinosaura antros, especially the smaller and faster breeds might have vestigial feathers providing warmth.

Ability Score Modifiers: +4 STR, +2 CON, -2 INT, -2 CHA. Dinosaur anthros are known for earth-shaking bulk and prodigious physical gifts, but they are dull and simpleminded.

Minimum Size: Due to their enormous bulk, even the smallest adult specimens of this Order must be Size: Medium.

Racial Skills: Dinosaur anthros are natural hunters and receive a +3 racial bonus on Survival checks.

Enhanced Senses: Dinosaur anthros possess the *Scent* special quality.

Alignment: Anthros of this order have no respect for law, respecting nothing but strength of arm and sharpness of claw. Most are chaotic, and the rare few dinosaur anthros who are lawful were taught to obey by fear.

Languages: Common. Dinosaur anthros speak Common- badly. Very badly. Me dinosaur no speak good!

Order: Draconis

Dragon anthros are known for their nobility, greed and raw physical power. The king of all creatures, dragon anthros see themselves as the highest form of life in the entire multiverse. Their arrogance is legendary. Draconis anthros often become spellcasters, and sorcerer with a draconic bloodline is a preferred career to wizard, which draconis anthros claim is merely a human imitation of true draconic spell casting.

This order can also be used to create an impressively regal lion anthro, or used as the basis for powerful dinosaur anthros. Alternatively, this order can be used to build other powerful mythological anthros- griffons, chimera, manticores and the like.

Appearance: Draconis anthros stand a head taller than even a big man, and their muscular bodies are sheathed in row upon row of neat, vibrantly colorful scales. Most dragon anthros have scales that gleam like hammered metal. Their skulls are decorated with impressive horns, fringes and other natural displays every bit as elaborate and regal as any king's crown or pope's miter. Dragon anthros have elongated snouts filled with an intimidating array of metallic fangsnature's most impressive armory.

Minimum Size: Because of their sheer bulk and physical power, adult specimens of Order



Draconis must be size: medium or larger.

Ability Score Modifiers: +2 STR, -2 WIS, +2 CHA. Though heroically proportioned and charming, a dragon anthros' hubris and arrogance can easily be its downfall. Most tend to be a bit impulsive and haughty.

Racial Skills: Dragon anthros are natural leaders and receive a +2 racial bonus on Diplomacy and Intimidate checks.

Enhanced Senses: Dragon anthros have *Darkvision* with a 60 ft range and gain the *Scent* special quality.

Alignment: Dragons are a diverse species, and anthros evolved from their kind are similarly diverse. Few dragons are neutral, and most choose some extreme of good, evil, law or chaos as a personal philosophy. Whatever they believe, dragon anthros believe it will all their great hearts.

Order: Equis

Anthropomorphs from the Equis Order are altered versions of domestic and wild horses, deer, zebra, camels, oryx, gazelle, antelopes, giraffes and similar creatures. This Order encompasses a variety of swift-running herbivores.

Equis anthropomorphs enjoy the freedom of the savage life, and are fast moving wanderers, who own no land other than the ground under their hooves. They will often serve as couriers, explorers, guides and military scouts... if the pay is good and the cause isn't doesn't impinge on their freedom or the freedom of others.

Appearance: Equine anthropomorphs are difficult to hide; they tend to have elongated skulls, extremely well developed musculatures, and unusual proportions. The fact that many are hoofed or have reverse articulated legs makes it even more difficult for them to pass for humanoid. Males may have impressive, spiraling horns or racks of antlers, while does are nimble, gentle and alluring.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +2 DEX, +2 CON, -2 CHA. Though hardy, robust and graceful, these anthros are shy and skittish, and are modest and retiring compared to a human.

Racial Skills: Equis anthropomorphs receive a +4 racial bonus on FORT saves made to perform some feat of endurance, as well as a +2 racial bonus on Acrobatics checks.

Racial Feats: Equis anthropomorphs receive Run as a racial bonus feat. These creatures can run for days if they have to, and rarely get winded.

Alignment: Equis anthropomorphs are independent, quarrelsome free spirits, who often select one of the chaotic alignments. Equis leaders are more disciplined than their people, displaying neutral or even occasionally lawful tendencies, but this separates them emotionally from the herds they govern.

A Question of Anatomy

Roughly half the furry art out there depicts female anthros with human-like breasts, but the other half depicts furry sex goddesses with four, six or eight breasts. Likewise, some furry artwork depicts anthro characters with humanoid legs and feet, while other pieces depict characters with ditigrade (reverse-articulated) legs.

Which options you choose are up to you, and it's certainly possible to have characters in the campaign that display both sets of traits. Depending on player preference, its likely that two anthro PCs from the same order might have radically different physiologies. Nothing's wrong with that- anthro artwork embraces the limitless diversity of the world's animal kingdom and the limitless creativity of human fetishists. There's no reason your animalistic heroes and villains shouldn't be every bit as diverse!

Order: Felis Minor

This Order includes most breeds of house cat, smaller wild cats like lynx and bobcats, as well as other small, agile carnivores, such as raccoons, some coyotes, foxes and tanuki. Alternative coyote-mutant builds include Canine and Wolf Orders; while the Simian Order or Rodentia Order both can be used to produce nimble raccoon anthropomorphs.

Felis Minor anthropomorphs have a natural grace and gift for the shadows. The heists pulled off by skilled Felis thieves are legendary. More disciplined Felis Minor anthropomorphs follow the path of the Monk, parleying their natural agility and feline gifts into impressive lynx-style kung-fu.

Appearance: Most feline anthropomorphs can easily pass for human with a little effort, typically by wearing clothing that conceals their pelts and snort muzzles. Some felis anthropomorphs are cute and cuddly cat-girls or cat-boys, while others resemble uplifted animal creatures rather than fantastical seductresses. Many species have tails, the style and color of which can vary wildly. Felis anthros are a colorful and diverse lot.

Ability Score Modifiers: +2 DEX, -2 CON, +2 WIS. Mutants from this Order are agile and have keen senses, but tend to be small and lightly built.

Racial Skills: Felis Minor Anthropomorphs receive a +2 racial bonus on Stealth checks. The Anthropomorph may choose a +2 racial bonus in any one of the following skills, reflecting the strengths of its specific ancestry: Bluff, Survival or Initiative checks.

Alignment: Any. Felis mutants are a diverse crew, though most are a bit selfish and arrogant. Of all the alignments, true neutral is probably the most common, but only by a narrow margin.

Order: Felis Major

The Felis Major Order incorporates the great hunting cats: lions, tigers, cheetah, panthers as well as primal beasts like the smilodon. Anthropomorphs from this Order are fit, powerfully built hunters and soldiers.

Felis Major Anthropomorphs are natural warriors, fearless and able to perform amazing

feats of battlefield heroism thanks to their dangerous strength and feline agility. More so than that, they are natural leaders who do not hesitate to take command during a crisis.

Appearance: Felis major anthros resemble larger and more feral Felis Minor creatures. Unlike the boundless nervous energy of Felis Minor anthros, Felis Major characters move deliberately and prefer to remain at rest until the situation absolutely calls for action. Then, the seemingly lazy anthros burst into violence.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +2 STR, +2 DEX, -2 INT. Felis Major Anthropomorphs are powerfully built, graceful hunters, physically superior to humans but not as intelligent as their smaller, trickier Felis Minor siblings.

Racial Skills: Felis Major Anthropomorphs receive a +2 racial bonus on Survival and Intimidate checks, reflecting their natural hunting gifts and powerful, primal force of personality.

Enhanced Senses: Felis Major Anthropomorphs receive the *scent* special quality.

Alignment: Felis Major anthropomorphs tend to be more principled and combative than their smaller cousins. Lawful alignments, particularly lawful good are common among this breed of anthropomorphs.

Order: Lagenodelphis

This Order encompasses whales, from sperm to right, from baleen to orca, as well as other large sea mammals. Exceptionally large dolphins, sea lions and ancient walrus, as well as primitive sea life may fit into this Order. Cetacean anthros can also be mutated into smaller whale anthros.

All Lagenodelphi anthropomorphs are drawn to the discipline and discovery magic provides. The serious minded whale-folk contemplate the most important of mysteries. Many choose to explore faith, becoming follower of gods that promote magic and learning, but a handful become powerful arcane casters.

Appearance: Members of the Lagenodelphis Order are powerfully built, insulated by heavy layers of blubber and muscle, and have many obviously inhuman features, making it difficult for them to pretend humanity. These hulking creatures have densely muscled physiques. Many have unusually textured skin, which often has the stark white upon black coloration of an orca hunter. Their teeth are small but sharp, as are their beady eyes.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +2 STR, -2 DEX, +2 INT. Whale anthropomorphs are amazingly powerful and intelligent, gifted swimmers and scholars. They tend to be a bit plodding and clumsy on land, however.

Racial Skills: Lagenodelphi anthros receive a +4 racial bonus on Swim and water-based Survival checks, as well as a +2 racial bonus on all Profession (any maritime) checks.

Amphibious (EX): Lagenodelphi

anthropomorphs can survive indefinitely either on land or submerged. They cannot drown.

Alignment: Whale anthropomorphs are basically benevolent and have a well organized social structure. They are often neutral good, though their champions and heroes are often lawful good. These beings have no tolerance for evil or selfishness within the pod, and will often execute or exile known evil-doers.

Languages: Whale anthropomorphs speak Aquan in addition to Common.

Order: Lycos

This Order encompasses all breeds of wolves, as well as some exceptionally large and vicious canine breeds, and some larger kinds of foxes. The Lycos Order can also be used as an alternate build for big-cat or small bear anthros.

The Lycos anthropomorph is a creature of the forest, an embodiment of nature's fury. Some temper their fury with faith and magic and become respected Druid masters, while others embrace their rage and predatory nature, becoming indomitable warriors.

Appearance: Lycos anthropomorphs are powerfully built, with long muzzles, obvious claws and thick pelts, making their inhuman nature difficult to hide. They resemble much larger, more predatory Canis anthropomorphs. Their eyes are usually betray their true naturesflat, cold and almost professionally brutal.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +2 STR, +2 CON, -2 INT. Lyocs anthros are powerful, amazingly health and capable of great endurance, but are slightly less intelligent than their human counterparts.

Racial Skills: Lycos anthropomorphs receive a +2 racial bonus on Perception and Stealth checks, reflecting their predatory gifts. Lycos anthros

also receive a +2 racial bonus on any one of the following skills: Acrobatics, Handle Animal, Intimidate or Survival.

Enhanced Senses: Lycos anthropomorphs gain the *scent* special quality.

Alignment: Lycos anthropomorphs hunt and kill out of necessity, not passion. They are often true neutral or neutral evil, though they can select any alignment they like. Unlike other societies, Lycos anthros do not attach any stigma to evil, and good, neutral and even evil wolf-anthros mix freely and easily.

Languages: Add Goblin, Gnoll and Orc to their list of bonus languages. Lycos anthropomorphs often learn the languages of other two-legged predators, and often trade and intermarry with those cultures.

Order: Lovecraftia

Lovecraftia anthros are horrible, twisted creatures from broken dimensions beyond reality. Where ordinary lifeforms inhabit the curves of space-time, they inhabit the straight angles of non-reality. These creatures are representatives of the oldest form of life in the multiverse- primeval things that blend the worst aspects of squid, serpent, mollusk and wasp.

Lovecraftia anthros, so named for the mad sage who first discovered these strange lifeforms, are creatures of savage and uncaring magic. They often become clerics serving blasphemous philosophies long forgotten by civilized lifeforms. Some become druids, leading insane, inbred cults of fish-like half-men, while others embrace the physical aspects of killing as a chaos-spawn barbarian or fighter.

Appearance: Lovecraftia anthos have slimy skins the sickening color of a putrefying corpse. Their squamous, overripe bodies are corpse green, bruise purple, and the yellow white of leaking bone marrow. Dexterous tentacles



replace bony limbs, giving Lovecraftia anthros unholy flexibility. None of these creatures are symmetrical: they have oddly placed multiple eyes, mouths, and sensory nodules placed randomly around their bodies. Some have impressive, bat like wings which can unfurl to allow them to sail beyond the stars. **Minimum Size:** Because of the sheer bulk and black vitality of their animal forms, Lovecraftia Anthros must be at least Size: Medium.

Ability Score Modifiers: +2 CON, +2 WIS, -2 CHA. Lovecraftia anthros are durable as the stones and do not die, merely wait for the stars to be right to rise again. They are perceptive and strong willed but their alien appearance and strange perceptions of space-time disturb mortal creatures.

Racial Skills:Lovecraftia anthros have an instinctive mastery for the universal mechanics of time-space and see all the past and future simultaneously. These strange creatures receive a +2 racial bonus on Knowledge (the planes) and Knowledge (history) checks.

Enhanced Senses: Lovecraftia anthros can see clearly even in the stygian night. They receive Darkvision with a 60 ft range.

Alignment: Lovecraftia anthros have a predator's dispassion, and care little for mortal life nor do they fear their own eventual deaths. Lovecraftia anthros cannot choose a good alignment, and must be some neutral or evil alignment.

Order: Lymantria

The creatures in this Order include a thousand different species of moth, butterfly and winged insect. Everything from lady bugs to paper wasps can be found in this expansive, colorful Order.

Flying insects are associated with the return of the corpse to the earth, and are creatures of death, while butterflies and moths are believed to carry the soul to its rest and convey messages from the gods. Lymanstria often hear the call of the divine and become clerics. The relative minority who choose arcane magic often specialize in Necromancy and Illusion spells, reinforcing the racial stereotype that moth folk are obsessed with death and beauty.

Appearance: Members of this Order are colorful beyond the dreams of any human tattooist, decorated with elaborate antenna and outstretched wings and insectoid weapons like claws and pincers. They cannot easily pass for human, and most of these haughty and vain anthropomorphs never bother to try.

Ability Score Modifiers: -2 STR, +2 DEX, +2 WIS. Lymantria anthros are graceful, both on land and in the sky, and have well honed senses. They are relatively fragile and can't work as hard as an ordinary man, though.

Racial Skills: Lymantria receive a +4 racial bonus on Acrobatics checks, as well as a +1 racial bonus on REF saves. The creatures receive a +2 racial bonus on one of the following checks: Craft (visual arts), Fly, Knowledge (religion) or Heal.

Alignment: Though vain, Lymantria anthropomorphs are basically good creatures. Many of these creatures are neutral or chaotic good.

Languages: Add Celestial and Elven to the creature's list of bonus languages. Moth anthropomorphs enjoy learning the vocabulary of heaven and magic.

Order: Micromonstria

Micromonstria anthros include a dazzling array of small, specially bred anthros evolved from the world's most dangerous monstrous species. These colorful and clever little anthros resemble basilisk, cockatrice, bright yellow shocker-lizards, acid spitting turtles and other fantastic beasts. Micromonstria anthros tend to be a bit smaller than other anthros, but make up for their physical weakness with an array of strange powers. Micromonstria anthros are clever and fiercely competitive. Most take at least a few Rogue levels, liking the speed, stealth and skill that profession offers, and many show an aptitude for arcane magic. Learning new spells is seen as evolution, and if there's one thing that Micromonstria anthros love, it's evolving.

Appearance: Micromonstria anthros are some of the most diverse anthro creatures on the planet. Their bodies are colorful as a jungle painted by a talented child- their scales are the shocking blue of a clear sky, the brilliant yellow of the sun, and the red of a fire's heart. Most are painted by nature in dazzling primary colors, and all of them have small, delicate and extremely cute facial features.

Maximum Size: Micromonstria anthros are restricted to Size Small. They cannot be Medium or Large.

Ability Score Modifiers: +2 DEX, -2 CON, +2 INT. Micromonstria are quick and clever, but they're physically frail and can get knocked out of a fight easily.

Racial Skills: Micromonstria have an encyclopedic knowledge of the world's monsters, aberrations and cryptids. They receive a +3 racial bonus on Knowledge (dungeoneering) checks.

Alignment: Micromonstria spend much of their free time engaging in non-lethal bouts for dominance with members of their own species. These fights establish the anthro's place in the social order. Most Micromonstria follow the traditions of the fight, and the rules of the duel exactingly and thus, most Micromonstria are some Lawful alignment, with Lawful Neutral and Lawful Good being the most common.

Language: Micromonstria anthros know most of the world's monstrous language. They begin play speaking pidgin Common, and those with high INT scores may add the following as bonus languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Sylvan, Terran.

Order: Octopod

Members of this Order are evolved versions of a variety of octopus, squid and softshelled mollusks. Alternatively, this Order can create jellyfish or man'o'war anthropomorphs, and makes an interesting variant insectoid build, one emphasizing multi-limbed combat mastery rather than an impenetrable shell.

Octopod anthropomorphs are empty handed warriors, who hone their bodies to the peak of physical ability, and can strike lethally with any part of their body.

Appearance: Octopod anthropomorphs are recognizable by their unusually developed musculature, odd physique, inhuman proportions and generally moist, dingy skin. Most Octopods have grey or blue-purple skin. Many of these anthropomorphs have a vestigial beak rather than humanoid lips. Few have hair of any kind.

Ability Score Modifiers: +2 STR, +4 DEX, -2 CON, -2 WIS. Octopod anthropomorphs are strong and supple, with amazing dexterity and hand-eye coordination but they are physically fragile and have weak senses. Most are extremely nearsighted.

Racial Skills: Octopod anthropomorphs receive a +2 racial bonus on any two of the following skills: Acrobatics, Climb, Perform (dance) or Swim.

All Octopods receive a +1 racial bonus to their Combat Maneuver Bonus and Combat Maneuver Defense. They prefer a close-in, wrestling style when fighting unarmed.

Amphibious (EX): Octopod anthropomorphs can survive indefinitely either on land or submerged. Octopod anthros cannot drown.

Alignment: Octopod anthropomorphs are usually drawn to evil, due to their grasping, combative and bullying natures. They see no dishonor in taking what they want from those weaker then them. These creatures are often lawful evil, but may choose any alignment they wish.

Order: Orphidia

The Orphidan Order embraces all breeds of snakes, from gigantic constrictors like the rainforest's gigantic boa, to tiny, harmless garden vipers and garden snakes to venomous killers like cobras, rattlesnakes and moccasins. Alternatively, this Order can be used to create virtually any kind of reptilian anthropomorph or dinosaur-hybrid.

Ophidians are drawn to professions that allow them to excel without depending on strength or heavy armor alone. Depending on the particular Ophidian, a life of crime and thrills might be more attractive than one of quiet contemplation and martial excellence, or vice versa. Whether monk or cut-purse, Ophidians are self reliant and arrogant, refusing to count on anything or anyone other than their own training and willpower.

Appearance: Ophidian anthropomorphs have relatively human shapes, and can easily pass for human if their scales and fangs are concealed. Their bodies are usually fairly lean, appearing almost emaciated. Their skins are thin layers of scale, and are often beautifully colored and patterned. Ophidian eyes are vertically slit, with a vibrantly colorful pupil. Snake anthros are vain and confident.

Ability Score Modifiers: -2 STR, +2 DEX, +2 CHA. Orphidian Order anthropomorphs are agile



and dance around danger, but lack the strength of the warm-blooded races. Their vanity is legendary.

Racial Skills: Ophidian anthropomorphs receive a +2 racial bonus on Climb, Stealth and Swim checks, as well as a +1 racial bonus on any two Knowledge checks of choice. Snake-folk are perceptive and knowledgeable about the world around them, understanding that knowledge is a weapon.

Enhanced Senses: Ophidian anthropomorphs gain the *scent* special quality. They often extend their forked tongues to taste the air when tracking by scent.

Alignment: Serpent anthropomorphs are selfdisciplined and aggressive, and though greedy, are able to keep their greed under tight control. They act only when its in their best interest to do so. Snake anthros rarely choose any good alignment, and are either lawful or neutral evil.

Order: Pachyaderma

Order Pachyaderma includes all breeds of elephants, mastodons, and can be stretched slightly to include any large, ponderous herbivore, from bison to rhinos. This Order can also be chosen to model dinosaur anthros, particularly evolved ceteposians and brachiosaurs.

Some Pachyaderma become intellectual giants, creating a highly durable and survivable wizardly caste, while others embrace the more obvious path of the fighter. Multiclass fighter/ mages are relatively common, and pachyaderma anthros respect these multi-disciplinary geniuses for their well rounded ability sets.

Appearance: Like their animal counterparts, members of this Order are instantly recognizable thanks to their sheer size, elephantine proportions. Most anthros from this Order display an impressive mouth of tusks, more than enough to put even the toughest Orc to shame, and a prehensile, muscular trunk. Few of these creatures can ever be mistaken for anything other than what they are- the uplifted descendants of the great elephants.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +2 STR, -4 DEX, +2 CON, +2 INT. Pachyaderma are surprisingly intelligent behemoths, and are among the healthiest, most durable beasts alive. They are relatively slow and clumsy, however.

Racial Skills: Pachyaderma anthropomorphs receive a +2 racial bonus to their Combat Maneuver Defense score. It's difficult to knock one of these powerful anthros off their feet or win a wrestling match against one.

Powerful Build (EX): The anthropomorph is gifted with an exceptionally powerful physique.

Its lifting and carrying limits are double those of a creature its size. The creature is considered one size category larger when resisting grapple attempts, or determining if a special attack, such as Swallow Whole, would affect it.

Alignment: Pachyaderm anthropomorphs are often lawful, and given to stubborn, occasionally even compulsive behavior. Chaotic elephant anthros are rare and enormously feared among their own culture. The creatures are often lawful neutral, but may select any alignment.

Order: Piscia

Piscia anthros are creatures of the sea, the river, the lakes, and the lightless depths of the ocean. These anthromorphs are uplifted or mutated versions of fish: from harmless and beautifully decorated koi to ruthless and cannibalistic barracuda men. Salmon, tuna, piranha, goldfish and even the monstrous beings that prowl the deep ocean trenches, hunting with their bio-lights, all hail from this diverse order. You can also use the order to construct eel anthros, or to build variant lizard-beings.

Piscia anthros know the water, its creatures, its wonders and its dangers better than any other creature alive. Adventurers are usually rangers or druids, or at least clerics of a seagoddess, while those not bold enough for military life are kelp farmers, pearl divers and salvage experts.

Appearance: Piscia anthros are covered head to toe in a in a fine layer of scales- their bodies putting to shame the achievements of the greatest human armor smiths. Even as half-men they tend to have large, expressive eyes and simple, underdeveloped noses and mouths. Many Piscia anthros are known for their decorative frills, shockingly vibrant colors and glistening scales.

Ability Score Modifiers: +2 DEX, -2 INT, +2 CHA. Piscia anthros are light and fast, especially in the water, and are possessed of a strange beauty and even stranger vanity. However, they're not all that bright, and usually jump at the obvious, even when it's a trap or a risky solution.

Racial Skills: Piscia anthropomorphs receive a +5 racial bonus on Swim checks. They may use either their STR or DEX modifier, whichever is higher while swimming. They may charge while swimming, provided they swim in a straight line, and have a natural Swim speed equal to their base land speed.

Amphibious (EX): Piscia anthros can survive indefinitely under water, and cannot drown.

Alignment: Piscia anthros may be any alignment, but are often one of the non-lawful alignments. They tend to be individualistic, slightly greedy and unwilling to put up with (or understand) complex laws or religious mores.

Order: Porca

This Order includes all breeds of wild and domesticated pigs, wild boars, as well as similar small herbivores. This Order can also be used as an alternate to build a different type of cow, horse, bison or rhino anthropomorph.

Porca anthropomorphs are natural infantry troops, capable of carrying heavy combat loads and surviving hard conditions without complaint. While many Porca anthros become soldiers, and a few even become heroes, even the boldest is more content to follow rather than lead. Many are proud to call themselves aides and sidekicks to 'the real heroes' and short their own courage and contributions.

Appearance: Porca anthropomorphs are bulky, low-slung humanoids, often mistaken for a shorter Orc or exceptionally unattractive Dwarf. Many retain the squashed, flat snout of their pig ancestors. Their skins are usually a dingy, brownish pink, and their bodies covered with a layer of coarse, bristly fur. All stereotypes aside, pig-folk are surprisingly clean, and a lot smarter than they look. **Ability Score Modifiers:** +2 STR, +2 CON -2 DEX. Porca Anthropomorphs are robust and powerfully built, but are comparatively slow and earth-bound.

Racial Skills: Porca mutants receive a +3 racial bonus to Profession (any blue collar) checks. They receive a +2 racial bonus on all FORT saves, thanks to their heightened immune system.

Racial Feats: Porca anthropomorphs receive Endurance as a racial bonus feat. They are tireless workers and hard battlin' fighters.

Alignment: Porca tend to enjoy taking orders, and defer to their superiors. Most are some lawful alignment, with lawful evil Porca anthros being a distinct minority. Most are true neutral, and are willing to work with any strong, dominant personality.

Order: Reptilia

This Order encompasses a wide assortment of exothermic creatures, from tiny geckos and clever chameleons, to plodding, heavily armored giant turtles, their smaller box turtle cousins, some slow-witted breeds of dinosaur, and even some smaller and physically less impressive version of croc or komodo dragon anthros.

Reptilian anthropomorphs are swamp fishers and jungle survival experts without equal, who seem to disappear into the undergrowth as quickly as any scuttling gecko. They have a gift for survival, and reptile anthros often have an assortment of nasty surprises prepared for anyone dumb enough to fight them on their own ground.

Appearance: Reptilia anthropomorphs display an impressive motley of scales and crests. They are often larger and more muscular than their Ophidian counterparts, but often have simpler, drabber color schemes. Few anthros form their Order are attractive- their bodies are built around evolutionary practicality, not humanoid aesthetics.

Ability Score Modifiers: +2 CON, -2 INT, either +2 STR or +2 DEX. Both lumbering and quick reptilians are healthy and resistant to disease and injury, but few are as good of problem solvers as their mammal rivals.

Racial Skills: Reptilia

anthropomorphs receive a +2 racial bonus on any two of the following useful skills: Acrobatics, Climb, Perception, Stealth or Swim.

Enhanced Senses: Reptilian anthropomorphs gain the *scent* special quality.

Alignment: Good or evil, moral or immoral, civilized or barbaric? Who cares if the anthro's belly is full? Reptilian anthropomorphs are usually an especially sociopathic, predatory breed of true neutral or neutral evil.

Order: Rodentia

Creatures from this Order include mice, a myriad of rat breeds, hamsters, gophers, groundhogs, prairie dogs, rabbits and an entire eco system of small herbivores and omnivores. This Order can also be used to construct a raccoon anthro, an especially passive small dog or cat mutant, or other innocuous creatures. Bat anthropomorphs also hail from this diverse Order and possess the Winged Flight racial trait. Especially large Rodentia anthros can be used as kangaroo mutants.

Rodentia anthropomorphs are quick witted, often unnoticed urban creatures with a

knack for disappearing in a crowd or slipping through security cordons. Others embrace an instinctive understanding of and comfort with magic, and become powerful sorcerers. Few have the right mindset for the disciplined study of wizardry, and prefer the quick and easy kind of magic. No matter what path they choose, rat anthros put in minimum effort, minimum risk for mediocre return.

Appearance: Since Rodentia anthropomorphs share many evolutionary traits with the likewise mammalian homo sapiens, they have a relatively easily time disguising themselves as members of that species. Most can pass for a pinch-faced, swarthy human, especially if they cover up their tails. Most have slender, hair less tails that help the shy creatures convey emotion.

Ability Score Modifiers: +2 DEX. Rodentia anthropomorphs are quick and agile, great leapers and able to evade larger and more dangerous predators.

Racial Skills: Rodentia Anthropomorphs receive a +2 racial bonus on any four of the following skills: Acrobatics, Bluff, Climb, Escape Artist, Knowledge (arcana, dungeoneering, or local), Perception, or Stealth.

Alignment: Few rodent anthropomorphs are good, but equally few embrace true atrocity, preferring to live as neither master nor slave. The most common alignment among the rat-folk is chaotic neutral, though more than you'd suspect are also neutral good, though you'd never know it from their attitudes.

Design Note

Sorry, musteloid fans, I couldn't find enough to statistically differentiate the Musteloids from Order Rodentia, so if you want to build a weasel, ermine, mink or ferret, you'll want to look at this order first.

Order: Simian, Minor

Minor Simian Anthropomorphs share the characteristics of various small monkeys: capuchins, chimpanzees, some small orang-otang breeds, as well as some clever tree-loving mammals like sloths, bush babies, aye-ayes and other small, exotic primates. Simian Minor anthropomorphs have a natural aptitude for arcane spellcasting, and the creature's attitudes towards magic shapes the precise arcane path it's life takes. Some enjoy the comforts and challenges of a wizard's college, while others are impulsive, instinctive and undisciplined sorcerers. Others find their fortune as warriors or pick pockets, and their long fingers and ear for music give many good incentive to pick up a lute and start strumming as a bard.

Appearance: Since they are so evolutionarily similar to true men, most Simian Anthropomorphs can easily pass for unusual looking human. Most are swarthy and dark skinned, have large eyes and muscular hands and forearms with long, nimble fingers.

Ability Score Modifiers: -2 STR, +2 DEX, +2 INT. Simian Minor anthros are clever and nimble, but lack the raw muscle of humans.

Racial Skills: Simian Minor anthros receive a +4 racial bonus on Acrobatics and Climb checks. The clever, quick-witted animals receive a +2 racial bonus on any two of the following skills: Disable Device, Escape Artist, Knowledge (arcana, dungeoneering) Linguistics or Perform (any).

Alignment: Simians are curious and care little for stodgy laws, social conventions and traditions whose value can't be proven. They are rarely truly evil, and most of these creatures are either neutral or chaotic good.

Order: Simian, Major

Major Simian Anthropomorphs are evolutionary cousins to the great apes, powerfully built baboons, silverbacks, and other muscular gorillas. Alternatively, a Major Simian Anthropomorph may be an evolutionary throwback, a Neanderthal or *homo erectus*, rather than an uplifted animal. This Order may also be used to build variant (and enormously) strong bear anthros or dinosaur mutants. A great ape anthropomorph has a good understanding of the jungle, and can deal with it on its own terms. Some simian anthros match the jungle's savagery with their own, while others embrace the path of natural magic. Most ape-men become barbarians rather than more disciplined fighters, and likewise prefer a druid's savagery to a clerics stodgier, less primal preaching.

Appearance: Since they are so evolutionarily similar to true men, most Simian Anthropomorphs can easily pass for unusual looking human. Most just like burly, brutish looking men- they wouldn't be out of place working the door of a dive tavern, or hauling cargo at a ship-side dock.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +6STR, -2 INT, -2 CHA. Major Simian anthros are amazingly powerful for their size, but are not deep thinkers, or great speakers. They are simple minded (and sometimes good natured) brutes.

Racial Skills: Major Simian anthros receive a +2 racial bonus on Climb and Survival checks, as well as a +1 racial bonus on Heal checks. Apes are highly social creatures, who care for wounded pack-mates despite their sullen and savage natures.

Enhanced Senses: Major Simian anthros receive the *scent* special quality.

Alignment: Most larger Simian anthropomorphs are a bit chaotic, who live by the (meager) wits, and by their muscles. They have little faith in law or government, and prefer to settle problems with their two big ol' fists. Most are chaotic, with a preponderance choosing chaotic neutral as their alignment.

Order: Taurus

The Order Taurus includes bulls, longhorn cattle, she-cows, as well as bison and some of the larger, clumsier ram species, and can be expanded easily to include dangerous temperamental herbivores like rhinos and hippopotami.

Taurus anthros are temperamental and pugnacious, and are drawn to the front line combat professions. Most choose heavily armed and armored fighting styles, but a few have the discipline and confidence necessary to become monks. Few have any interest in or aptitude for magic, whether arcane or divine.

Appearance: Taurus anthros are obviously other than human, and easily recognized by their bulging frame, massive horns and cloven hooves. Males of the species have deadly ivory horns longer and sharper than bastard swords, and all members of this species are huge and hard bodied. Females usually lack horns, and some have udders in place of womanly breasts.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +4 STR, +2 CON, -2 INT, -2 CHA. Taurus anthropomorphs trade strength and endurance for wit and will power. Most are temperamental, touchy and territorial.

Racial Skills: Taurus anthrmorphs receive a +2 racial bonus on Intimidate checks, as well as a +2 racial bonus to Combat Maneuver Defense. They are difficult to overrun or out fight.

Natural Weapons (EX): A Taurus anthro's large horns give the creatures a natural gore attack which inflicts 2d4+STR modifier points of damage. They receive a +1 racial bonus on attack and damage rolls when attacking with a charge.

Alignment: Most Taurus anthros have the potential to be tyrants. They are strong and brutal, and use violence to solve most problems. The creatures are often neutral or chaotic evil, but may choose a better path if they wish. Few do, and those few that become heroes are often outcasts from their race due to their 'weakness.'

Order: Ursinis

Every species of bear, from fierce Kodiaks and black bears to cuddly koalas and panda are encompassed in this Order. Using the Ursinis Order, you can build alternate versions of virtually any big powerful carnivore, from *T.Rex* to a tiger.

Like many of the larger predatory anthros, Ursinis anthropomorphs embrace primal violence. Ursinis anthros gravitate towards the military or adventuring careers, where they can put their natural talents to best use. Their tactics are simple, and many prefer the predictability and stability of a fighter's career rather than the mental complexities of life as a rogue or spellcaster.

Appearance: Ursinis anthros are huge and powerfully built, with hunched shoulders layered with slabs of muscle under a layer of fat. Their hands are massive, resembling their animal ancestor's paws, and usually end in short claws. An Ursinis anthro's face is snout like and blocky, with powerful jaws. They are usually hairy, even the women of their kind.

Minimum Size: Due to their powerful physiques and the sheer mass of their animal type, adult Anthropomorphs from this Order must be size Medium or larger.

Ability Score Modifiers: +4 STR, -2 INT. Ursinis anthropomorphs are muscular, instinctive hunters, but have relatively dim-minds, driven by hunger and scent cues rather than logic.

Racial Skills: Ursinis anthropomorphs receive a +3 racial bonus on Perception and Survival checks.

Enhanced Senses: Ursine anthropomorphs receive the *scent* special quality.

Alignment: Anthropomorphs from this Order are often surprisingly stoic and logical. Though they live far from civilization, Ursine anthros often live by their own, self imposed laws. Their most likely alignment is lawful neutral, though they can be any conceivable morality.

Order: Xenomorphia

Not all anthro creatures are evolved from a familiar animal from an Earth-like world. Alien worlds have their own anthros as well, and this agile, implacable hunter is one. This order builds a cunning predator comfortable in darkness, able to survive virtually any challenge. Xenomorphia anthros are primarily urban predators, who prefer to lair in sewers, abandoned ruins and disused basements and cloisters.

Xenomorphia anthros are faster and more agile then they are strong, and most gravitate to the stealth and expertise demonstrated by rogues. Xenomorphia anthros are natural thieves, scouts and assassins, and even the most good hearted is more comfortable in the shadows than under bright light or close scrutiny.

This order can also be used to create extremely deadly variant spider, insect or predatory feline anthros.

Appearance: Xenomorphia anthros are sleek, chitinous humanoids, whose body is sheathed in a smooth, roachlike exoskeleton. Most xeno-anthros have inky black hulls, though females of the species tend to be noticeably larger and a bit more colorful. Some females have blood red or bruised purple eye spots decorating their slender frames, while others might display brilliant orange or yellow warning stripes.

Few zenomorphia anthros have eyesmost perceive the world through a complex combination of scent cues and sonar, and have featureless skulls sheathed in glossy natural armor. These creatures are slender and spindly, often appearing as emaciated as a hunting cheetah.

Customiation

Once an Order is chosen, you can begin selecting racial traits and innate abilities. Your Anthro's natural powers from range from the mundane: bestial claws and fangs, to the exotic: toxic blood or a healing factor, to the purely magical: the ability to transform other creatures into were-kind with a single bite.

Major racial traits include potent offensive or defensive abilities, new movement modes, and other minor superpowers that will help the mutant every day of its existence. Minor racial traits offer a smaller and less obvious advantage: a few racial bonus skills, an interesting but limited ability or some new senses.

Racial bonuses gained during character creation stack with each other and with themselves.

Once the order is selected, all anthros receive a pool of Four (4) Build Points which can be spent purchasing Major and Minor Advantages. Players can gain a few more Build Points by selecting a few Disadvantages.

Minor Racial Traits

Minor Racial Traits offer anthropomorphic heroes and villains a minor advantage, a natural, animalistic gift. These powers are less potent and 'gamebreaking' than a Major Racial Trait, and offer a unique way to customize your anthropomorph.

- 1. Ages Backwad
- 2. Aligned Weapons
- 3. All-Around Vision
- 4. Amphibious
- 5. Androgynous Beauty
- 6. Androgynous Fertility
- 7. Anthro Stalker
- 8. Attribute Excellence
- 9. Attractive Pheromones
- 10. Aqua Jet

11. Beloved of Kind 12. Bio-luminescent 13. Bite 14. Carrion Scavenger 15. Climate Adaptation 16. Darkvision 17. Dying Strike 18. Efficient Metabolism 19. Egg Layer 20. Exotic Weapons 21. Expert Climber 22. Expert Leaper 23. Expert Swimmer 24. Fast Breeder 25. Fast Metabolism 26. Freakishly Tough 27. Grassland Hunter 28. Grappling Tongue 29. Glide Wings 30. Heraldic Beast 31. Hibernation Trance 32. Hold Breath 33. Homing Instinct 34. Honorable 35. Horned 36. Industrious 37. Inedible 38. Ink Cloud 39. Invigorating Weather 40. Lactation 41. Ledge Walker 42. Lesser Immunities 43. Lightfingered 44. Longevity 45. Long Neck 46. Lucky 47. Marsupial 48. Mate for Life 49. Merciful Touch 50. Mimicry 51. Minor Toxicity 52. Mule 53. Natural Grappler 54. Natural Weapons 55. Pack Hunter 56. Passably Human 57. Predator

59. Prehensile Tail 60. Psionics 61. Ouills 62. Racial Skill Set 63. Regurgitation 64. Robust 65. Runner 66. Scent 67. Single Gendered 68. Sleep Efficiency 69. Slow But Steady 70. Slow Metabolism 71. Speak With Kind 72. Spellcasting Advantage 73. Squeeze 74. Stability 75. Strength of Love 76. Stonecutting 77. Strong Companions 78. Survival Instinct 79. Swift 80. Threat Colors 81. Trapper 82. Unnerving Vocalization 83. Walker

58. Predatory Instincts

- 84. Warbred
- 85. Winter Coat

Ages Backward (SU)

1 point

You age in reverse, as a consequence of your magical nature. You begin play either in the Venerable, Old, Middle Aged or Adult age category, immediately receiving the mental and physical ability score modifiers for aging at character creation. As the campaign progresses, you age in reverse, undergoing the mental and physical changes of aging in an opposite way to most characters. When you are moved past Infant, you die, devolving into something that cannot exist outside of the womb or the egg.

Aligned Natural Weapons (SU)

1 point

You are an exemplar of some cosmic philosophy. Choose one of the following alignment components, which your character must share: Good, Evil, Chaos or Law. Your natural weapon attacks are treated as aligned weapons of that type for the purpose of overcoming damage reduction.

Prerequisite: Natural Weapons

All-Around Vision (EX)

1 point

Your eyes are set far back on the sides of your head, providing you with excellent peripheral vision and quick reflexes. You receive a +4 racial bonus on Perception checks and cannot be flanked.

Amphibious (EX)

1 point

You have fishlike gills, usually encircling your throat, on your back, or running along your ribcage, that allows you to extract oxygen from the water. You can survive indefinitely either submerged or on land, and cannot drown.

Anthro Stalker (EX)

2 points

You were designed to hunt, capture and kill other anthropomorphs. You receive a +2 bonus on Bluff, Intimidate, Sense Motive, Perception and Survival checks when made against other creatures with the Anthro subtype.

Likewise, the Anthro Stalker gets a +2 bonus on natural weapon and unarmed damage rolls made against other anthros.

Special: This bonus is identical to and stacks with a Ranger's *favored enemy* class talent.

Androgynous Beauty (EX)

2 points

You are exceptionally charming and have features that blend the best aspects of both genders. You are especially adept at seducing and charming members of your own sex. A number of times per day equal to 3 + your CHA modifier, you may reroll any failed CHA based skill check made against a member of your gender.

Androgynous Fertility (SU)

Your fertility is not bound by the limits of biological gender. If you choose to be, you can impregnate a female or be impregnated yourself regardless of either your or your partner's gender. No matter your gender, you can safely carry a child to term.

Inclusive and Magical

The furry community is extremely welcoming of gay and lesbian members, and many furry stories, both pornographic and clean, feature gay characters in prominent roles. Even in a campaign that avoids yiffy content, LGBT characters should make importance appearances, as heroes, roleplaying opportunities, merchants, contacts, villains and allies. The Androgynous Fertility racial trait exists solely to allow for magic-based homosexual reproduction, allowing the game master to build cultures that would be impossible in reality.

Attribute Excellence (EX)

2 points

You receive a +2 racial bonus on any one of the following attributes: CON, INT, WIS, CHA.

Special: You may select this Minor Racial Trait multiple times.

Attractive Pheromones (EX)

2 points

Your body releases a pleasant, sexually appealing chemical. You receive a +4 bonus on Bluff, Diplomacy and Gather Information checks made against anyone who would normally be sexually attracted to you.

This bonus is increased to +6 if you make skin to skin contact with the subject; this additional bonus lasts for 2 hours after the exposure ends. This effect is useless against anyone immune to poison, or any creature magically protected from toxic gases.

Special: You cannot select this ability in conjunction with Pheromone Negation.

<u>Aqua Jet (EX)</u>

1 point

You can suck in water and expel it from your body in a high pressure jet, allowing you to lance through the water at incredible speed. As a full round action, you can jet at up to 200 ft per round. You must move in a straight line while jetting, and this movement never provokes attacks of opportunity. This ability can only be used while submerged.

Beloved of Kind (SU)

2 points

Unless magically compelled or acting in self defense, any creature that is a member of your Order refuses to attack you, and has an effective starting attitude of indifferent or better. You receive a +8 insight bonus on Handle Animal checks made to breed or influence members of your Order, and in the case of vermin-heavy Orders, and may teach the normally unintelligent creatures tricks.

You receive a +2 insight bonus on FORT saves made to resist any toxin or poison naturally produced by any member of your Order, but not other poisons, such as plant extracts or chemical compounds.

Bio-luminescent (EX)

1 point

Your body produces its own intense light. Maybe you have a hunting fish's glowing lure, or your eyes glow, or your flesh seems to glow beneath your pelt. As a free action, you can choose to produce bright illumination for a 10 ft radius and shadowy illumination for a 30 ft radius, or simply produce a 5 ft radius of shadowy illumination. Either way, changing how much you glow or turning off your glow entirely is a free action.

Bite (EX)

1 point

You gain a natural bite attack, inflicting piercing damage, the amount of which is determined by your size. You are considered armed and proficient when biting. You may use a bite attack during a grapple. Biting is considered a secondary attack form, which means you add ¹/₂ your STR modifier as a bonus to damage with this bite.

Fine: 1 pt ; Diminutive: d2 ; Tiny 1d3 ; Small 1d4 ; Medium 1d6 ; Large 1d8 ; Huge 2d6 ; Gargantuan 2d8 ; Colossal 4d6

Carrion Scavenger (EX)

1 point

You receive *Carrion Scavenger* as a racial bonus feat.

If necessary, you can survive on a diet of rotting garbage, carrion and anything even vaguely organic. You can survive on a diet of wood shavings, coal, bone and even fouler things. You receive a +8 racial bonus on FORT saves against ingested poisons.

Climate Adaptation (EX) 1 point

Your body has specially adapted to a particular temperature extreme, allowing you to better survive in an otherwise inhospitable environment.

You gain Energy Resistance 1 against either Fire or Cold damage; based upon which energy type you choose, you receive a +8 racial bonus on FORT saves made to resist extreme environmental heat or cold. Energy resistance gained this way stacks with Resistance from other sources, such as feats, spells or modern Tough Hero class levels.

Drawback: Your mutations make your nonhuman nature more obvious, and you suffer a -2 penalty on Disguise checks made to pass for human. In addition, you suffer a -4 racial penalty on FORT saves made to resist your 'opposite' environment. You are uncomfortable out of your native environment.

Darkvision (EX)

2 points

You gain Darkvision with a 60 ft range. Within the field of your darkvision you need no light to function, and can 'see' in complete darkness. Your darkvision is black and white only, but otherwise identical to normal vision. If you already have darkvision, its effective range is increased by an additional 30 ft each time you select this racial trait.

Dying Strike (EX)

2 points

You possess a deadly natural weapon, but unleashing it will kill you. Your body only consider unsheathing your deadly, spear-like stinger in extremis, and often only as revenge against the creature that slew you.

When you are reduced to 0 HP or fewer by a melee attack, you may choose to take your

final revenge on your attacker as a free action before succumbing. Doing so allows you to make an immediate melee attack with a +10 bonus against your attacker, provided he or she is within 10 ft. If successful the attack inflicts 4d6 +your CON modifier points of slashing damage, and threatens a critical hit on a 19-20/x3.

Drawback: Using this dying strike immediately reduces you to –CON score in Hit Points, and causes you to die.



Efficient Metabolism (EX)

1 point

You can go long periods without food or water without ill effect. You require half the food or water of a comparably sized creature. In addition, you receive a +8 racial bonus on FORT saves made to resist thirst, dehydration or starvation.

Egg Layer (EX)

When a member of your species gives birth, it lays a clutch of upto several dozen small eggs. Warmed by body heat or environmental heat, your fertilized eggs hatch in 2d6 weeks. You can lay enough unfertilized eggs per day to sustain up to two Medium sized creatures, or several smaller creatures.

Exotic Weapons (EX)

1 point

You like nothing better than wielding some strange weapon built specifically for an anthro of your order. Choose any two exotic weapons present in your campaign world. You treat these weapons as martial weapons.

Special: You can take this Racial Trait more than once, selecting a new pair of exotic weapons each time.

Expert Climber (EX)

2 points

You are a superhumanly excellent climber. You gain a Climb speed equal to your base land speed. You receive a +10 racial bonus on Climb checks, and may always take 10 or take 20 on a Climb check. You may use either your STR or DEX modifier for Climb checks, whichever is higher.

Expert Leaper (EX)

2 points

You are a superhumanly excellent acrobat and long jumper. You receive a +10 racial bonus on Acrobatics checks. You may use either your STR or DEX modifier for Acrobatics checks, whichever is higher.

When making a long jump you are not required to make a running start; however, if you receive at least a 20 ft running start, you receive a +10 circumstance bonus on the Acrobatics check. Your leaping distance is not limited by your height.

Expert Swimmer (EX)

2 points

You are a superhumanly excellent swimmer. You gain a Swim speed equal to your base land speed. You receive a +10 racial bonus on Swim checks, and may always take 10 or take 20 on a Swim check. You may use either your STR or DEX modifier for Swim checks, whichever is higher.

Fast Breeder (EX)

1 point

Your breed is exceptionally fertile. Females of your Order can become pregnant and carry a litter in as little as six months, allowing them to produce up to two litters a year. Young of your race reach sexual and physical maturity quickly. Physically and intellectually, a 4-5 year old anthro of your breed is equal to an older human teenager.

Fast Metabolism (EX)

2 points

Toxins and drugs simply race through your system. You are affected by any poisons for half the usual time. If a poison has a normal duration of 6 rounds, it instead affects you for only three rounds.

Special: You cannot choose both this and Slow Metabolism.



You are an amazingly healthy and tireless physical specimen. You gain *Endurance* and *Toughness* as racial bonus feats.

Grassland Hunter (EX)

1 point

Your hide is striped to better blend in with tall grass. In any area of tall grass, enemies attempting to attack you with any ranged weapon suffer a 25% miss chance.

Grappling Tongue (EX)

1 point

You've got a sticky, prehensile tongue that can be used as a primary natural attack with a reach up to three times your normal reach (usually 15 ft for a Medium creature). The tongue does no damage on a successful hit, but can be used to grab. The anthro does not receive the grappled condition when using its tongue in this manner.

The tongue has AC 10 and 5 HP. If severed, the anthro cannot speak or cast spells requiring verbal components. A severed tongue regrows fully in 2d6 days.

Glide Wings (EX)

2 points

You have rudimentary, kite like skin wings called *patagia*. While you do not possess true flight capabilities, you can glide on air currents like a flying squirrel.

You do not take damage from falls, provided you can use your glide wings to slow your descent. For every 10 ft of vertical distance you fall, you can travel 5 ft horizontally, in any direction you choose. When gliding, you may attempt a DC 15 Tumble check to catch an updraft and gain 1d4 x 10 ft of altitude.

You are considered flat-footed while gliding. You may only glide while wearing light armor or no armor, and carrying a light load.

Drawback: Your 'wings' are difficult to conceal, and you suffer a –2 penalty on Disguise checks made to pass for human.

Heraldic Beast (EX)

1 point

Your anthropomorphic body is marked with the colors of your nation or noble house. Your fur might grow in the gold and blue pattern of your home city, or your tail feathers might have the check and star pattern of the queen you serve. No matter the case, your origin and loyalties are plain to see. Additionally, if your family coat of arms is ever divided by marriage, elevated by royal decree, or similarly modified, your body changes to reflect your altered status.

You have a keen instinct for heraldry and a fine memory for coats-of-arms. You receive a +10 racial bonus on Knowledge (nobility) checks made to recognize a specific coat of arms, personal rune, sigil or other identifying symbol.

Hibernation Trance (EX)

1 point

You can enter a death like trance state at will, during which you requires no food, water and only trace amounts of oxygen. Before entering the trance, you must designate a trigger (such as suffering damaging, being touched, or hearing a specific sound or smelling a specific scent) or designate a specific time to awaken.

You can maintain the trance state for a number of weeks equal to its CON modifier (minimum one week). Awakening from the trance is a full round action.

Hold Breath (EX)

1 point

You have extraordinary lung capacity, and can hold your breath for a number of minutes equal to your CON score before needing to make FORT Saves to resist suffocation or drowning.

Homing Instinct (EX)

1 point

You can sense magnetic lines of force, like a natural compass. You can always sense magnetic north, as if you have five or more ranks in Survival. With a minute of concentration, you can sense the relative distance and direction to their home or any other structure you've spent several weeks in.

Honorable (SU)

2 points

You are the spawn of an animal kind known for its tenacity, courage and unshakable courage. You receive a +4 racial bonus on WILL Saves made to resist any mind influencing effect which would cause you to act contrary to your chosen alignment, betray an ally or break an oath.

Horned (EX)

2 points

You have developed a set of tough bone horns, tusks or antlers, which you can use as deadly weapons. You inflict slashing damage with your horns, the amount of which is determined by your size. You are considered armed and proficient when attacking with natural weapons.

When attacking at the end of a charge, your horns inflict double damage (or triple damage on a critical hit). An anthropomorph normally treats horn attacks as a secondary attack form.

Fine: 1 pt ; Diminutive: d2 ; Tiny 1d3 ; Small 1d4 ; Medium 1d6 ; Large 1d8 ; Huge 2d6 ; Gargantuan 2d8 ; Colossal 4d6

Drawback: Your large and noticeable antlers or horns are extremely difficult to conceal, and you suffer a –4 penalty on Disguise checks made to pass for human.

Industrious (EX)

1 point

Busy, busy little beaver. You are a hard, incredibly focused worker. You receive a +2 racial bonus to Spellcraft checks made to maintain concentration on a spell. In addition, any time you take 10 or take 20, you receive an additional +3 bonus on the skill check, effectively taking 13 or taking 23.

Inedible (EX)

2 points

The anthromporph's skin secretions, ichors and bodily fluids are incredibly foul tasking. Any creature biting or swallowing the creature immediately notices the foul stench, and most unintelligent predators will immediately spit out the creature and retreat, in search of more edible prey.

Any creature who actually consumes the flesh or drinks the blood of an Inedible creature ingests a debilitating neuro-toxin. The FORT Save DC is 10 + the anthro's CON modifier. Damage: 1d6 CON/round for 6 rounds.

Ink Cloud (EX)

1 point

Once per minute, as a free action, you can eject a thick cloud of jet-black ink. This cloud fills a 10 ft square and remains for 1d6+1 rounds, providing total concealment to those caught within the cloud. You may only use this ability when submerged.

Invigorating Weather (EX)

1 point

You are refreshed and energized by a particular kind of weather. Choose one of the following: cold weather (below 50 degrees) or hot weather (above 80 degrees). When in weather of the chosen type, you receive a +4 enhancement bonus to your DEX score.

Lactation (EX)

1 point

When well fed and provided with sufficient water, the anthro's body naturally produces enough milk to sustain two Medium creatures or a single horse for a day. The anthro lactates constantly, even when not pregnant or nursing.

Ledge Walker (EX)

2 points

You move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, an anthro with this ability is not considered flat-footed when making Acrobatics checks to move along narrow surfaces. This racial trait is identical to the rogue talent of the same name.

Lesser Immunities (EX)

1 point

You are immune to some of the conditions that plague lesser humanoids. Select any two of the following conditions, which you then become immune to: nauseated, paralyzed, sickened, sleep, stunned.

Lightfingered (EX)

1 point

You're an untrustworthy little pickpocket. You receive a +8 racial bonus on Sleight of Hand checks made to pickpocket allied or friendly creatures.

Longevity (EX)

1 point

You have a vastly increased life span. Your lifespan is commiserate with exceptionally long lived beings like Galapagos turtles and elder elephants. There are 1d4 centuries between each age category beyond Adult.

Long Neck (EX)

1 point

Your anthromorphic form is that of an extremely supple, long necked animal. You might be an ermine anthro, in which case your neck is two or three times as long as an ordinary woman's, or you may be a giraffe anthro, whose neck adds several feet to his height.

Either way, your long neck means you can wear two magical items in the necklace item slot simultaneously. Also, you can peek your head around an adjacent corner, so you can ignore near-by corners when determining line of effect for spells, powers and weapons, as well as for determining line of sight.

Lucky (SU)

1 Point

You are incredibly fortunate- luck favors you! You receive a +1 luck bonus on all saving throws.

Marsupial (EX)

1 point

You give birth to large litters of tiny, underdeveloped young, who grow in a protective pouch on your belly or back. Your young nurse for several (1d4+1) weeks before they are healthy enough to leave the pouch. While nursing your offspring, you gain Alertness as a racial bonus feat, as your senses are heightened in hopes of protecting your brood.

From the four or other		
Poison Type	Initial Damage	Secondary Damage
Depressant	Unconsciousness 1d4 rounds	1d2 INT
Hallucinatory	Target is confused, as the spell, for 1d4 rounds	1 WIS
Irritant	Shaken for 2d6 minutes	1d4 DEX
Neuro-motor	1d6 DEX	1d4 STR
Purgative	Nauseated for 1d6 rounds	1 CON
Stressor	Panicked for 1d6 minutes	1d4 WIS

Target becomes fatigued, or

exhausted if already fatigued.

1d4 STR

1d3 STR

1 STR

Mate For Life (EX)

2 points

You are a member of an order whose animals are known for fidelity. Once mated, you remain loyal to your partner for life. You automatically succeed on any WILL Save made to resist an effect that would cause you to knowingly harm or betray your single mate. You may have only one life-mate at any given time, and if he or she dies or leaves you, you may not select a new life-mate for at least a year.

Merciful Touch (SP)

1 point

You are blessed with a natural healing talent. As a standard action, you can touch a dying creature and stabilize it as if b y the *stabilize* spell.

Mimicry (EX)

1 point

You are a skilled natural mimic, with vocal cords that can perfectly duplicate any sound you have heard. You can mimic voices, speech, natural sounds, imitate the sounds of spell casting (though not the magical effects).

In addition, you receive a +10 racial bonus on Disguise checks made to imitate someone's voice, and all Perform checks involving song or music.

Minor Toxicity (EX)

2 points

You naturally secrete an irritating, but non-lethal toxin. You may choose any one of the following poisons below. All toxins are Injury poisons, and are transmitted by you when you make an unarmed attack, or use any of your natural weapons.

The FORT save DC for the toxin is DC 10 + your CON modifier +1/4 your character level. Once chosen, your specific form of toxin cannot be changed. All poisons have a duration of 6 rounds.

Weakening

Venom
Mule (EX)

1 point You are sterile, typically as a result of whatever arcane ritual, divine curse, chemical or experiment mutated you into a humanoid form. While you can enjoy sex for pleasure, you cannot become pregnant or impregnate a female.

<u>Natural</u> <u>Grappler (EX)</u>

2 points

Your fierce strength, flexibility and predatory instincts have made you an excellent wrestler. You receive a +2 racial bonus to your Combat Maneuver Bonus and Combat Maneuver Defense score.

<u>Natural</u> <u>Weapons (EX)</u>

2 points

You have deadly claws, striking spines or talons. You can inflict slashing damage with your natural weapons, the amount of which is determined by your size. You are considered armed and proficient when attacking with natural weapons. You may use your natural weapons during a grapple.

Fine: 0 ; Diminutive: 1 ; Tiny 1d2 ; Small 1d3 ; Medium 1d4 ; Large 1d6 ; Huge 2d4 ; Gargantuan 2d6 ; Colossal 2d8

Drawback: Your claws and talons are difficult to conceal, and you suffer a –2 penalty on Disguise checks made to pass for human.



Pack Hunter (EX)

2 points

You are at your best when hunting in a group. You receive a +3 bonus on attack rolls when flanking an adversary. When using the Aid Another action, on a successful skill check, the ally receives a +3 bonus.

<u> Passably Human (EX)</u>

1 point

Unlike other anthros, your animal traits are hidden and private. You can easily pass for human or a member of another humanoid species such as Elves, Dwarves or Half Orcs. If you have additional limbs, wings or a tail, these animal features can easily be concealed with appropriate clothing.

Predator (EX)

2 points

The predatory anthropomorph's brain is hardwired for killing. He enjoys murder, and worse he's very, very good at it. The bloodthirsty anthro receives a +1 morale bonus on all skill checks, WILL Saves and melee attack rolls made after killing any sentient creature either barehanded or with a melee weapon. This bonus remains for 24 hours.

Drawback: However, if the

anthropomorphic goes more than a week without killing a sentient creature with a Challenge Rating or HD at least ³/₄ of his own, he becomes nervous, twitchy and depressed. The bloodthirsty anthro is *shaken*, suffering a -2 penalty on all skill checks, attack rolls and

saves, until he finally commits murder.

Predatory Instincts (EX)

1 point

You have a keen hunter's eye. As a move equivalent action, you may attempt a Perception check (DC $10 + \frac{1}{2}$ the target's Hit Dice) to determine the target's maximum Hit Point total and current Hit Point total.

Prehensile Tail (EX)

1 point

You have a monkey-like prehensile tail or tentacle, which is just as dexterous and useful as a third hand. Elephant anthros can even select this mutation as a prehensile, dexterous trunk.

You can perform skills, carry objects and perform tasks with your prehensile tail. You can even attack with your tail or use weapons, but such tasks suffer a –4 penalty.

Drawback: Your tail is difficult to conceal and you suffer a –2 penalty on Disguise checks made to pass for human.

Psionics (SU)

2 points

You gain the Psionic subtype, described fully in Psi-Watch Unlimited Edition (Otherverse Games, 2010), and may select from Psionic Precursor and Psionic feats presented in that book. You may always select a Psionic feat in lieu of a class based bonus feat, reflecting the importance either you or your culture places on psychic development.

In games using the traditional D20/ PFRPG Psionics system, you receive Wild Talent as a racial bonus feat, and gain additional 1d6 bonus power points at character creation.

Quills (EX)

1 point

Your body is covered in a blanket of sharp quills, thorns, spines or agonizingly rough scales. You automatically inflict slashing damage each round you grapple or are grappled by another creature, the amount of which is determined by your size. This damage also applies if any larger creature swallows you whole or constricts you.

Any adversary attacking you with a natural weapon takes 1 point or damage, or normal quill damage on a successful hit, whichever is less. Brief, casual contact with you does not cause damage.

Fine: 0 ; Diminutive: 0 ; Tiny 1 ; Small 1d2 ; Medium 1d3 ; Large 1d4 ; Huge 1d6 ; Gargantuan 2d4 ; Colossal 2d6

Drawback: Your quilled, unusual skin is virtually impossible to conceal, and you suffer a – 6 penalty on Disguise checks made to pass for human.

Racial Skill Set (EX)

1 point

Your natural talents give you increased proficiency with a certain set of skills. You receive a pool of +8 racial bonus points. You may assign these points as desired, to as few as two skills (+4 bonus each) or as many as eight different skills (providing a +1 bonus to all eight) or any other combination. Once chosen, your racial skill selection cannot be changed.

You may select this Minor Racial Trait multiple times; each time you do it applies to a different assortment of skills. You may not increase the same skill multiple times, though this bonus does stack with the racial skill bonuses provided by your Order.

Regurgitation (EX)

1 point

You come from a species that is accustomed to regurgitating food to feed your young. Within one hour of eating a meal, you may vomit up some of the food to a willing creature. This provides enough food to sustain a creature of your size for one meal. Regurgitating requires several minutes.

Robust (EX)

2 points

You heal quickly. You recover Hit Points and ability score damage at double the usual rate when resting or undergoing complete bed rest or hospitalization.

Runner (EX)

2 points

You receive Run as a racial bonus feat.

When running, you move at a maximum of 5x your normal base speed, not 4x. If you are in heavy armor, you move at 4x your base speed rather than 3x. If you make a long jump, you gain a + 2 competence on the Acrobatics check.

Scent (EX)

2 points

You gain the *scent* special quality, allowing you to sniff out hidden adversaries, recognize creatures by scent, and track by odor.

Single Gendered (EX)

1 point

Your species only has one genderexclusively males or females. You must find a compatible member of another humanoid race to breed with. If you conceive or are impregnated by another humanoid, the resulting child is a member of your one-gendered species, but may bear minor cosmetic traces of his or her other parent.

Sleep Efficiency (EX)

2 points

Your species needs less sleep than an ordinary humanoid. You require only 4 hours of sleep or rest a night. You can recover spells, spell slots or expended power points after only four hours of sleep or rest.

Slow But Steady (EX)

1 point

You're plodding but can carry enormous loads without further reduction in speed. Your base landspeed is not affected by armor or encumbrance.

Prerequisite: Small anthropomorphic characters only

Slow Metabolism (SU)

2 points

Your slow metabolism means it can take you days to digest a single meal. You require only ¼ the food of a similarly sized creature. Additionally, ingested poisons all gain an onset time of 1d3 hours, after which time they begin affecting you normally. If treated before the poison begins affecting you, you may not be affected at all. **Special:** You cannot take this trait and Fast Metabolism.

Speak With Kind (SU)

1 point

You gain the ability to form a short-lived mystical bond, and communicate with normally unintelligent animals similar to yourself. A number of times per day equal to your CHA modifier (minimum once daily), you may hold a conversation (using body language, pheromones growls/grunts and natural sounds) with any animal included in your Order. The conversation can last for a number of minutes equal to your CHA score (minimum one minute).

Spellcasting Advantage (SU)

1 point

Your totemic connection to an elemental force or source of energy gives you an advantage when casting spells manipulating that substance. Select one of the following energy types: positive or negative energy, fire, cold, air, earth, water, electricity, acid or sonic. When casting damage dealing spells (or healing spells in the case of positive energy) you inflict an additional +1 point of damage per damage dice associated with the spell.

Squeeze (EX)

2 points

Uncannily flexible, the Anthro can squeeze through any opening large enough for its skull to pass through at half your base movement speed without requiring an Escape Artist check. You receive a +2 racial bonus on Escape Artist checks.

Stability (EX)

2 points

You are extraordinarily well balanced and have powerful thigh and calf muscles. You receive a +6 racial bonus to Combat Maneuver Defense when attempting to resist trip or bull rush attempts.

Strength of Love (SU)

2 points

You may choose a specific person with whom you have an intimate relationship; this person may be another PC or an NPC. This relationship need not be sexual or romantic, it can also be parental, a deep friendship or longtime partnership of another kind. Your chosen love need not have this ability, and does not necessarily even need to know the depth of your feelings for them.

As long as you have friendly contact each day with this person), and your relationship remains loving and mostly unstressed, the love you feel makes you a more effective spell caster.

Any protective effects or magical healing you cast on your chosen love have their numerical effects maximized; a healing spell that recovers 1d6 points of HP will always help your love recover 6 HP. You may cast touch-range beneficial spells upon your beloved without physical contact, so long as that person is within 30 ft.

Once per day, you may alter your selection of prepared spells to directly benefit your beloved. You may swap out a number of prepared spells, of any level, equal to one plus your INT modifier (minimum two spells). If your beloved expresses a preference for specific spells or magical effects, you must load up those spells first during the swap. Swapping out prepared spells is a purely mental full round action which provokes attacks of opportunity.

Limitations: If the relationship between you and your beloved is strained (by arguments, for example), you temporarily lose the benefit of this ability until your relationship warms, or until the relationship is damaged beyond repair.

You may only have one beloved at any given time. You may apply this trait's benefit to a new beloved after at least one month of close contact with that person.

Stonecutting (EX)

1 point

You receive a +2 bonus on Perception checks made to notice unusual stonework, such as traps or hidden doors located in stone walls or floor. You receive a check to notice such features whenever you pass within 10 ft of them, whether or not you are actively searching.

Special: You can modify this trait's name and description to accommodate other building materials, such as wood.

Strong Companions (SU)

2 points

Your kinship to the four-footed, non-sentient members of your order makes you an ideal master. If you select a Familiar or Animal Companion from your Order, that creature gains maximum Hit Points and a +2 luck bonus to Armor Class when within 60 ft of you.

Survival Instinct (EX)

2 points

You've lived this long by being cautious and light on your feet. Once per day, you may re-roll an initiative check. You must accept the results of the second initiative check, even if it is worse then the first.

Swift (EX)

2 points

You are incredibly quick; each time you select this Minor Racial Trait, your base land speed is increased by +10 ft. This racial bonus stacks with land speed increases from other sources, such as Barbarian, Monk or even D20 Modern Fast Hero levels.



Trapper (EX)

2 points

You have a knack for constructing dangerous traps. You do not need to spend gold to construct any trap, simply put in the necessary time and succeed on an appropriate Craft check.

Threat Colors (EX)

2 points

Your body is intensely colorful, warning everyone around you of your dangerous presence. Your threat colors may be blood red fur or iridescent black and gold scales, a neon crest or snout or a bone rattle, but it is instantly recognizable and eyecatching.

You may attempt to demoralize an enemy using the Intimidate skill as a move equivalent action, allowing you to attack and Intimidate in the same round.

Unnerving Vocalization (EX)

1 point

As a standard action, you can unleash a disturbing cry: a warhound's mournful howl, a hyena's predatory giggles or a rattlesnake's clicking promise of poison. All creatures within 60 ft who can clearly hear you must succeed at a WILL Save (DC 12 + your CHA modifier) or become *shaken* for 1d4 rounds. *Shaken* targets become *panicked*.

Walker (EX)

1 point

You can move normally in difficult terrain of a particular type. When you choose this trait, you become either a Swamp-Walker or an Ice-Walker. Depending on which you choose, you may move at full speed over muddy and overgrown, snowcovered and icy at full speed without difficultly. You do not leave tracks in your chosen terrain unless you choose to.

Warbred (EX)

2 points

Your kind was bread for warfare, and you are familiar with the tools of soldiering. You are proficient with all simple and martial weapons, with light, medium and heavy armor and with shields, including tower shields.

Winter Coat (EX)

1 point

During late fall, your coat or plumage molts, revealing a new, thicker winter coat beneath. From late autumn to mid-spring, you display your thicker, sleeker, snow-white winter coat. You receive a +2 racial bonus on Stealth checks made in snowy environments as well as a +2 racial bonus on FORT Saves against environmental cold.

Major Racial Traits

Major Racial Traits are especially potent mutations and natural gifts that offer your anthropomorphic adventurer a distinct advantage, both in combat and in the game of evolution. These more powerful advantages cost either 3 or 4 Build Points.

Most Major Racial Traits are favored by one or more of the Orders. When selected by a member of an Order favoring the trait, the racial ability's cost is reduced by two (2) Build Points, allowing the anthro to select it at an impressive discount.

- 1. Acidic Blood
- 2. Adamant Laced
- 3. Adrenal Surge
- 4. Attribute Excellence
- 5. Bacteria Colony
- 6. Blindsight
- 7. Bloodfeeder
- 8. Blood Lust
- 9. Breath Weapon
- 10. Burrower

11. Call of the Wild 12. CE: Bull Host 13. CE: Eagle Host 14. CE: Lion Host 15. CE: Seraphic Host 16. Chameleon Skin 17. Chemical Burn 18. Constrict **19.** Constructor Secretion 20. Continual Evolution 21. Darts 22. Defensive Stench 23. Disease Immunity 24. Execution Beast 25. Fast Healing I 26. Ferocity 27. Flexibility 28. Hard Dying 29. Hoof Stamp 30. Hunter's Bane 31. Improved Grab 32. Jinx 33. Lifefocus 34. Lionheart 35. Maddening Chitter 36. Multiple Arms 37. Natural Armor 38. Odd Type 39. Ovipositor 40. Pheromone Negation 41. Phoenixborn 42. Pincers 43. Pounce 44. Powerful Build 45. Powerful Kick 46. Protective 47. Scurry 48. Silver Tongued 49. Size: Large 50. Stone Regard 51. Strong Life Force 52. Stuffed 53. Sphinx' Riddle 54. Spinnarettes 55. Squick 56. Tireless 57. Toxin Immunity

- 58. Tremorsense
- 59. Turtling Defense
- 60. Unaging
- 61. Venom
- 62. Voltaic Skin
- 63. Winged Flight
- 64. Wyld Shape

Acidic Blood (EX)

4 points

Your blood is a highly concentrated acid, sealed within specially pressurized veins. Anyone striking you with a natural or melee weapon suffers 1d4 points of acid damage (REF DC 15 none). Weapons with reach allow their wielders to attack you without risk.

Favored By: Annelida, Arachnae, Lovecraftia, Micromonstria, Orphidia, Xenomorphia

Adamant Laced (SU)

3 points

The magic that created you, and lifted you from mundane humanity or animal savagery has also grafted potent armor onto your frame. Your body is studded with sccales of the silvery metal adamantine, which blend seamlessly to your natural skin, scales or pelt. You are as much a child of the forge as of nature.

You gain Damage Reduction 2/ adamantine. You can select this trait multiple times. Each time you do, your DR increases by +1/adamantine.

Favored By: Arthropoda, Dinosauria, Draconis, Xenomorphia

Adrenal Surge (EX)

4 points

When angry or afraid, or when you pursue prey, adrenaline floods your system and you gain a short lived burst of physical prowess. A number of times per day equal to your CON modifier (minimum once daily), you can trigger an adrenaline surge. During the adrenaline surge, you receive a +20 ft increase to your base land speed, as well as a +2 modifier to your STR and DEX scores. The adrenaline surge lasts for a number of rounds equal to your CON score, and at the end of this period, you are *fatigued* for 1d4 hours.

Favored By: Canis Major, Dinosaura, Equis, Felis Minor, Felis Major, Lovecraftia, Lycos, Micromonstria, Ursinis

Attribute Excellence (EX)

3 points

You receive a +2 racial modifier on either your STR or your DEX attribute.

Special: You may select this racial trait multiple times, its effects stack.

Bacteria Colony (EX)

2 points

Dozens of strains of lethal bacteria incubate in your saliva, and even if a victim survives your bite or claw from the mutant, they may still fall prey to the deadly disease you carry.

Any creature struck by any your natural attacks (punches, claw strikes, bites, ect) must make a FORT save (DC 10 + your CON modifier) or contract a debilitating, flesh destroying illness in addition to the normal effects of the damage. Creatures immune to disease are immune to this additional attack.

The disease has an incubation period of 1d3 days, and once the incubation period passes, damage is 1d3 DEX and 1d3 CON. This tenacious disease can only be overcome by 3 consecutive FORT Saves.

Drawback: Anyone sharing intimate physical contact (sex, sharing food or drink, or any other physical contact lasting more than a few rounds) with the mutant must also make a FORT save at the same difficulty or risk contracting your disease. **Favored By:** Annelida, Arthropoda, Aves Carrion, Crocodila, Dinosauria, Lovecraftia, Reptilia, Piscia, Xenomorphia

Blindsight (EX)

4 points

Through a combination of acute hearing, scent cues and echo location, you can function perfectly well without sight. You gain *blindsight* with a 60 ft radius, and do not need to make Perception checks to notice creatures and objects within range of your blind sense.

Favored By: Annelida, Arachnae, Arthropoda, Aves Major, Cetaca, Lagendelphis, Lovecraftia, Lymantria, Octopod, Orphidia, Rodentia, Piscia, Xenomorphia

Bloodfeeder (EX)

4 points

You are a blood-hungry predator, who can drink blood through specially adapted mouth parts, feeding quills or hollow, bat-like fangs. Each round you maintain a grapple against a living being with a reasonably normal anatomy, you drain 1d4 HP; every two HP drained heals you for a single HP. Excess HP are gained as temporary hit points, which last for a number of minutes equal to your CON modifier.

Favored By: Annelida, Arachnae, Arthropoda, Aves Carrion, Lovecraftia, Octopod, Piscia

Blood Lust (EX)

3 points

The scent of blood drives you into a frenzy. You receive a +2 morale bonus on attack and damage rolls made against any living adversary that has been reduced to $\frac{1}{2}$ HP or less. This ability does not function against creatures without blood in the conventional sense, such as oozes, constructs or other unusual beasts.

Favored By: Canis Major, Crocadilia, Dinosauria, Felis Major, Lovecraftia, Lycos, Piscia

Breath Weapon (SU)

4 points

Like a dragon, you can breathe out a gout of liquid flame, white-hot lightning, bonecracking cold and ice shards, destructive harmonics, or pure kinetic force.

A number of times per day equal to your CON modifier (minimum once daily), you may use your breath weapon as an attack action. The breath weapon is either a 15 ft cone or a 30 ft line, chosen when this ability is selected.

Your breath weapon inflicts 3d6 points of either Fire, Cold, Electrical, Sonic or Force damage. Like the shape of your breath weapon, you make this choice when you select this racial trait. Once you make these choices about your breath weapon, they cannot be changed.

The damage inflicted by your breath weapon increases to 5d6 points at 12^{th} level or when you reach 12+ Hit Dice.

Special: You may select this racial trait multiple times. Each time you do, you gain an additional type of breath weapon, and may use either weapon an additional time per day.

Favored By: Draconis, Micromonstria,

Burrower (EX)

3 points

You can tunnel through earth, mud, sand and clay. You receive a Burrow Speed of either 20 ft or half your base land speed, which ever is greater.

Favored By: Annelida, Micromonstria, Porca, Rodentia, Xenomorphia

Call of the Wild (EX)

3 points

Something in you calls to the wild spirit locked inside other anthros. A number of times per day equal to 3 + your CHA modifier, you can incite violence in any other Anthro as a standard action. You must be within 30 ft of the Anthro and able to be clearly seen and heard.

For one round, the incited Anthro is consumed with hatred for you, and must attack a target within 30 ft you designate. You can make yourself the target of this effect. If the victim does not attack the specified target, it suffers 1d8 + your CHA modifier points of subdual damage each time it takes another action.

Favored By: Canis Major, Draconis, Felis Major, Lovecraftia, Ursinis

The Hosts of Heaven

The earliest civilizations saw their gods as the blending of man and beast. Falcon headed Horus represented the Pharaoh's power and justice; baboon faced Thoth represented curiosity and intellect. Bast was a warrior with the head of a jaguar.

Celestial Exemplars are the impressive, anthropomorphic servants of Cosmic Good, based very loosely on the Medieval Christian view of Heaven. Though each Celestial Host is associated with a specific animal, anthropomorphs from similar Orders may also claim descent from a Host. Celestial Exemplars are often the mortal offspring or distant descendants of saints, legendary heroes and noble Outsiders.

All Celestial Exemplars must be of any good alignment, and gain the Good subtype.

<u>Celestial Exemplar: Bull Host (SU)</u>

4 points

Exemplars of the Bull Host are indomitable heavenly warriors. Exemplars of the Bull Host channel their divine grace into their muscles and sinews. When engaged in melee combat with any evil outsider or creature with the evil subtype the Bull Host Exemplar may add his CHA modifier as a bonus on all melee damage rolls.

Favored By: Taurus



<u>Celestial Exemplar: Eagle</u> <u>Host (SU)</u>

4 points

Eagle Host Exemplars are Heaven's scouts and archers, using their divine meditations to perceive things others cannot.

Each day upon awakening, the keen eyed and clear minded Eagle Host Exemplar receives a pool of bonus points equal to her ranks in Knowledge: religion. Prior to rolling any ranged attack roll, Perception check or WILL saving throw, the Eagle Exemplar may add any amount of available bonus points to improve the check's results.

Favored By: Aves Major

<u>Celestial Exemplar: Lion</u> <u>Host (SU)</u>

4 points

Lion Host Exemplars are heaven's generals, leading vast angelic armies. Each day upon awakening, the tactically minded Lion Exemplar receives a pool of bonus points equal to her ranks in Knowledge (nobility).

With a few shouted commands (a move equivalent action), the Lion Exemplar can expend any amount of bonus points to improve the result of an ally's melee attack roll, REF save or caster level or turning check. The ally must be within 30 ft of the Exemplar, and able to clearly hear her. Lion Exemplars can use this ability after the ally's check is rolled, but before the results are announced.

Favored By: Felis Major

<u>Celestial Exemplar:</u> <u>Seraphic Host (SU)</u>

4 points

The Seraphic Host is the highest host of angels, the ones that are most like men, in form and in spirit. Seraphic Exemplars exude divine essence. All allied creatures within 30 ft of the Seraphic Exemplar receive the effects of a *bless* spell cast by a first level acolyte. Seraphic acolytes may add their WIS modifier as bonus damage when they channel divine energy to harm undead. Channel energy attempts made by good aligned clerics within 30 ft of the Seraphic Exemplar also receive a bonus equal to the Host's WIS modifier.

Favored By: Simian Minor

Chameleon Skin (EX)

3 points

Your skin, scales, feathers or fur shift color in response to your surroundings. When motionless, you receive a +20 racial bonus on Stealth checks. When moving at $\frac{1}{2}$ speed or less, this bonus is +10, and drops to +5 when moving at full speed or greater.

Favored By: Arthropoda, Lovecraftia, Micromonstria, Piscia, Reptilia

Chemical Burn (EX)

4 points

When angry or stressed, your skin naturally secretes a phosphorous-like chemical that ignites on contact with air. When attacking unarmed or with your natural weapons, you inflict an additional +1d6 points of acid damage on a successful hit.

Creatures suffer 2d6 points of acid damage per round if you activate this power while grappling. You are not burned by your own chemical flames, though you receive no special immunity to other heat sources or fire based attacks.

Special: You may select this ability multiple times; each time you do, the amount of acid damage you inflict increases by +1d6.

Favored By: Annelida, Lovecraftia, Lymantria, Octopod, Piscia, Xenomorphia

Constrict (EX)

3 points

You gain the *Constrict* special quality. Each round you maintain a grapple on a creature at least one size category smaller than you, you automatically inflict bludgeoning damage with a successful grapple. The damage inflicted is based upon your size. If you possess any ability that improves your base unarmed strike damage, such as monastic training, you may use the higher damage total.

Fine: 0 ; Diminutive: 0 ; Tiny 1 ; Small 1d2 ; Medium 1d3 ; Large 1d4 ; Huge 1d6 ; Gargantuan 2d4 ; Colossal 2d6

Favored By: Annelida, Arachnae, Arthropoda, Crocodila, Dinosauria, Draconis, Lovecraftia, Micromonstria,Octopod, Orphidia, Reptilia, Piscia

Constructor Secretion (EX)

3 points

Your body naturally secretes a waxy material that your species uses to construct structures and simple tools. A number of times per day equal to 3+ your CON modifier, you can secrete an enormous quantity of bio-wax. As a full round action, you can construct up to a 5 ft square of waxy material, which has Hardness 2 and 50 Hit Points. You can shape the wax into structures, such as stairs, a bridge, or a shelter with a successful Craft (engineering) check.

Prerequisite: Worker Drone template or game master approval

Favored By: Arthropoda, Lymantria, Xenomorphia

Continual Evolution (EX)

4 points

Your body continually adapts and improves itself. Each time you gain a new level, you gain a new Build Point with which to purchase racial traits. You can spend the Build Points immediately upon gaining a level, or save them to make a larger purchase later. When purchasing new racial traits, you can select new disadvantages to balance out the cost, or by paying 2 points remove an existing disadvantage. **Favored By:** Micromonstria

Darts (EX)

3 points

You can project deadly natural bolts, which may take the form of muscle-launched quills, razor sharp feathers thrown from biometallic wings or even quills fired from a manitcore-like tail. You may fire upto 24 darts in any given 24 hour.

Your darts are a ranged weapon with a maximum range of 60 ft with no range increment. You may launch up to 4 darts as a single attack, making an attack roll for each dart. All targets must be within 30 ft of each other.

Your darts inflict 1d6 + CON modifier points of piercing damage. If you have Venom or Minor Toxicity, the poison is added to your darts.

Favored By: Arthropoda, Dinosauria, Lovecraftia, Micromonstria,Octopod, Orphidia, Porca, Rodentia, Xenomorphia

Defensive Stench (EX)

3 points

When angry or afraid, your body secretes an eye-wateringly foul chemical. You may suppress this ability at will.

All living creatures (except other creatures with Stench) who approach within 30 ft of you must succeed at a FORT Save (DC 12) or suffer a –2 morale penalty on attack rolls, weapon damage rolls, ability checks, saving throws and skill checks for 10 rounds. Characters subjected to stench from multiple sources make a single saving throw. Characters affected by your stench cannot be affected again until the initial effect expires.

Special: You may not select this ability in conjunction with Pheromone Negation.

Favored By: Annelida, Arthropoda, Aves Carrion, Aves Minor, Dinosauria, Lovecraftia, Lymantria, Micromonstria,Octopod, Piscia, Rodentia

Disease Immunity (EX)

3 points

Your hearty immune system renders you immune to non-magical disease.

Favored By: Arthropoda, Arachnae, Draconis, Lovecraftia, Rodentia, Xenomorphia

Execution Beast (EX)

4 points

Animals of your kind have long been used to execute criminals, traitors, heretics and dissidents in an especially horrific way. You like nothing better than disemboweling and slowly devouring your prey while they remain conscious but helpless.

Your Natural Weapons gain the Bleed quality, which does on going damage equal to half the damage inflicted by the base attack. Any wounds inflicted with your natural weapons continue to bleed until treated.

Prerequisites: Natural Weapons Favored By: Arachnae, Crocodilia, Dinosauria, Draconis, Felis Major, Lovecraftia, Lycos, Pachyaderma, Porca, Ursinis, Taurus, Xenomorphia

Fast Healing 1 (EX)

4 points

You recover from otherwise lethal wounds in a matter of minutes. Each round, you automatically recover 1 HP. Fast Healing ceases to function at -10 HP or lower, and will not recover HP lost to thirst, starvation or similar ailments.

Special: You may select this ability multiple times. Each time you do your Fast Healing improves by one.

Ferocity (EX)

3 points

You are remarkably resistant to pain and trauma. While most creatures become unconscious at negative HP, you remain concisions and active (though *disabled*) until you die at -10 HP.

Favored By:

Canis Minor, Canis Major, Crocodila, Lovecraftia, Lycos, Porca, Reptilia, Ursinis, Xenomorphia



Flexibility (EX)

4 points

You are incredible flexible, with double joined limbs that can stretch eerie distances. You gain +5 ft reach in combat. In addition, your incredible flexibility gives you a +2 racial bonus on to CMB and Escape Artist checks.

Favored By: Annelida, Arachnae, Arthropoda, Aves Minor, Lovecraftia, Micromonstria, Octopod, Orphidia, Piscia, Reptilia, Rodentia, Simian, Minor, Xenomorphia

Hard Dying (EX)

3 points

You are nearly impossible to kill. Instead of dying when you reach -10 HP, you die when you reach a negative HP count equal to your negative ten plus CON score. Thus, if you have CON 15, you die when you reach -25 HP.

Favored By: Annelida, Crocodila, Dinosauria, Draconis, Equis, Lovecraftia, Lagendelphis, Pachyaderma, Porca, Reptilia, Simian, Major, Taurus, Ursinis

Hoof Stamp (SU)

3 points

As a standard action, you may slam your massive, cloven hoof down onto the ground, causing a localized earthquake, which affects all creatures within a 30 ft radius of you. Creatures in the tremor zone must make a REF save (DC 12 + your STR modifier) or be knocked prone, suffering 1d6 points of subdual damage in the process.

Favored By: Capricornis, Dinosauria, Equis, Pachyaderma, Porca, Taurus

Hunter's Bane (SU)

3 points

You live to protect the beasts of the natural world from mankind's greed. You inflict maximum damage with any natural weapon against any target who has killed a creature of the Animal type within the last hour.

Prerequisite: Natural Weapons

Favored By: Crocodila, Dinosauria, Equis, Felis Major, Lycos, Pachyaderma, Porca, Simian Major, Taurus, Ursinis

Improved Grab (EX)

3 points

You gain the *Improved Grab* special quality. When you hit with a natural weapon attack or unarmed attack, you deal normal damage and may attempt to start a grapple as a free action, without provoking an attack of opportunity. No initial touch attack is required. You may grapple opponents up to one size category smaller than your self; a Small or smaller creature using improved grab does not apply its size modifier to grapple checks.

You may conduct the grapple normally, or simply use the part of its body used in the grab to hold the opponent. If you choose to do the latter, you suffer a –20 penalty on CMB, but is not considered grappled itself. You retain your DEX bonus to Armor Class, still threaten an area, and still use remaining attacks against other opponents. You may even move, provided you can drag your opponent's weight. When you get a hold after an improved grab attack, you pulls the opponent into your space. This act does not provoke attacks of opportunity.

You do not deal additional damage with a successful hold unless you have the Constrict ability. If you do not have Constrict, each successful grapple check you make during successive rounds automatically deals the damage given for the attack that established the hold.

Favored By: Annelida, Arachnae, Arthropoda, Lovecraftia, Octopod, Orphidia, Reptilia, Simian, Minor, Simian, Major, Ursinis

Jinx (SU)

3 points

You are naturally bad luck, and sometimes the quirky fate that seems to follow you like a little black raincloud occasionally turns a sticky situation to your favor. Each day you receive a pool of 'jinx' points equal to your total character level plus your CHA modifier (minimumtwo jinx points). You may use these points to worsen the luck of those around you.

You may apply one or more jinx points to any die rolls (saves, skill checks, attack rolls, die rolls to determine random events) made within 30 ft. You may choose to apply as many 'jinx' points as you like, up to twice your CHA modifier on any single roll. Applying 'jinx' points is a purely mental free action.

Favored By: Arachnae, Aves Carrion, Canis Minor, Felis Minor, Lovecraftia, Lymantria, Micromonstria, Rodentia, Simian Minor

Lifefocus (EX)

3 points

You are extremely proficient in a particular skill, and you have built your life around its practice. Select two skills; you may always take 10 or 20 on a skill check using either of those skills, even if risk or distraction would normally prevent you from doing so.

Once per day, per chosen skill you can choose to receive a +20 bonus on the check. Doing so does not increase the time necessary for this skill check; this isn't taking 20, this is knowing exactly what to do, why and how to get the job done.

Special: You may select this ability multiple times, focusing on different skills.

Lionheart (SU)

4 points

You relish nothing better than an honorable struggle against a foe you are not sure you can best. You have been honored with the appellation "Lionheart" symbolizing your courage and willingness to take on hopeless battles in the name of honor and duty.

When battling any non-good enemy or group of enemies whose Challenge Rating is

more than 4 greater than your total character level, your senses are sharpened and your will is strengthened. You roll 2d20 when confirming critical hits, and take the better of the two rolls. Additionally, you receive a +2 morale bonus on WILL Saves.

You receive a +2 bonus on Intimidate checks made against sentient non-good characters who are aware of your name and your deeds. This bonus applies at all times, not just when confronting a superior threat.

Prerequisite: Any good alignment

Favored By: Draconis, Felis Minor, Felis Major

Maddening Chitter (SP)

3 points

Your strange, alien mouth parts produce sounds that ordinary men were never meant to hear. You can use *Hideous Laughter* as a spelllike ability at will as a full round action. Your caster level is equal to your total Hit Die.

Using Maddening Chitter does not provoke attacks of opportunity.

Favored By: Arthropoda, Lovecraftia, Lymantria, Xenomorphia

Multiple Arms (EX)

4 points

You have an additional pair of fully developed arms, typically located symmetrically along your rib cage, though more exotic or unusual placements are possible.

You gain the Multiweapon Fighting feat as a racial bonus feat, even if you do not meet the DEX prerequisite. Your multiple limbs give you a +4 racial increase to your Combat Maneuver Bonus.

Drawback: You can almost never pass for human, receiving a –8 penalty on Disguise checks to pass for human. **Favored By:** Arachnae, Arthropoda, Lovecraftia, Micromonstria,Octopod, Xenomorphia.

Natural Armor (EX) 3 points

Your body is covered in a heavy pelt, a layer of crocodile like scales, turtle-like shell, a chitin exoskeleton, a protective blubber layer or some other natural defense. You receive a +2 natural armor bonus to Armor Class.

At 10^{th} level, your natural armor bonus increases by +2.

Special: You may select this racial trait multiple times, increasing your natural armor's thickness and relative protection.

Drawback: Your natural armor is hard to conceal; each time you select this racial trait, you suffer a cumulative –1 penalty on Disguise checks made to pass for human.

Odd Type (EX)

3 points

Instead of being a humanoid, the anthropomorph is either a Monstrous Humanoid or a Giant, gaining all the advantages and disadvantages of the new type. The creature cannot be affected by abilities which specifically affect humanoids, such as *charm person*, but become vulnerable to effects which target its new type.

Ovipositor (EX)

3 points

Your species reproduces in an exceptionally horrific manner, by laying eggs in a living host. Your young feed upon the host and eventually kill it, using the carcass as both first food source and incubation chamber.

Any creature damaged by your natural weapons must succeed at a FORT Save (DC 10 + your CON modifier) or become implanted with one of your eggs. Each day thereafter, the host must succeed at another FORT Save or suffer 1d4 temporary CON damage. If the creature is reduced to 0 CON by the reproductive infection, a tiny juvenile of your species emerges from the corpse in 1d4+1 days.

A *Remove Disease* spell kills the implanted egg and ends the infection. **Favored By:** Arachnae, Arthropoda, Lovecraftia, Lymantria, Xenomorphia

Pheromone Negation (EX)

3 points

Your body releases very few scent cues, and those odors you release resemble scents found in your native environment. You are effectively invisible on the olfactory landscape, and cannot be detected by creatures using the Scent special quality. Anyone attempting to use the Survival skill to track you suffers a -4 penalty to the check, thanks to your sterile, hard to detect biology.

Phoenixborn (SU)

4 points

Your anthro bloodline includes a phoenix ancestor, and like the great bird of flame, you are immortal. If slain, unless your body is completely destroyed by an effect such as *disintegrate*, you automatically resurrect in 1d4 rounds. You emerge from your corpse fully healed and when resurrected in this manner, you gain one permanent negative level.

You can only self-resurrect once per year. If killed again before a year elapses, you are permanently dead. You cannot selfresurrect in an area cursed by a *desecrate* spell until that effect ends, at which point you immediately self-resurrect. A phoenixborn brought back to life by other means never gains a negative level as a result.

Favored By: Aves Carrion, Aves Minor, Aves Major, Micromonstria,



Pincers (EX)

3 points

Rather than a pair of humanoid hands, you have a pair of crab like pinchers, at least one which is dramatically enlarged .These claws inflict frightening slashing damage. You may choose to make attacks with both claws in a round, but if you do, all attacks made that round suffer a -2 penalty. If both pincers hit the same target, the anthro 'rends' the target and inflicting double damage.

Fine: d2 pt ; Diminutive: 1d3 ; Tiny 1d4 ; Small 1d6 ; Medium 1d8 ; Large 2d6 ; Huge 2d8 ; Gargantuan 4d6 ; Colossal 6d6

Drawbacks: Your crude hands mean you suffer a -2 racial penalty on any skill checks that require manual dexterity and fine manipulation. In addition, your mutation is difficult to hide, and you suffer a -2 racial penalty on Disguise checks made to pass for human.

Favored By: Arachnae, Arthropoda, Lovecraftia, Lymantria, Xenomorphia.

Pounce (EX)

3 points

Your predatory nature allows you to make a full attack action after a charge.

Favored By: Canis Major, Crocodila, Dinosauria, Draconis, Felis Minor, Felis Major, Lycos, Ursinis, Xenomorphia.

Powerful Build (EX)

3 points

The anthropomorph is gifted with an exceptionally powerful physique. Its lifting and carrying limits are double those of an ordinary creature its size. The creature is considered one size category larger when resisting grapple attempts, or determining if a special attack, such as Swallow Whole, would affect it.

Favored By: Capricornis, Crocodila, Dinosauria, Draconis, Equis, Lovecraftia, Pachyaderma, Porca, Reptilia, Simian, Major, Taurus, Ursinis

Powerful Kick (EX)

4 points

You've got a kick that can crush the skull of a predator in one solid hit, a valuable trait for a hoofed herbivore! Any time you score maximum damage with your natural weapon (hooves), you may re-roll the dice and add the result to the damage total. If you roll maximum damage again, keep re-rolling and adding until you do not. This damage is added to, and not multiplied into the damage result of a critical hit.

Prerequisite: Natural Weapons (hooves)

Favored By: Equis, Pacadyrma, Porca, Taurus

Protective (EX)

3 points

You are of a kind accustomed to protecting those you care about. You provide a +1 deflection bonus to Armor Class to all adjacent allies. You do not provide this bonus if unconscious or helpless.

Favored By: Canis Minor, Canis Major, Micromonstria, Ursinis

Scurry (EX)

4 points

You know how to move to avoid danger. Once per round, when missed by a melee attack, you may make an additional five foot step. This bonus movement does not count against your total movement for the round, nor does it provoke attacks of oppritunity.

Favored By: Arachnae, Arthropoda, Felis Minor, Micromonstria, Octopod, Piscia, Reptilia, Rodentia, Simian, Minor

Size: Large (EX)

3 points

You are larger and more powerfully built than an average humanoid. You become size Large. As a large creature, you can wield larger weapons than your Medium counterparts, and its lifting and carrying limits are double those of a medium creature. You receive a –1 size penalty on attack rolls and Defense, and a –4 size penalty to Stealth checks. However, you receive a +1 size bonus to your Combat Maneuver Bonus and Combat Maneuver Defense.

Favored By: Crocodilia, Dinosauria, Draconis, Equis, Lovecraftia, Lagendelphis, Pachyaderma, Porca, Taurus, Ursinis

Silver Tongued (SU)

3 points

Each day, a Silver Tongued anthropomorph receives a pool of bonus points equal to his total character level plus his CHA modifier (minimum two points).

These points can be spent to improve the results of any Bluff, Diplomacy, Sense Motive or Perform check. The Silver Tongued anthro may spend these points after the check is rolled, but before the check's results are announced.

Favored By: Arachnae, Aves Minor, Canis Minor, Felis Minor, Rodentia, Simian Minor

Soulsight (SU)

4 points

Many animals are said to perceive things unseen by humans, and you retain this trait even in your uplifted state. You see auras around living things and magical items. You gain the ability to *See Invisibility* and *Detect Magic* at will as innate supernatural talents.

Favored By: Arachnae, Cetaca, Canis Minor, Canis Major, Draconis, Lovecraftia, Micromonstria, Equis, Felis Minor, Lynantria, Reptilia, Rodentia

Stone Regard (SP)

4 points

Like the medusas of old, the anthropomorph can transform men to stone. Once per day, the anthro's cold black eyes glisten with alien energies, and arcane tears roll down her checks. The anthropomorph's gaze can temporarily petrify any sentient humanoid within 30 ft that fails its FORT save (DC 12 + the anthro's CHA modifier).

Petrified creatures remain unaware, helpless and trapped in a stone form for 1d6 minutes, or until released by magic like *dispel magic*. Once activated, the anthro's petrifying gaze lasts for a number of rounds equal to one plus her CHA modifier (minimum two rounds).

Favored By: Micromonstria

Strong Life Force (SU)

3 or 4 points

You soul clings tightly to your anthro form, making you exceptionally hard to kill. This racial trait has two varieties. If chosen as a three point trait, you are immune to the effects of massive damage and coup de gras attacks. You treat such attacks as ordinary hits.

If chosen as a four point trait, in addition to the above, you also become immune to death effects, such as *Finger of Death*.

Stuffed (SU)

4 points

You are a living being, created by magic and given a soul by the gods, but you were created out of unliving matter. Your body is alive now, but is made of stranger stuff than flesh, blood, bone and fur, even though you look and feel like a creature of ordinary flesh. Your internal organs are stuffed with straw, cotton or batting, like a child's toy instead of normal viscera.

You can't bleed and become immune to ongoing damage, such as from a weapon with the wounding property or bleed damage. You gain 25% immunity to critical hits, as if you were wearing armor with the light fortification property.

Favored By: Micromonstria

Sphinx' Riddle (SU)

3 points

You are a wise creature from somewhere behind material reality. Like the mythic Sphinx (perhaps a progenitor of your species?) you are a master of riddles, puzzles and Zen koans.

As a full round action, you can ask a mind-destroying, soul searing riddle which confuses and unnerves thinking opponents. Any creature within 30 ft of you who can clearly see and hear her must succeed at a WILL Save (DC 12 +the anthro's WIS modifier $+ \frac{1}{2}$ her total

character level) or be *shaken* for 1d4 minutes as they are distracted and puzzled by the strange riddle.

Creatures with at least 10 ranks in any Knowledge skill receive a +1 insight bonus on the WILL Save to resist this effect. A Sphinx' Riddle is a language dependant, mind-influencing effect, and does not affect creatures with an INT score lower than 5.

Favored By: Felis Minor, Felis Major, Lovecraftia

Spinnarettes (EX)

3 points

A number of times per day equal to twice your CON modifier (minimum twice per day) you can project a sticky web. This is similar to making an attack with a net but has a maximum range of 50 ft, with a range increment of 10 ft and is effective against any target up to size Large.

The web anchors a target in place, allowing no movement. A trapped character can escape with a successful Escape Artist (DC 22) or a Strength check (DC 28). The web has 10 HP and suffers double damage from fire.

Favored By: Arachnae, Micromonstria, Xenomorpia

Squick (SU)

3 points

Your unwelcome touch is nauseating. Any creature that is grappled by you and suffers damage must succeed at a FORT Save (DC 10 + the damage inflicted) or become *sickened* for 1d4 rounds in addition to the normal effects. If you roll a natural 20 on a Combat Maneuver check, your opponent is *nauseated* for the same duration.

Prerequisite: Constrict Favored By: Annelida, Arachnae, Arthropoda, Lovecraftia, Octopod, Orphidia, Reptilia, Xenomorphia.

Tauric (EX)

3 points

Instead of a humanoid shape, your body is chimerical fusion of animal and man. Your lower body terminates in a powerfully built, fourpawed animal form. You may be a glamorous, voluptuous cheetah-girl with the body of a shecat, a proud and muscular centaur, a Drider-like being that is half Elf, half spider... or you can be something even stranger!

Your base land speed is improved by +10 ft. Your carrying limits are double those of a bipedal creature with the same STR score. You are exceptionally stable and receives a +4 racial bonus on Combat Maneuver Defense score when resisting bull rush or trip attempts.

Drawback: Your body's shape prevents armorers from easily outfitting you. Armor built for you resembles barding more than traditional armor. Heavy armor for a Taruic anthro resembles barding more than traditional armor, and costs twice as much as armor made for a similarly sized humanoid.

A Taurric anthro's human-like upper torso means the creature can use torso armor (such as a breast plate, or chain shirt) designed for ordinary humans without modification.

As four-legged creatures, Tauric anthros benefit from two 'boots' magic item slots. They can wear one pair of magical boots on their forelegs, and another pair on their hind legs.

Favored By: Arachnae, Arthropoda, Capricornis, Dinosauria, Equis, Felis Major, Pachyderma, Porca, Taurus, Ursinis

Tireless (EX)

3 points

You have a highly efficient circulatory system and your body processes fatigue toxins quickly. You are immune to fatigue. Any condition that would cause you to become exhausted causes you to become fatigued instead.

Toxin Immunity (EX)

4 points

Your body instantly metabolizes harmful toxins, and you become completely immune to all drugs and poisons.

Favored By: Annelida, Arachnae, Arthropoda, Aves Carrion, Crocodila, Lovecraftia, Lymantria, Octopod, Orphidia, Porca, Piscia, Reptilia, Rodentia, Xenomorphia

Tremorsense (EX)

3 points

You have an extraordinarily keen sense of hearing, so finely tuned by can feel the subsonic vibrations caused by a creature's movement. You gain tremorsense with a 60 ft radius.

Favored By: Annelida, Arachnae, Arthropoda, Cetaca, Lagendelphis, Lymantria, Piscia, Octopod, Orphidia, Reptilia, Xenomorphia.

Turtling Defense (EX)

3 points

Your body is protected by a heavy carapace and bulky shell, each as dense and durable as a knight's plate mail. Anthros with this mutation vary wildly in appearance, from the prickly orange shell of an ocean crab to the sleek mottled green and brown shell of a box turtle.

The armor bonus provided by your Natural Armor increases to +4. When taking total defense, you may choose to pull your body into your bulky shell, like a turtle hiding in her shell. By doing so, you become immobile and effectively helpless, unable to perceive the world around you. However, your natural armor bonus increases to +8 while 'turtling'.

You can stay enclosed in your shell for a number of rounds equal to your CON modifier. After that, you begin to suffocate, as your respiratory and circulatory system fails. Popping back out of your shell is a standard action.

Prerequisites: The anthromorph must have selected the Natural Armor racial trait.

Favored By: Arthropoda, Dinosauria, Micromonstria, Reptilia

Unaging (SU)

3 points

You are an immortal avatar of some animal spirit. You do not age, though you can fall to disease, accident or violence (and probably will). You suffer no physical ability score penalties for aging, though mental bonuses for age and wisdom continue to accrue. You do not have a maximum age.



Favored By: Annelida, Draconis, Lagendelphis, Lovecraftia, Lymantria, Micromonstria, Orphidia, Reptilia

<u>Unnoticed by Undead (SU)</u>

4 points

Your species subsists primarily as scavengers, and thus is often in close contact with undead, competing for similar resources. You've evolved a natural form of invisibility to the mindless undead. You are treated as being under a constant *Hide From Undead* spell. The creature's effective caster level is equal to his or her total Hit Dice.

Favored By: Annelida, Arthropoda, Aves Carrion, Canis Minor, Lymantria, Lovecraftia, Porca, Rodentia

Venom (EX)

4 points

You secrete an exceptionally deadly toxin and can spit your venom as accurately as a hunting cobra. A number of times per day equal to your CON modifier (minimum once daily) you can spit a short ranged spray of natural toxins. This toxin spray affects all creatures in a 10 ft cone in front of the anthropomorphic.

You may choose any one of the following poisons below. All toxins are Contact poisons, and are transmitted by you when you spit, and are also transmitted by Injury if you possess a natural bite attack. The FORT save DC for the toxin is DC 10 + your CON modifier +1/4 your character level. Once chosen, your specific form of toxin cannot be changed. All poisons have a duration of 6 rounds

Poison Type	Initial Damage	Secondary Damage
Acidic/Bile Spray	2d6 points of acid damage	None (REF save half , not FORT save)
Blinding	1d4 WIS	Blindness 2d6 minutes
Cardio-toxic	1d4 CON	2d4 CON
Paralysis	1d6 DEX	Paralysis 1d3 hours

Favored By: Arachnae, Arthropoda, Lovecraftia, Lymantria, Octopod, Orphidia, Piscia, Reptilia, Xenomorphia

Vermin-Mind (EX)

4 points

Your simple and instinct driven soul renders you immune to *fear, charm* and all other mind-influencing effects, as if you were a member of the Vermin type.

Drawback: You suffer a -4 racial penalty to your INT score.

Favored By: Annelida, Arachnae, Arthropoda, Lovecraftia, Lymantria, Rodentia, Xenomorphia

Voltaic Skin (EX)

3 points

When angry or stressed, your body generates an intense, taser-like electrical field. When attacking unarmed or with your natural weapons, you inflict an additional +1d6 points of electrical damage on a successful hit.

Creatures suffer 2d6 points of electrical damage per round if you activate this power while grappling. You are not harmed by your own natural, electric eel-like voltage, though you receive no special protection against electrical damage from other sources.

Special: You may select this ability multiple times; each time you do, the amount of electrical damage you inflict increases by +1d6.

Favored By: Cetaca, Lagendelphis, Micromonstria,Octopod, Piscia

Winged Flight (EX)

4 points

You possess large powerfully built wings, and enough muscle power to carry yourself aloft. You gain a flight speed equal to 40 ft or your base land speed, whichever is greater. You receive a +6 racial bonus on Fly checks. Each time you select this ability,



your flight speed increases by +10 ft, and your Fly check bonus increases by +2.

You can only fly when wearing light armor or no armor, and when carrying a light or medium load.

Drawbacks: Your expansive wingspan makes it virtually impossible to pass for human: you suffer a –8 penalty on Disguise checks. Armor and clothing you wear must be custom crafted, doubling the purchase price, as if it were made for a non-humanoid creature.

Favored By: Arthropoda, Aves Carrion, Aves Minor, Aves Major, Draconis, Lovecraftia, Lymantria, Micromonstria

Wyld Shape (SU)

4 points

Once per day, you may shape-shift into a member of your Order. Your wyld shaped form must be within one size category of your natural form. While wyld shaped, you gain the extraordinary abilities, physical ability scores (STR, DEX and CON) of your chosen form, and take on the appearance of an average member of the species. You retain your mental ability scores (INT, WIS and CHA), class abilities, skills, and feats.

Typically, you cannot speak while wyld shaped, and depending on your form, may not be able to use tools or conventional gear. If an item you are wearing or carrying cannot be used in your wyld shape, it merges into your transformed body and becomes nonfunctional.

You retain in your wyld shape until you choose to resume your normal humanoid form. Switching forms is a full round action. You gain the shapeshifter subtype, and become vulnerable to spells and effects that specifically target skinchangers.

Disadvantages

"If I was only human, of flesh and blood, I could relate to you, you know I could." -Elastica, Human

Animalistic power carries its own limitations.

Players wanting to purchase more abilities to flesh out their anthro's concept may select one or more disadvantages. Each disadvantage chosen provides an additional two (2) Build Points to buy additional advantages.

Disadvantages cannot easily be removed; only powerful magic or minor miracles can negate a racial disadvantage. Some gamemasters might require the player to roll randomly for disadvantages, to prevent abusive stacking.

Players should only select one or two disadvantages, to keep their anthros competitive with each other and the game's challenges. Also, too many disadvantages makes your character seem unfocused. Tighter designs, creating highly specialized anthros tend to be more memorable than those characters that are a grab-bag of random animal traits.

- 1. Allergic Dander
- 2. Animal Lusts
- 3. Animal Mind
- 4. Animal Savagery
- 5. Avian Distractibility
- 6. Battle Weakness
- 7. Bleeder
- 8. Carrion Souled
- 9. Cowardly
- 10. Easily Killed
- 11. Easily Panicked
- 12. Fat
- 13. Feral Voice
- 14. Fragile Legs
- 15. Fury
- 16. Hamfisted
- 17. Homesick
- 18. Hunted

- 19. Hydrophobic Nature
- 20. Immune Susceptibility
- 21. Immortal Viscera
- 22. Iron Bane
- 23. Lethargic
- 24. Lone Hunter
- 25. Long Tail
- 26. Mate and Die
- 27. Mating Frenzy
- 28. Mating Season
- 29. Mute
- 30. Nocturnal
- 31. Outcaste
- 32. Painful Weapons
- 33. Paws
- 34. Petite
- 35. Prophesied Defeat
- 36. Reptilian Torpor
- 37. Self Loathing
- 38. Sexual Jealousy
- 39. Short Attention Span
- 40. Slow to Heal
- 41. Slowed by Energy
- 42. Specialized Herbivore
- 43. Spiracles
- 44. Strange Shape
- 45. Stupidly Honest
- 46. Substandard Attributes
- 47. Submissive
- 48. Surgical Scars
- 49. Susceptible to Salt
- 50. Supernatural Aura
- 51. Sympathetic Pain
- 52. Tentacle Bait
- 53. Theriatrope
- 54. Timid
- 55. True Love's Transformation
- 56. Unnerving
- 57. Unstable Transmutation
- 58. Untrainable
- 59. Vestigial Arms
- 60. Voracious
- 61. Vulnerable to Energy
- 62. Waterbound
- 63. Watery Transformation
- 64. Weak Heart
- 65. Weak Sight

Allergic Dander (EX)

Your fur or feathers or skin secretes a chemical that ordinary humanoids find annoying. Those humans who spend a lot of time around you have to put up with sneezing, itching and watery eyes among other irritations.

All allied, non-anthropomorphic living creatures within 10 ft of suffer a -1 penalty on all attack rolls, skill checks and saving throws for as long as they remain within 10 ft of you and for 1 minute afterward.

Special: This disadvantage only exists in campaigns where anthro and non-anthro characters interact often. In anthro-exclusive campaigns, this

just like a human could be with a Diplomacy or Intimidate check, and are vulnerable to magical effects that specifically target animals such as *Charm Animal* or bane weapons, in addition to effects that would normally affect a creature of your type.

Animal Savagery (EX)

Even more so than other anthropomorphic beings, you are uncomfortable and ill suited to the rigors of law and civilization. Regardless of your alignment, you take additional damage from lawfully aligned or axiomatic weapons, as if you were a chaotic creature.

disadvantage doesn't exist.

<u>Animal</u> Lusts (EX)

You find it difficult to control your animalistic passions. You suffer a -8 racial penalty on Sense Motive and **Diplomacy checks** against anyone you would find sexually attractive. You constantly struggle with impulses towards rape and dominance, and suffer a –8 racial penalty on WILL saves made to resist magical or psychic compulsions



urging you to commit such acts.

Animal Mind (EX)

Your mind is more like an animal's than a man's despite the fact you can think and reason. You can be influenced by Handle Animals checks You are illiterate, unless you spend 2 skill points to learn to read and write a language you can speak. You must pay for literacy in each chosen language separately.

Avian Distractibility (EX)

You are as greedy as any magpie, and are easily distracted and often let your greed get the better you. If someone tosses a handful of brightly polished coins, or other shiny metallic objects, you must succeed at a DC 22 WILL Save, or be *shaken* for 1d4 rounds due to the glittering distraction.

Battle Weakness (EX)

You lack a true killer instinct, and your luck in battle turns bad at the worst possible times. You suffer a -5 racial penalty on all rolls made to confirm a critical hit.

Bleeder (EX)

Your blood does not clot properly. When wounded by any slashing or piercing weapon, you continue to bleed, losing 1d3 HP per round, until you receive any amount of magical healing, or are treated with a DC 15 Heal check.

Carrion Souled (SU)

You are a scavenger of the dead, a feeder on corpses. You return the dead through the soil, but your close association with the dead is not without a karmic penalty. You are harmed by channeled positive energy, as if you were undead.

Cowardly (EX)

You are a die-hard coward. At the beginning of combat, you must succeed at a DC 18 WILL Save. Failure means you must take the Total Defense action during the first round of battle. Success means you can act as you desire.

Easily Killed (EX)

You die all too easily. You are destroyed when reduced to 0 HP or fewer, not simply disabled. Clockwork anthropomorphics cannot select this disadvantage, because it is already built into their template.

Easily Panicked (EX)

You are a cowardly, easily frightened creature. You suffer a –4 racial penalty on all WILL saves against fear effects. When you succumb to a fear effect, the effect is one 'step' more severe. Shaken becomes frightened, becomes panicked, becomes cowering. A cowering character with this disadvantage faints and becomes helpless for the effect's duration, probably losing bladder control in the process.

Fat (EX)

You are one pudgy Anthro, and your bulk limits your immobility. Your base land speed is reduced by 10 ft and you are denied your DEX modifier to Armor Class when moving through any area narrower than 10 ft square. You're hindered badly in narrow hallways and corridors you have to squeeze your bulk into.

Feral Voice (EX)

Your vocal cords are animalistic and malformed. Speaking is difficult and painful, requiring a standard action to speak a sentence during combat! You cannot cast any *quickened* spell which requires verbal components, and your feral, animalistic nature imposes a -4 racial penalty on Diplomacy, Bluff and Perform (sing, oratory, ect) checks.

Fragile Legs (EX)

Your legs, knees and ankles are precariously balance, and so finely tuned an injury that a normal humanoid can shrug off is crippling to you. Anytime your opponent scores a confirmed critical hit against you, in addition to the normal effects, your base land speed is reduced by 10 ft. This penalty remains until you are restored to full Hit Points through either natural or magical healing.

Fury (EX)

If you are only reduced to ½ HP or less in battle, you immediately frenzy, entering a berserk

rage state, seeking to avenge the injury at all cost. While berserk you will attack indiscriminately, killing anything that moves as quickly and efficiently as possible. While raging, you cannot attempt any skill or tactic involving patience or concentration.

Once the target of your rage is slain, you will turn on any one, even friends or civilians. If all targets in the area are slain, you will actively search out new prey. Each round, and immediately prior to attacking an ally or non-combatant, the anthro can attempt a WILL Save to end the berserk state. The WILL Save is initially DC 30; the DC is reduced by one each check until either the berserk state ends or the anthro's rage eventually 'times out.'

Hamfisted (EX)

Your blocky fingers are ill suited to fine manipulation. Any task that requires manual dexterity (writing, surgery, delicate repairs, even reloading a crossbow or stoppering a potion vial) takes twice as long to perform when you attempt the task.

If you take 10, the task takes 20 times as long to complete, and requires 40 times the usual completion time when you take 20. You suffer a -4 racial penalty on all skill checks requiring manual dexterity.

Homesick (EX)

You sicken and eventually die when taken from your home. If more than 5 miles from your home, birthplace or base of operation for more than 24 hours, you suffer 1 point of damage per hour past the limit until you either die or return home.

Hunted (EX)

You are not free. You are someone's property: an escaped slave, military deserter, or a mad wizard's bodyguard. You cannot legally own property, enter into a contract, command troops or live openly. You suffer a -10 circumstance penalty on all Diplomacy checks made against rulers, soldiers and property owners if they are aware of your fugitive status.

Hydrophobic Nature (SU)

The anthropomorphic mutant cannot abide the purity and ever changing mystic nature of running water. If exposed to trace amounts of water (a sudden rainstorm, being splashed with a mug of water, or having to cross a stream or lake) the anthro suffers a -2 morale penalty on attack rolls, skill checks and saving throws for as long as the exposure continues and one round after.

A high pressure stream of water (from a trap, for example... or a Decanter of Endless Water used properly) inflicts 2d6 points of damage per hit, as the flesh literally peels from the anthro's bones.

Immune Susceptibility (EX)

You have a woefully underdeveloped immune system. You suffer a –4 racial penalty on all FORT saves made to resist poisons or disease.

Immortal Viscera (SU)

Your heart, liver, sexual organs or other viscera are the root of your soul, and as a product of your magical birth, are imbued with raw arcane energy. Anyone devouring your viscera in a special manner (which can be learned with a DC 12 Knowledge (arcana) check) within one hour of your death becomes immortal.

That person or creature ceases to suffer penalties associated with aging, and no longer has a maximum age, though mental ability score bonuses for age and wisdom continue to accrue. The immortal creature can still be slain by injury, disease or other ailments.

This detail about your species is common knowledge among spellcasters and sages... especially old, powerful and greedy ones. If your viscera is consumed in this fashion, you are considered to have died of old age, and cannot be *raised* or *resurrected* from the dead by any means short of direct divine intervention.

Iron Bane (SU)

You are a creature of old magic, and as such, the touch of cold iron weapons is especially dangerous. You suffer double damage from any weapon with the Cold Iron quality. If you have Damage Reduction from any source, it can always be overcome by Cold Iron weapons, in addition to any other means of overcoming it.

Lethargic (EX)

You're remarkably lazy. All Craft projects, including the construction of magic items require double the usual time. Additionally, it requires 12 hours of sleep or rest to recover Hit Points and spell slots, not 8 hours.

Lone Hunter (EX)

You are used to hunting alone and have no skill at cooperation. You cannot benefit from the bonus provided by the Aid Another action, nor can you receive a flanking bonus. However, you can use Aid Another yourself or assist other characters in setting up a flank.

Long Tail (EX)

You have a huge, bulky tail, like a squirrel or a nine-tailed fox. Though impressive and pretty, your tail is a liability in combat, and trips you often. You suffer a -2 penalty to your Combat Maneuver Defense and suffer a -2 penalty on Acrobatics checks. Opponents can begin a grapple against you from up to 10 ft away, simply by grabbing your bulky, cumbersome tail.

Mate and Die (EX)

Your species exists to breed once, to perpetuate the species and then die gracefully. Each day after giving birth or successfully fathering a child, you suffer 1d3 points of permanent CON drain. No form of magical or mundane healing can arrest this gradual and inexorable decline.

Mating Frenzy (EX)

Your species has no resources to waste on the genetically unviable. During the 2-3 months of your mating season, unless you are impregnated or successfully impregnate at least one female of your species you suffer 1d3 points of permanent CON and CHA damage at the end of the mating season.

Mating Season (EX)

Your species has no interest in nonreproductive sexuality, and is only really interested in sex of any kind during a short mating season each year. For at least ³/₄ of the year, you suffer a -2 racial penalty on all CHA-based skill checks, except for intimidate, since your species does not place great emphasis on social interaction.

During the 2-3 months of your mating season, this penalty vanishes, but instead you suffer a -2 racial penalty on all INT-based skill checks. You are distracted by surging hormones and the drive to spawn.

Mute (EX)

You lack humanoid vocal cords, and can only make the sounds a normal untrained animal could make. You cannot speak or cast spells with verbal components.

Nocturnal (EX)

You are clumsy and half blind in bright light. You suffer a -2 racial penalty on all attack rolls, skill checks and saving throws made in sunlight or bright artificial light. The penalty is reduced to -1 when outdoors on exceptionally overcast days.

Outcaste (EX)

Your animalistic nature and feral gifts have almost completely ostracized you from the

company of other humanoids. You suffer a -4 racial penalty on all CHA based skill checks (except Intimidate) when dealing with creatures with the Humanoid type.

You also suffer a -4 penalty on Gather Information and Knowledge (local) checks made in mostly Humanoid communities. You prefer the company of other anthros and monstrous humanoids, and are almost never sexually attracted to more ordinary beings.

Painful Weapons (EX)

Your claws or other natural weapons are deformed, and extruding your talons causes you great pain. Every time you pop your claws, you bleed. Each round in which you use any of your natural weapons, you suffer 1 point of damage.

Prerequisite: Natural Weapons

Paws (EX)

Instead of humanoid hands with an opposable thumb, you have animal like paws ill suited to fine manipulation. You cannot wield weapons or tools designed for humanoid creatures nor perform any skill requiring fine manipulation.

Petite (EX)

You are small and delicate with short limbs. Your base land speed is reduced to 15 ft, and due to your short, stubby limbs, you suffer a -4 racial penalty on REF Saves, as well as Acrobatics and Perform (dance) checks. You can never select Run as a feat.

Prophesied Defeat (SU)

Your defeat at the hands of a specific creature is already written. Select of the following categories: gender (male or female), race (any of the player races described in the Pathfinder Roleplaying Game) or Order (any of the orders described in this book). Anytime you battle a member of the prophesied category you have chosen, that character receives a +5 luck bonus on melee attack rolls made against you.

Reptilian Torpor (EX)

The anthropomorph cannot internally regulate its body temperature and can easily succumb to hypothermia or heat exhaustion. The anthropomorph is cold blooded and sluggish outside a narrow comfort zone of survivable temperatures.

You suffer a -4 racial penalty on FORT saves made to resist extreme environmental heat or cold. If the environment is colder than 60 degrees F or hotter than 90 degrees F, you suffer a -2 racial penalty on attack rolls, skill checks and saving throws.

Self Loathing (EX)

As a transformed creature, you despise your new anthro-body and long to be human again. Any time you use any racial trait that requires an active decision to benefit from, you must succeed at a DC 15 WILL Save or suffer 1d3 points of temporary CHA damage. You do not trigger this disadvantage by using passive abilities, such as lowlight vision, or a racial trait that provides a passive ability score or skill bonus.

Prerequisite: Earthborn Anthro template or gamemaster approval

Sexual Jealousy (EX)

The bane of rogue tomcats and queen bees alike, anthros with this disadvantage are incredibly jealous of and hostile to members of their own gender. Not wanting reproductive competition, the anthro suffers a -4 racial penalty an all skills (except Intimidate) against members of its own gender.

Short Attention Span (EX)

You're a hyperactive little fool, unable to concentrate on anything for long. You cannot take 10 or take 20 on any skill check.

Slow to Heal (EX)

The anthro's metabolism is taxed to capacity, and the creature finds it incredibly difficult to 'bounce back' from injuries that normal humanoids shrug off. The slow healing, wimpy anthro cannot benefit from magical or psionic healing for one hour after being injured. Additional HP loss, no matter how minor, pushes the one hour limit back further each time it occurs.

A dying anthro, or one suffering from a bleeding wound, can still be stabilized with the application of the Heal skill.

Slowed by Energy (SU)

Your natural energy fields are easily disrupted by energy-based attacks. Choose one of the following energy types: Acid, Cold, Electricity, Fire. In addition to the normal effects, any time you are damaged by an effect of that type, you are *slowed* for 1d4+1 rounds.

You may select this disadvantage more than once to become vulnerable to multiple kinds of energy.

Specialized Herbivore (EX)

Like a panda adapted to feed specifically on eucalyptus leaves, your diet is restricted to a specific rare family of plants. You become *nauseated* for 2d6 hours after eating meat or drinking blood, and for 1d4 hours after eating any form of plant matter other than the one you are specifically designed to feed upon. You feed on some form of plant that grows only in a specific region, usually your homeland, or under certain difficult to replicate conditions.

A day's rations of your specialty feed usually costs 2d4 gp, but may be more depending on the season and demand.

Spiracles (EX)

Instead of true lungs, several tiny breathing orifices line your torso, feeding oxygen directly into your bloodstream. You cannot hold your breath, and automatically fail FORT Saves to resist drowning or inhalation poisons.

Strange Shape (EX)

Your body is proportioned unusually and is your form is barely humanoid. Your armor and clothing must be specially made, doubling the cost as if it were made for a quadraped.

Stupidly Honest (EX)

You don't quite get the concept of lying, and your attempts at deception usually end in laughter and tears (your tears, your enemies' laughter). You fail all Bluff checks made during social interaction, and suffer a -10 racial penalty on Bluff checks made to feint in combat.

Substandard Attribute (EX)

One or more of your attributes is weaker than normal. You suffer either a -2 racial ability score modifier to STR or DEX, or a -2 penalty to any of the two following attributes: CON, INT, WIS, CHA. You may select this disadvantage multiple times; its effects stack.

Submissive (EX)

You're more of a cute and cuddly housecat than a bloodthirsty lion. You find it difficult to stand up to confident adversaries. You suffer a penalty on all melee attack rolls equal to your current opponent's CHA modifier. Note that you don't receive a bonus if you are fighting someone with a CHA penalty.

Supernatural Aura (SU)

You are a creature of magic and sorcery, and your strange birth immediately marks you, making it easier for other creatures of magic to sense your presence. You continually glow with a dim, visible aura similar to the effects of the *fairy fire* spell; you may not consciously suppress this radiance. You suffer a -4 penalty on Stealth checks.

A creature may attempt a Spellcraft check rather than a Perception check to detect you when you attempt to conceal yourself.

Surgical Scars (EX)

You were created by grotesque surgical experiments blending animal and humanoid tissue, and are a sadly imperfect creation. Your strange anatomy means you cannot be treated or stabilized by the application of the Heal skill, nor can you benefit from the 0 level spell *Stabilize*. Higher level magic must be expended to *stabilize* you when dying.

Susceptible to Salt (EX)

The bane of leech and slug anthros, a few other breeds sometime develop this allergy. A pinch of salt burns you like acid, with a thrown pinch of salt inflicting 1d6 points of damage to you.

Sympathetic Pain (SU)

You are supernaturally bound to the ordinary animals that share your order, and were probably created by the red-clawed gods of nature to be their protector. If any member of your Order which has a challenge rating of 1 or greater suffers damage while within 60 ft of you, you suffer an identical amount of damage, which cannot be reduced by Spell Resistance, Energy Resistance or Immunity or Damage Reduction.

Though you do not like it when members of your Order of less than CR 1 are slain, you do not suffer actual damage. For example, while an Arthropod anthro might feel a little sick watching a cockroach be crushed, he wouldn't suffer any damage, nor would a Felis Minor anthro who sees an ordinary alley cat fall prey to a predator.

Tentacle Bait (SU)

You're an attractive anthro and for some strange reason, every tentacled monster and freak out there seems to want to grope you.

You suffer a penalty equal to your CHA bonus to your Combat Maneuver Defense score. **Prerequisite:** Anthros must have a minimum CHA of 13 to choose this disadvantage.

Theiratrope (SU)

You are a carrier of an animalistic plague. Anyone bit, or otherwise wounded by one of your natural weapons must succeed at a FORT Save (DC 12 + your CON modifier) or contract a unique form of theiratrophy. Anyone who engages in sexual or other intimate activity with you also risks contracting the were-curse.

The afflicted creature gains the racial traits associated with your Order, losing their original racial traits in the process. The afflicted creature also gains the God-Cursed template, described later.

A *wish, limited wish,* or *restoration* spell is necessary to restore the afflicted creature's original appearance and abilities.

You become vulnerable to sliver, just like other were-creatures. You suffer double damage from any weapon with the silver quality. If you possess Damage Reduction, it can always be overcome by silver, in addition to ordinary means.

Timid (EX)

You are an exceptionally poor combatant, suffering a -4 racial penalty on Initiative checks and a -2 racial penalty on melee attack and damage rolls.

<u>True Love's</u> <u>Transformation (SU)</u>

You were never supposed to be a creature of fur.

You were cursed with a powerful, ancient and nearly irrecoverable magic early in life. You grew up an anthropomorphic outsider, knowing you should have been an ordinary humanoid, but if you can find true love, you will eventually regain the smooth, unmarked humanoid skin that is your birthright. When your character is created, the game master works with you to determine a character in the campaign that is destined to be your one, true love. This person can be either a PC or NPC of either gender and virtually any humanoid species.

When and if you have a sexual encounter with your destined beloved, you undergo a startling transformation. Over the course of several minutes, you lose all Freeform Anthropomorph racial traits and transform into any humanoid with a +0 ECL, chosen when you first built the character. In the case of humans, you automatically gain the human bonus feat, one additional skill point plus one skill point per each character level. You are treated as a member of your new species from this point on.

Unnerving (EX)

Animals and ordinary humanoids are uncomfortable in your presence. You suffer a –8 racial penalty on Handle Animal checks. Animals will always attempt to flee from your presence, and if prevented from fleeing will typically either cower helplessly or attack.

You also suffer a –2 racial penalty on Bluff and Diplomacy checks made against humanoid creatures, but not monstrous humanoids or other two-legged monsters.

Unstable Transmutation (SU)

You were created by barely understood transmutation magic, and have a constant faint transmutation aura. The magic that created you is unstable and reacts violently with spells from the Transmutation school. This spell applies to both damaging transmutation spells and beneficial transmutation spells (such as Bull's Strength) that allies cast to assist you.

Anytime you are affected by a spell or effect from the Transmutation school, in addition to the normal effects of the spell, you suffer 1d6 points of damage per level of the spell. This damage cannot be reduced by spell resistance, damage reduction or similar effects.

Untrainable (EX)

You are severely learning disabled, and cannot easily learn new skills. No skill, aside from those specifically chosen as part of your Racial Skill Set or Lifefocus, is ever considered a class skill for you. You do not receive the standard +3 bonus on class skills, making you much less competent than a typical humanoid adventurer.

Vestigial Arms (EX)

Your humanoid shape isn't perfect. Your arms and hands are small, puny and malformed. Your lifting limits are ½ those of an ordinary creature of your size, and completing any STRbased skill check takes at least double the ordinary amount of time when performed by you, to a minimum of a full round action.

Vulnerable to Energy (EX)

Your breed takes additional damage from a specific form of harmful energy. Choose one of the following energy types: Acid, Cold, Electricity, Fire. You become vulnerable to that element.

You may take this disadvantage more than once to become vulnerable to multiple elements.

Voracious (EX)

Your metabolism races, to the point where without a steady supply of protein, you may die of starvation within just a few days. You require three times the food and water of a normal human; and can only go one day without food before needing to make FORT saves to resist starvation. You suffer a –4 racial penalty on FORT saves made to resist hunger and thirst.

Waterbound (EX)

You are an aquatic creature that cannot survive heat or dehydration. You suffer a -8racial penalty on FORT saves made to resist extreme environmental heat or dehydration.

You must immerse yourself fully in water (either salt or fresh) for at least a round every few hours or you weaken, often fatally. You can only go without water for a number of hours equal to 10 + your CON modifier. After this time, you must succeed at a FORT save (DC 10 + the number of previous saves) each hour or suffer 1d2 points of temporary CON drain, until you perish or return to the sea. This ability score damage cannot be restored in any way until you return to water.

Watery Transformation (SU)

You undergo a disconcerting and potentially embarrassing transformation when splashed with at least one gallon of water or immersed in water. When exposed to water, your gender abruptly changes: male becomes female, and vice versa. Unless you succeed at a DC 14 WILL Save you are considered *Shaken* for 1d4 hours after the transformation. You do not change back naturally, but must be transformed by either magic (or more cheaply, by another application of water.)

Weak Heart (EX)

Your heart can't quite keep up with the demands of your body. Any time you fail a FORT save, for any reason, in addition to the normal effects of a failed save, you suffer 1d3 points of temporary CON drain, due to the effects of a debilitating minor heart attack.

Weak Sight (EX)

You have extraordinarily weak eyesight. You suffer a –4 racial penalty on Perception and Search checks, as well as a –4 racial penalty on ranged attacked rolls.

Customization Templates

If the exhaustive character creation combinations presented over the course of this sourcebook aren't enough, you may add one or more of the following templates to further customize your furry adventurer.

These mini-templates may be added as either an acquired or an inherited template to any Freeform Anthropomorphic character. Unlike traditional templates, these customization options help define the anthro's origins and role in society.... and in the on-going story of your campaign.

- 1. Accidentally Created (a man turned into a monster by a magical accident)
- 2. Anti-Natural (become a Lovecraftian horror)
- 3. Beast of Stone (gargoyle like guardian)
- 4. Bumbler (become incompetent comic relief)
- 5. Chimerical (a hybrid of multiple anthro types)
- 6. Clockwork (become a steampunk machine)
- 7. Earthborn (visitor from our reality, transformed into a furry adventurer)
- 8. Free Familiar (freed familiar of a slain spellcaster)
- 9. God-Cursed (transformed to anthro form as a curse)
- 10. Half-Willing Prey (an anthro who expects to die violently)
- 11. Pharonic (a godlike anthro)
- 12. Primordial Ooze (an evolved ooze in roughly humanoid form)
- 13. Queen (charismatic natural ruler of a hive)
- 14. Rabid (an insanely violent and uncontrollable anthro)
- 15. Swarming (a collection of millions of small creatures in roughly humanoid form)
- 16. Tiny (an incredibly small anthro)
- 17. Tooned (a living cartoon)

- 18. VG Sprite (a living videogame)
- 19. Vixen (a sexually attractive anthro)
- 20. Wendigo (an icy, cannibalistic marauder)
- 21. Worker Drone (dullwitted but strong hive member)

No Ordinary Templates

The quick templates in this sourcebook are designed so not to duplicate any of the existing templates found in the *Pathfinder Bestiary*. Want to build a half-celestial Lion Anthro or a Vampiric Bat Anthro? That's easy, and the templates necessary to do so are already well supported.

Instead, Fursona's templates provide origin details and story hooks specifically designed for Anthro campaigns. Most are based on common tropes and story elements familiar to furry fandom.

<u>Template:</u> <u>Accidentally Created</u>

Born with fur? Nope, your transformation into an anthro can be traced directly to one particular botched spell. There's one spellcaster out there somewhere- maybe adventuring at your side right now- who made you what you are. As much as you want to wring that spellcaster's neck, you know you need him or her to return to normal.... But as time goes on and you become accustomed to your new body, you wonder if being Anthro is your new 'normal'?

Acquiring the Template: This acquired template may be added to any Anthro who has chosen the either the Self Loating or Unstable Transformation disadvantages. When the Anthro character is built, select any single humanoid race as the Anthro's birth race.

Appearance: The physique of an Accidentally Created Anthro does not change, but their confidence and body language does. Many Accidental Anthros hate what they have become and hide their transformed bodies behind voluminous robes, plate and a full helm, bandages or mysterious masks.

Ability Score Modifiers: -2 CHA.

Somewhat self conscious about their fur and fangs, Accidental Anthros prefer to hide from crowds and fade into the back of adventuring parties.

Only One Transformation Lasts

(SU): When exposed to a harmful transmutation effect that normally has a permanent effect, you treat it as a temporary effect instead. Permanent transmutation effects of caster level 10 and below are treated as effects with a duration of 1 minute/level. Effects with an effective caster level greater than 10 are treated as effects with a duration of 1 hour/level.

Find That Damn Spellcaster! (SU): The Anthro was transformed by a specific spellcaster, which can be a player character or important NPC. The Anthro cannot be transformed back (at least not as easily) without the involvement of that particular spellcaster. The Anthro can sense the location, distance to and health of this spellcaster as if a permanent *Status* effect has been cast.

Challenge Rating: As base anthropomorph **Level Adjustment:** As base anthropomorph

Template: Anti-Natural

You are a creature of madness and blasphemous geometries. Your form echoes the humanoid, but your unnatural body also displays animal and aberrant traits. You have innate supernatural powers that no ordinary animal has ever possessed, and your thoughts are tinged with urges toward madness, chaos and atrocity.

Acquiring the Template: This template may be added to any Freefrom Anthropomorphic character who has selected at least one racial disadvantage.



Appearance: Your appearance will always in some way reflect your innate supernatural abilities, and is always threatening. An Anti-Natural anthro with the Ghoul Touch ability might have hands covered in jagged bone hooks which seem to pull the living soul from their prey, or might have a skeletal pattern on her sleek black pelt.

An Anti-Natural anthro able to cast *Flaming Sphere* might have blood red fur tinged with gold, or might display impressive ram's horns continually wreathed with cold flame.

Most anthros with this template often manifest other terrifying deformities, such as

additional eyes, eye stalks, feeding tendrils or tiny mandibles, or vile, alien genital mutations.

Type: Your type changes to Aberration. You become immune to effects which specifically target humanoids, such as *charm person*, but are vulnerable to effects which specifically target Aberrations.

Ability Score Modifiers: +2 STR, -2 CHA. You are incredibly strong, much more powerful than your size would suggest, but your quiet, fundamental *wrongness* unnerves those who spend any time around you.

Saves: You suffer a -2 racial penalty on all WILL Saves. Your connection to the primal forces of chaos has left you weak willed and constantly on the verge of insanity. It doesn't take much to ruin your already fragile soul.

Spell-like Ability (SP): Select any single 1st through 2nd level spell, or any 3rd level spell from the Divination, Illusion or Necromancy schools found on the Sorcerer/Wizard spell list. You may cast this spell a number of times per day equal to your WIS modifier (minimum once daily) as a spell like ability as a sorcerer of your total character level.

Alignment: All Anti-Natural anthros are the spawn of chaos itself. They must always select one of the three chaotic alignments. Anti-Natural anthros are vulnerable to lawfully aligned and axiomatic weapons. Regardless of their true alignment, Anti-Natural anthros are treated as being chaotic.

Challenge Rating: As base anthropomorph +1

Level Adjustment: As base anthropomorph +1

Template: Beast of Stone

You are a creature of elemental stone, animated and given life and a nearly-human form by wizardry. You were created as a guardian, a living gargoyle set on a high, stony perch to protect something precious. You are a creature of the cities, familiar with the temples, government offices and colleges of wizardry adjoining the place of your creation.

Acquiring the Template: This template may be added to any anthropomorph.

Appearance: Your body is living stone, through and through. You resemble a finely carved marble or granite sculpture, a living gargoyle sculpted by a master stonemason. You weigh nearly half a ton, and your stony hide is cold as obsidian to the touch. Your fur or feathers are sculpted details etched into your carapace.

Ability Score Modifiers: +4 STR, -2 DEX. You are incredibly strong, able to punch through the wall of a castle keep if necessary, but your sheer weight and bulk limits your agility.

Alignment: You are driven by your sense of duty and honor. An anthro with the Beast of Stone template must be any lawful alignment. You become immune to any effect or compulsion which would cause you to act chaotically, and become vulnerable to chaos-aligned or anarchic weapons.

Languages: You speak Dwarven and Terran, the two languages of stone and masonry, fluently, and can pass for a native speaker in either tongue.

Armor of Stone (EX): Your solid stone body provides you with a +6 natural armor bonus to Armor Class, and provides you with Damage Resistance 5 / magic or chaos. Your bulk means you cannot wear additional armor.

You have no internal organs or vulnerable areas, and become immune to critical hits, subdual damage, stunning and precision based extra damage, as if you were an elemental.

> **Challenge Rating:** +2 **Level Adjustment:** +3

Kits, Kids and Cubs

The Bumbler template is a good way to build child Anthros and make them distinct, both emotionally and tactically, from adult characters. Their defensive abilities keep them alive in the face of some horrific threats, but their lowered attributes make them less capable as offensive combatants.

If your gamemaster lets you build a child Anthro, this template is probably temporary and vanishes once your character finally hits puberty. This can either be a purely story driven event, occurring after your character reaches a specific level or overcomes a major challenge.

Alternatively, a character with the Continual Evolution racial trait may 'buy off' this template by spending either one or two Build Points. Finally, the game master may simply declare that this template only remains in effect until the character reaches a predetermined level. Deciding that at 4th level the character is no longer a Bumbler, gives a young PC a bit of protection during the early levels and increasing competence as the campaign gets more serious.

Template: Bumbler

You're a small, fuzzy idiot, but you're fun to have around and have a good heart. You occasionally save the day, so your companions tolerate your missteps and do their best to boost your fragile self esteem. You know you'll never be the hero, but maybe, if you're lucky, you can be the hero's best, most trustworthy friend.

Acquiring the Template: This template may be added to any anthropomorph in the Small size category.

Appearance: Other lion anthros might be proud warriors with claws like daggers, while you look like a stubby-legged stuffed lion. Other she-cats might be seductive and alluring, while you look like a slightly larger and bedraggled house-cat with opposable thumbs. Let's face it, you don't look threatening. But at least you're kinda cute... in an irritating way.

Ability Score Modifiers: -2 STR, -2 DEX. Bumblers are physical weaklings, and watching them struggle under a heavy load or swing a man-sized sword is a comedic treat.

Alignment: Bumblers might find themselves working for an evil master (usually bearing the brunt of their overlord's displeasure), but their heart is never really in evil. The worst Bumblers might be a bit sadistic and petty, but they're not competent or mean enough to be a real threat. Bumblers may select any non-evil alignment, most are an especially brave (if inept) breed of chaotic good.

Saves: Bumblers are pretty good at getting out of the way of incoming fire. The nervy little fuzz-balls receive a +2 racial bonus on REF saves.

Often Overlooked (EX): Most enemies overlook Bumblers, allowing the little fuzz-balls to slip away and then sneak back in to save the day when all hope seems lost. Any sentient enemy who has not personally engaged the Bumbler in combat must succeed at a WILL Save (DC 8 + the Bumbler's CHA modifier) or will simply forget the Bumbler is there. If another target is present, the adversary will attack that target in preference to the Bumbler. If no other target is present, the adversary may attack the Bumbler normally.

This ability is negated once the adversary begins combat with the Bumbler, or is attacked by the Bumbler. Non-sentient adversaries, such as Oozes, Undead and most Animals can attack the Bumbler normally.

Small Body, Big Heart (EX): Once per day, a Bumbler can overcome his or her inherent limitations and save the day! When activating this ability, the Bumbler adds his CHA modifier as an untyped bonus on any attack roll, skill check or
saving throw, or may add his CHA modifier as an untyped bonus to armor class for the purpose of evading a single incoming attack. The Bumbler can use this last aspect of this trait at any time, as an immediate action, even when it is not the Bumbler's turn.

Challenge Rating: As base anthropomorph

Level Adjustment: As base anthropomorph

Template: Chimerical

You are an especially strange anthropomorphic, with a body that blends the traits of two or more animal creatures with a basically humanoid frame. Anthropomorphs of this type are often the creations of arch-mages and great druids, created as protectors, servants and companions. You are obviously something other than human, but your animal nature has given you incredible physical power- all the



many gifts of the animal kingdom are yours to command.

Acquiring the Template: This template can be added to any anthropomorph.

Appearance: Chimerical anthropomorphs are instantly recognizable, and unforgettable in their sheer physical strangeness. They are often twice as large as a man, with bodies that blend the traits of two very different animals. Some chimerical anthros have insect eyes and chitin plates protruding from beneath their tiger-striped fur. Others have an elephant's trunk and a king crab's deadly pincers, or a ram's horns protruding from a parrot's cranium. No matter the specifics of their animal hybridizations, they are always striking, unique and fantastical creatures.

Size and Type: You are much larger and more powerfully built than other anthropomorphs, standing as tall as an ogre and weighing as much as a stud horse.

You become size Large, suffering a -4 size penalty on Stealth checks, and a -1 size penalty on attack rolls and Armor Class. You receive a +1 size bonus to your Combat Maneuver Bonus and Combat Maneuver Defense score.

Your type changes to Monstrous Humanoid, rendering you immune to effects which specifically target humanoids, such as *charm person*.

Second Order (EX): When an anthropomorph becomes Chimerical, he or she selects a second Order, immediately gaining its advantages and drawbacks. The racial ability score modifiers of the two Orders stack, and may partially or wholly negate each other. Finally, the anthropomorph treats any Major racial traits favored by either of its Orders as a favored trait.

Challenge Rating: As base anthropomorph.

Level Adjustment: As base anthropomorph +1

Template: Clockwork

You are a creature of gears, spindles, hissing steampipes, dangling counterweights, science and magic. While you might have a halfanimal shape, nothing about you is even remotely natural. You were created by a genius technomancer, and given life by a strange blend of steampunk arcana and old fashioned effort.

Acquiring the Template: This template may be added to any anthropomorph who has selected the Natural Armor Minor Racial Trait.

Appearance: You resemble a brass, iron, copper, steel and mithral sculpture of an animal headed humanoid. Your ten thousand intricate gears and chains are visible at the joints between your limbs. Your animal-like head and skull is made of finely articulated wood and metal, and resembles a cunning actor's mask more than anything found in nature. The magic that created you has given your metal body the flexibility and warmth of living flesh, but you are obviously not human... or even humanoid when you get right down to it.

Ability Score Modifiers: +4 STR, -2 DEX. You are incredibly strong, able to punch through the wall of a castle keep if necessary, but your sheer weight and bulk limits your agility.

Type: Your type becomes Pseudo-Construct.

Pseudo-Construct Lifeform (EX): The Clockwork have souls, and are considered living beings, but are a form of life unlike any other in the realms. In many respects, Clockwork are similar to constructs and are as durable and hard to destroy as most golems.

As pseudo-constructs, the Clockwork are immune to ability drain, death effects, necromantic effects, poison, suffocation, fatigue, exhaustion, disease, effects that cause the sickened condition and energy drain. They are immune to spell effects that specifically target living beings unless such effects also affect objects. Clockwork have no need to breathe, eat or drink. The creature can still benefit from consumable spells and magic items like potions or *heroes feast*.

Clockwork may be destroyed spells that specifically target metal objects or constructs. *Rusting grasp* deals 2d6 points of damage to a Clockwork on a successful touch attack. *Heat metal* inflicts 1d6 points of damage per round to the Clockwork. Any spell that can transmute metal, stone or gems can affect a Clockwork. A Clockwork may make a FORT or REF save as appropriate to resist these effects.

Clockworks are vulnerable to critical hits and to stunning and non-lethal damage. The robotic creatures still have vital 'organs' and weak spots, even if they are clusters of gears, pneumatic tubing and pistons, rather than blood, guts and bones.

Clockwork anthros are vulnerable to mind-influencing effects and spells.

Clockwork anthros require sleep like any other living being, and they do dream. During sleep periods, Clockwork update their daily punch-card programming, and meditate on their current circumstances. Clockwork spell casters require 8 hours of sleep or rest to recover spells.

The Clockwork derives its Hit Dice, base attack bonus, saves and skill point from the class it selects, not from its type. A Clockwork cannot repair damage naturally, or recover hit point through an application of *Cure Wounds* spells. A craftsman can use the Craft skill to repair a damaged Clockwork. Clockwork can benefit from magical healing and healing potions.

When the Clockwork is reduced to 0 hit points, it is destroyed, not disabled.

Challenge Rating: +1 **Level Adjustment:** +0

Template: Earthborn

Earthborn anthros are the children of the modern and almost real-world who somehow crossed realities and developed fur. Some seek adventurer and glory, others just want a way home and a way back to their humanity. Some Earthborn died in the modern world, and awoke several dimensions away in a new body and new sensorium. Others become heroes in their dreams, eventually realizing that their fantastic dreamworld has a reality all its own.

A chance encounter with a magical artifact from the Prime Material might open a rift between worlds that thrusts the Earthborn anthro into adventure. An old diary found in a dusty bookstore or an ancient cloak made from some strange material, secured inside a long forgotten closet or a coin from a kingdom that never existed might be a key that unlocks a new destiny.

While many of these Earthborn furry heroes may not know it, they are often the descendants or bastard offspring of planar travelers. Their innate magical birthright might have slept while they lived among ordinary humans, but now that they have arrived in the Prime Material, these strange talents can finally awaken. Of course, a knowledge of 20th or 21st Century science and military tactics can be a pretty potent advantage, too.....

Earthborn anthros are strangers in a very strange land, these Earth Born heroes and villains are forced to adapt to the impossible, and must accept their own innate gifts in order to survive. This means coming to terms with their new bodies and their new capability for heroism.

Acquiring the Template: This inherited template may be applied to any anthropomorph during character creation.



Appearance: Earthborn anthros are no different physically from anthros born on other worlds, it is their attitudes, their knowledge and their endless curiosity that marks them as cross-planar visitors.

Earthborn anthros mix relics from their former lives with local equipment whenever possible; if a piece of equipment, such as a leather jacket or Gerber multi-tool is more useful than native gear, they'll use it until it falls apart, and repair it when necessary. The things they carried with them into the Prime Material are more than just tools. To the Earthborn, these articles are a last, fading remnant of the world they were born to.

Ability Score Modifiers: -2 STR, +2 INT, +2 CHA. Earthborn anthros are the children of the modern era, and are better educated than their native counterparts. However, their more

civilized upbringing means they lack the raw muscle-power of a native human. Their nativity and sense of wonder can makes them likable and enthusiastic adventuring companions.

Self Insertion and Wish Fulfillment

Silly and perverse as furry fandom and erotica may be, there is an undeniable romance to the fandom. These are people who have created an entirely new standard of beauty, a sexual orientation that exists only in theory.... a culture that wants to be fundamentally BETTER. A good portion of furry fiction includes self insertion characters, an expression of the same barely suppressed need for heroism and adventure that causes most gamers to pick up the polyhedral dice for the first time. In furry fiction, a nerdy 21st century self-described furvert can be a hero and a sex symbol.

The Earthborn template is designed to allow self insertion characters into the campaign, and will easily allow a player to build their fursona into a mostly balanced player character... one that still has the unique advantage of being able to exploit the player's 21st century mindset.

Earth Educated (EX): Earthborn anthros are native to the 'real world' of the late 18th through the early 21st Century Earth, and have a better understanding of the physical world, thanks to their early education. Even an ordinary, average Earthborn visitor is a mechanical and scientific genius by the standards of Prime Material humanity.

Earth Born anthros receive a +2 racial bonus on any two Craft skills of choice, with the exception of Craft (alchemy). They also receive a +2 racial bonus on Disable Device checks and Knowledge (architecture and engineering) and Knowledge (nature) checks.

Gullible (EX): Since the Earth Born human is a stranger in an alien land, he lacks some of the knowledge that its native humans take for granted. The Earth Born human suffers a -2 racial penalty on Sense Motive and Knowledge (local and nobility) checks.

Since everything is new and strange to the Earth Born, the visitor suffers a -1 racial penalty on all WILL Saves against magic from the Illusion or Enchantment schools. Since the Earth Born never knows quite what to expect, he is more likely to fall victim to an illusion or ruse that's obvious to his traveling companions.

> Challenge Rating: As base anthropomorph Level Adjustment: As base anthropomorph

Template: Free Familiar

Some familiars serve their masters loyally for years, even decades as almost normal animals. As a final gift, in the weeks before their death, many masters grant their familiar one final gift- a true soul and a man's body. Products of a complex arcane ritual, Free Familiar anthropomorphs were once the servant to a powerful wizard or talented sorcerer, granted freedom and uplifted to true humanity.

Acquiring the Template: You can add this template to any anthropomorph with either an INT or CHA score of 13+.

Appearance: Free Familiar anthropomorphs tend to be slightly slender in comparison with other anthros of their Order. Their coats are a bit drab, and often seem to be covered in the old, fragrant dust of ancient libraries. Arcane sigils appear as birth marks (and then fade, only to eventually reappear) all across their feathers, fur or scales. Their eyes are bright and intelligent.

Ability Score Modifiers: -2 STR, either +2 INT or +2 CHA. Free Familiars are studious and physically frail, but the ritual that creates them grants them the potential to excel in their former master's breed of magic- either intellectual Wizardry or instinctive Sorcery. **Skills:** Free Familiars receive a +2 racial bonus on Spellcraft and Knowledge: arcana checks. Magic is second nature to these dusty, furry creatures.

Apprentice's Lessons (SP): Free

Familiars have learned the basics of arcana from their former masters. A Free Familiar gains the ability to cast any one of the following spells at will, as a first level sorcerer or wizard: *light*, *mage hand*, *prestidigitation*.

Challenge Rating: As base anthropomorph +0

Level Adjustment: As base anthropomorph +0

Template: God-Cursed

You were not born with your fur or feathers. Instead, you became trapped in a lessthan-human form for your hubris or, perhaps, for more tangible sins. The punishment is both cruel and deliciously ironic, and your new animal nature in some way reflects whatever sin aroused the divine ire. They struggle and often fail to come to terms with their transformation.

Saves: +2 FORT. God-Cursed Anthropomorphs have to be tougher than average, to survive the cruel travails that their deity has placed in their path. They are strangely tireless and enduring.

Racial Skills: God-Cursed Anthros receive a +3 racial bonus on Knowledge (religion) checks. Their nightmares give them a profound insight to the mechanizations of the gods, and their pitiful existences are a living cautionary tale.

Alignment: A God-Cursed anthromorphic becomes lawful. They are bound by divine strictures to specific behavior, and even the most chaotic beast can be taught to obey, through fear, if nothing else.

> **Challenge Rating:** +0 **Level Adjustment:** +0

Acquiring the Template: This template may be added to any Freefrom Anthropomorphic character who has selected at least one racial disadvantage.

Appearance: God-Cursed Anthropomorphs could be beautiful, but some minor flaw, some subtle, disturbing element of their transformations terrifies and repulses ordinary men and women. Their skins are oily and fever-slick, their coat is matted and their scales dull and rough to the touch. They look ill, and always seem dirty and buried under the weight of their tragedy.

Ability Score Modifiers: -2 CHA. God-Cursed Anthros are less confident and attractive then their kin.



<u>Template:</u> <u>Half-Willing Prey</u>

You are a prey anthro, and you know your place in the natural order is to die at the hands of a predator. Sometimes, you even welcome your destiny.

Acquiring the Template: This template may be added to an anthro from any of the following orders: Aves Minor, Capricornis, Equis, Lymantria, Piscia, Porca, Rodentia.

Appearance: Anthros with this template tend to be slender and fast moving, to avoid all but the last predator that will ever chase them. They tend to be skittish and nervous, constantly scanning the horizon for danger.

Ability Score Modifiers: +2 DEX. Prey animals tend to be quick on their feet, but all it takes is being a second too slow once and their lives end.

Feats: Prey anthros receive Run as a racial bonus feat.

Willingness to Die (EX): Your prey-role is hardwired into your psychology, and your instinctive terrified fascination with predators slows your reflexes at critical times. When confronting any carnivorous member of the Animal type or a carnivore from a predatory anthro Order, critical hits against you are automatically confirmed.

Painless Death (EX): You will die at a predator's talons and teeth, so nature has granted you a minor boon. You are immune to pain, including magical pain, such as *Symbol of Pain*.

Willingness to Live Again (SU): Your easy acceptance of death means your soul also accepts rebirth. You do not suffer negative levels for being raised from the dead. **Challenge Rating:** As base anthropomorph **Level Adjustment:** As base anthropomorph

Template: Pharonic

Like the gods and goddesses of ancient Egypt, you are a creature of magic and raw arcane power. Your body is half man, half beast, symbolizing your dominion of all life, and the limitless potential you embody.

Acquiring the Template: This template may be added to any anthropomorph with a CHA score of at least 13.

Appearance: Your body is nearly completely human, muscular and chiseled. Your head is that of some fabulous beast- a lioness, a baboon, an ibis, a crocodile, a cow or a buffalo or hippopotamus. You are a beautiful and dangerous hybrid creature, and prefer to dress in a simple, nearly nude style that shows your physique.

Ability Score Modifiers: +2 WIS. You are incredibly strong willed and able to see into the secret heart of ordinary men with ease.

Type: Your type changes to Outsider, rendering you immune to effects specifically targeting humanoids and vulnerable to effects targeting Outsiders. As an Outsider, you cannot easily be resurrected.

Godlike (SU): You are a perfect physical specimen, empowered by the divine to serve as a champion for beasts and a leader for men. You receive maximum Hit Points from your Hit Die, making you virtually impossible to kill.

Truth Seer (SU): You can naturally *See Invisibility* as an innate racial talent. A number of times per day equal to 3 + your CHA modifier, as part of the skill check, you may receive a bonus on any Sense Motive or Perception check equal to your CHA score. **Command (SP):** A number of times per day equal to 3 + your CHA modifier, you may use *Command* as a spell-like ability as a cleric of your total character level. Members of your Order receive no save against your command.

> **Challenge Rating:** As base anthropomorph +3 **Level Adjustment:** As base anthropomorph +3

Template: Primordial Ooze

Before men, before animals, before Anthros there was only the instinctive, unending hunger of ooze-life. You may have an anthro-like form, but your seeming is only skin deep. Beneath the fur and flesh, you are a primordial and unemotional predator. Your simplicity is your strength, as the first kind of life developed, you will be the last survivor, as the multiverse dies.

Acquiring the Template: This template may be added to any non-good anthropomorph.

Appearance: The anthro's skin and fur is the drab grey of clean river mud, and the creature smells of mud and rich earth and stale semen. The creature's skin is rubbery and wet, and when injured, the creature oozes thick viscious fluid. The anthro has no internal organs, bones or other structures. Instead, it is simply a flesh-shell containing an endlessly hungry amoeboid monstrosity. When the anthro feeds, tendrils of translucent ooze emerge from its mouth, nostrils and even eye sockets to dissolve prey!

Ability Score Modifiers: +4 CON, -4 INT, -4 CHA. Primordial Ooze creatures are inhumanly durable but stupid and emotionally detached. Primordial Oozes often don't even notice deadly injuries, and might walk around with a dagger through their mimicked throat for hours or even days before noticing they've been wounded.

Ooze (EX): The anthro's type changes to ooze. The anthro is immune to poison, sleep effects, paralysis, polymorph and stunning. The Primordial Ooze anthro is not subject to critical

hits or flanking, and does not take additional damage from precision based attacks, such as Sneak Attack.

Revolting Mutability (EX): The boneless ooze anthro can squeeze through any Tiny or larger opening at its full normal speed. Ooze anthros can easily slide up drain pipes or slip into a cottage through an unattended rat hole.

Acidic (EX): The Primordial Ooze anthro's body secretes highly acidic gels and slime. Any natural weapon made by the anthro inflicts an additional +1d6 points of acid damage.

Challenge Rating: As base anthropomorph +2 Level Adjustment: As base anthropomorph +1

Template: Queen

You are of the royal line of a hive species, and it is your duty to command, inspire and regulate the reproduction of inferiors of your species.

Acquiring the Template: This template may be added to any female anthropomorph from the following orders: Arthropoda, Lymantria, Xenomorphia who has at least 5 Hit Die.

Appearance: You are significantly larger and more colorful than an ordinary female of your species. Your both is sheathed in colorful exoskeletal armor, fringed with threatening spines, crests and other natural adornments. Queen anthros often have exaggerated sexual characteristics- massive thighs, enormous vulvas or exaggerated ovipositors. Even in species normally lacking them, many have breastsusually protected under their chitin armor.

Ability Score Modifiers: +2 CON, +2 CHA. Queen anthros are healthy, vital and confident. They are the life of the hive, and must be perfectphysically and mentally- to be worthy of rule. **Reproductive Control (EX):** Sexual pheromones emitted by the Queen's body control the fertility of lesser females of her species. As a free action, the Queen can emit a pheromone that either completely suppresses the fertility of all females of her species within 60 ft for 1d6 days or increases the chance of conception after a sexual encounter for the same period.

The Queen can either limit her subject's ability to birth new workers, or radically increase their fertility when new hive members are needed. This ability has no effect on creatures not of the Queen's species.

Royal Perfume (EX):

All females of the same species as the Queen receive a +2 morale

bonus on FORT Saves when within 60 ft of the Queen. Males of the same species receive a +2 morale bonus on melee attack and damage rolls when within 60 ft of the Queen.

The Queen's powerful pheromones are sickeningly sweet and powerful intoxicating to members of other species. Members of other species must succeed on a FORT Save (DC 10 + the Queen's CON modifier) or become *Fascinated* by the queen for as long as she remains within 60 ft and for 1d4 rounds after. A creature can only be affected by this ability once per day, and a creature that saves against the effect is immune to the Queen's pungent natural perfume for 24 hours.



Royal Jelly (EX): A number of times per year equal to 3 + her CON modifier, the Queen can secrete natural ichors called *royal jelly*. This waxy substance has potent mutagenic properties. If consumed within 1 minute of its secretion by an Anthro with the Worker Drone template, that character undergoes a startling transformation.

Over the next 1d4+1 days, the Worker Drone loses the INT penalty associated with that Template, and then gains the Queen Template, gaining additional Hit Dice if necessary. The uplifted Worker Drone is helpless and unconscious during the transformation period, usually ensconced within a protective cocoon. Queen Anthros use this ability to create new young queens to spread their hive. Traditionally, these new queens consider their creator to be their Mother and rightful ruler. They venture out to new colony-hives but maintain trade and cultural ties to the original hive, as well as sending back taxes and tribute. Occasionally, an especially ambitious new Queen tires of this arrangement, and a bloody inter-hive war results, only ending when one or both of the feuding Queens and all her spawn are slain.

Feats: The Queen anthro receives Leadership as a bonus feat, even if she does not meet the prerequisites. The Queen anthro can only recruit followers and a cohort from her own species.

> **Challenge Rating:** As base anthropomorph +1. **Level Adjustment:** As base anthropomorph +2.

Template: Rabid

The disease rabies is a pale shadow of the primal rapid rage that anthros with this template display. Though dying slowly, rapid anthros are dedicated to only one thing: dragging as many other lifeforms down to Hell with them as they can before their heart beats its last.

Acquiring the Template: This template may be added to any anthro from a mammalian order.

Appearance: Rapid anthros have ragged, liceflecked coats. They are lean and mangy, stinking of blood and filth. Rapid anthros drool incessantly, and their razor sharp fangs drip with frothing white slobber.

Ability Score Modifiers: +4 STR, -2 INT, -2 WIS, -2 CHA. Rabid anthros exist only to kill and most simply forget how to interact peacefully. Few speak, merely letting loose blood-curdling howls to express pain or rage.

Feats: The rabid anthro receives Power Attack and Weapon Focus in their primary natural

weapon form (if present) as racial bonus feats.

Slowly Dying (EX): The disease supercharging their systems with adrenaline and hate is slowly killing the rabid anthro. A rabid anthro cannot recover Hit Points naturally, and magical healing cast to benefit the Rabid Anthro only has half the usual effect.

Insane Rage (EX): Rabid anthros are so overcome by rage, their minds cannot be controlled. Rabid anthros are immune to spells from the *Enchantment* school. Save against the effect as normal. If the save is successful, the Rabid anthro is not effected in any way by the *Enchantment* effect.

On a failed save, instead of the normal effect of the spell, they suffer 1 point of damage per spell level but are not controlled in any way.

Challenge Rating: As Base Anthropomorph +1 Level Adjustment: As Base

Anthropomorph +1

Template: Swarming

Your strange body is composed of a swarm of thousands of animals of your chosen Order, arranged in a loosely humanoid form.

Acquiring the Template: This template may be added to an anthropomorph from one of the following Orders only: Annelida, Arachnae, Arthropoda, Lymantria

Appearance: Your body is a roiling, endlessly mutable swarm of thousands or millions of tiny insects or spiders, all crammed into a roughly humanoid shape. The few anthropomorphs who acquire this strange template often hide their skittering colony-bodies beneath voluminous robes, leather gloves thick enough to hide the hideous sensation of crawling insects when shaking hands, and theater masks. Others revel in their inhumanity, striding the world as vermin-gods, nude and monstrous.

Ability Score Modifier: -4 STR, -2 INT. Your strange 'anatomy' makes it difficult for you to exert force or gain leverage, and your hivemind's intellect is imperfect and instinct driven.

Swarm Subtype (EX): The full benefits and drawbacks of the Swarm Subtype are described in the *Pathfinder* Bestiary (or D20 SRD). Your body and collective intelligence is composed of a swarm of Diminutive flying creatures.

As a Swarm creature, you may make Swarm Attacks as normal for a creature of your Hit Die. As a fully sentient creature, you remain vulnerable to mind-influencing effects, unlike a typical Swarm.

Drawback: You cannot pass for a normal humanoid creature. You always fail Disguise checks made for that purpose, unless using magical means to enact the disguise. In this case, you suffer a -10 racial penalty on the Disguise check.

Challenge Rating: As base anthropomorph +2

Level Adjustment: As base anthropomorph +4

Template; Tiny

A tiny mouse-girl who sits on her lionhusband's shoulder, a ferret anthro small enough to ride along in his partner's backpack, a canary anthro the size of a new born teamed up with a mighty eagle paladin.... You are an exceptionally small anthro, but make up for your miniscule size with guts, wit and agility!

Acquiring the Template: This template may be added to any anthro of Size: Small.

Appearance: Your anthro is an exceptionally small specimen-perfectly formed and doll-like. Tiny anthos rarely top more than 2 ft high, and most are much smaller. You can easily stand on a grown man's shoulder.

Ability Score Modifiers: -2 STR, +2 DEX. Tiny anthros are smaller and lighter than their fullsized counterparts.



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Size Adjustments (EX): Tiny anthros suffer a -2 penalty to CMB/CMD but receive a +2 size bonus to attack rolls and armor class, a +4 size bonus on Fly checks and a +8 size bonus on Stealth checks.

Helpful Mascot (SU): When touching a ally creature of size Medium or larger, you act as a lucky mascot, and also receive some probably life-saving protection from your larger friend.

While touching your larger comrade, you use his or her Base FORT Save in place of your own if it is higher.

Conversely, your larger partner trusts your keen eyes and quick reactions, and uses your Base REF Save in place of his or her own if it is higher.

Challenge Rating: +0 Level Adjustment: +0

Template: Tooned

Tooned Anthros are whimsical ink and paint bundles of chaos from a world of color and imagination. Tooned slip through the cracks between dimensions, sneaking across the border from a fictional country to find new adventures in the real world (or at least a real world). Some Tooned emigrate by sheer force of will, others are brought to life by strange magic or arcane summons No matter how they arrive, Tooned anthros bring the chaos and odd rules of physics and behavior that governed the Toon-iverse with them when they arrive.

Acquiring the Template: This template may be added to any anthropomorph.

Appearance: Tooned anthros cannot easily pass for mortal humans. Even the most realistic, well drawn Tooned glows faintly with a strange inner light, and looks 'painted' against the backdrop of consensus reality. Other Tooned are sketchy, three dimensional, brilliantly colored anthromorphic. No matter the 'style' they're drawn in, Tooned can only pass for mortal beings when in near total darkness or if they are fully concealed.

Alignment: Tooned anthros can be any non-lawful alignment.

Type: A Tooned anthro's type changes to Aberration. These creatures shouldn't be able to exist, but somehow, they continue to do so, in defiance of all known laws of magic or science.

Ability Score Modifiers: -2 STR, +2 DEX, -2 CON, +4 CHA. Tooned are weaker and less durable than other humanoids or anthropomorphs, as their hold on reality is weaker, but they are quick, nimble and entertaining.

Ink Doesn't Bleed (SU): As living cartoons, Tooned are immune to many of the failings of true flesh. Tooned are immune to to poison, sleep, fatigue, paralysis, stunning,

disease, the sickened condition, death effects, energy drain, and necromantic effects. Tooned are immune to any effect requiring a FORT save, unless the effect also works on objects. Tooned are not subject to subdual damage, stunning or to critical hits.

Bounce Back (SU): Tooned anthros can't be squashed by falls or clobbered by bludgeoning weapons. Tooned do not suffer damage from falls no matter the distance, and are immune to bludgeoning damage. However, they are considered *shaken* for one round after receiving either type of damage, no matter the amount. During this time, it's not unusual to see cartoony birds of stars encircling their head, their legs wobbling like spaghetti, or a panoply of short lived bumps and bruises springing up on their damaged parts.

Oddity Attraction (SU): A Tooned's obviously unreal nature can disturb, fascinate and beguile those around them.

All sentient creatures within 30 ft who can see the Tooned clearly must succeed at a WILL save (DC 10 + the Tooned's CHA modifier), or be *shaken* for 1d6 minutes, or until they leave the Tooned's presence, whichever is sooner. If a creature saves against this effect, it cannot be affected by the Tooned's disturbing nature for 24 hours.

Paintbrush Swords (SU): Tooned anthropomorphs, as living works of art, are especially vulnerable to the will of artists and dreamers. If the Tooned's adversary has at least one rank in any Craft skill, he or she receives a +1 synergy bonus on all attack rolls, saving throws and CHA-based skill checks made against the Toooned.

Challenge Rating: As base anthropomorph +1

Level Adjustment: As base anthropomorph +1

Template: VG Sprite

You are animalistic, but are no natural animal. You are a creation of pixels and mathematics and electromagnetism and artwork. Like a Tooned anthro, you are a creature of imagination, but unlike nearly indestructible cartoon furries, you are as easily and permanently killed as any mortal humanoid. The imaginationplane that you hail from is a simulation of a fantastical and dangerous reality, where every day you test yourself against monsters, men, machines and demons. You may have immigrated to material reality in search of new adventures, or in search of safety of a sort.

Appearance: VG Sprite Anthros resemble ordinary Anthros, but subtle differences between the two breeds become obvious on close inspection. VG Sprite Anthros look vaguely unreal- their colors either too bright or too flat, the luster of their eyes slightly artificial. The small movements of their muzzles and the texture of their fur is slightly too regular. Despite their slightly unreal appearance, VG Sprites are charming and athletic.

When a VG Sprite is injured, aroused or enraged, it will occasionally 'glitch.' For fractions of a second, energy discharges ripple through the Sprite's body. A small patch of fur might turn transparent, or the creature's claws might pixilated for just a second.

Ability Score Modifiers: +2 DEX, -2 WIS, +2 CHA. VG Sprite Anthros are likable and athletic, despite their slightly unreal nature, make decent traveling companions and often exciting lovers. However, they are impulsive and prone to rash decisions.

Collection for Resurrection (SU):

Combat keeps VG Sprite Anthros alive, even when they finally fall. Each time the VG Sprite inflicts a confirmed critical hit, the player should keep a record of the critical hit. After one hundred confirmed critical hits, the VG Sprite receives a 'one-up'. A small floating energized star floats around the VG Sprite's head until needed, shedding about as much light as a firefly. If the VG Sprite is killed while the one-up is active, the VG Sprite returns to life one round after its death, adjacent to its carcass. The one-up acts as a *True Resurrection* spell. The VG Sprite can only have a single one-up active at any given time.

If a VG Sprite Anthro slays another Anthro with this template, any one-ups possessed by the slain VG Sprite pass to the killer, and the slain anthro is not automatically resurrected.

Challenge Rating: As base anthropomorph

Level Adjustment: As base anthropomorph

Template: Vixen

The sleek pelt that decorates your lithe body is a visible mark of your sensuality and sexual voraciousness. You fully embrace the playful, lusty, animalistic part of your soul.

Acquiring the Template: This template may be added to any anthropomorph from the following Orders: Felis (Minor), Felis (Major), Lycos, Rodentia, Ursinis.

Appearance: Vixen anthropomorphs are stunningly beautiful, with slender, well proportioned bodies, fur as soft as velvet, and faces that so perfectly blend woman and beast they redefine the whole concept of beauty. Vixen anthropomorphs dress for seduction and decoration, and are often stunningly vain creatures.

Ability Score Modifiers: +2 CHA. Vixen anthros are amazingly pretty, and have the arrogant confidence of someone who knows they are beautiful. **Feats:** You gain Gifts of Ecstasy as a racial bonus feat upon selecting this template, even if you do not meet the prerequisites.

Gifts of Ecstasy (General)

You are a skilled and considerate lover, gifted with an almost magical understanding of what brings others pleasure.

Prerequisite: CHA 13+

Benefit: You receive a +4 competence bonus on sexually oriented Diplomacy and Bluff checks, as well as receiving a +4 competence bonus on Profession (prostitute or courtesan) checks.

Too Beautiful to Kill (EX): Vixen

anthropomorphs use their distracting beauty as a weapon in combat, another way for them to stay alive. When battling any sentient humanoid who would be sexually attracted to humanoid females, the Vixen adds her CHA modifier (if positive) as a luck bonus to Armor Class. The Vixen must be unarmored or lightly armored to use this ability.

Challenge Rating: As base anthropomorph +1

Level Adjustment: As base anthropomorph +1

Template: Wendigo

Cannibalism is the ultimate taboo in every thinking society that has even a trace of goodness in its heart. Those who eat the flesh of a sentient creature, even in times of direst famine are cursed. They are possessed by the 'wendigo' sprit, a demon of elemental ice and endless hunger, the embodiment of every animal who ever starved to death during a killing winter.

Acquiring the Template: This template may be added to any non-good anthropomorph.

Appearance: The Wendigo creature's coloration becomes the stark white and drab bluish grey of a corpse dead of hypothermia. The Wendigo's eyes are covered with milky white cataracts, and its teeth pull back from the gums, becoming sharp



and uneven. Bloody froth occasionally drips from the monster's nose and ears, The creature's natural weapons elongate and become even more intimidating.

Ability Score Modifiers: +4 STR, +2 DEX, +2 CON, -4 INT, -2 CHA. Wendigo are physical powerhouses, able to kill with a single blow, outrun the North Wind itself, and fight for days on end. However, they are cataclysmically insane and hateful beyond all reason.

Cold Subtype (EX): The Wendigo creature gains the cold subtype. It becomes immune to cold, but become vulnerable to fire.

Arctic Aura (SU): The Wendigo is a creature of killing cold. It gains a five ft aura of intense cold. All creatures within 5 ft of the Wendigo suffer 1d6 cold damage per round. A Wendigo creature's lair is usually frosted with a thick layer of bloody ice.

Cannibalism (SU): As a full round action, the Wendigo can devour the heart or the guts of a slain creature of size Huge or smaller. Doing so provides the monster with a surge of strength. The Wendigo recovers 1 HP per Hit Dice of the creature. Excess Hit Points are gained as temporary Hit Points which are lost first and fade after one hour. There is no limit to the number of temporary HP the Wendigo can gain in this way.

Creatures with fractional Hit Dice are treated as being one HD creatures for the purpose of this ability. Consuming the viscera of Size Gargantuan or larger requires one minute. In addition to recovering 2 HP per Hit Die of the Gargantuan or larger creature, the Wendigo receives a +2 enhancement bonus to its STR score. This bonus fades after one hour, and as with temporary hit points, the effects of multiple feedings are cumulative. **Vile Starvation (SU):** The Wendigo curse forces the creature to continue its cannibalistic ways, further damning its already shriveled soul. The creature receives no nutritional value from ordinary food or drink, and can only sustain itself on the flesh of sentient humanoids, monstrous humanoids and giants. The Wendigo cannot benefit from magical food or drink, cannot use potions and does not benefit from spells such as *Heroes' Feast*.

> **Challenge Rating:** As base anthropomorph +2 **Level Adjustment:** As base anthropomorph +2

Template: Worker Drone

You are a member of the teeming hordes of workers which keep your hive fed, clean and well defended. Incredibly strong, you are somewhat less than clever, though your industriousness and skill can't be denied. You live and die for the good of the hive and your Queen.

Acquiring the Template: This inherited template may be added to any anthropomorph from any of the following orders: Arthropoda, Lymantria, Xenomorphia.

Appearance: Worker Drone anthros tend to be larger and more heavily armored than nonworker anthros of the same species. Their exoskeletons are drab and sleek, having few decorative crests or frills. These business-like, dispassionate anthros need no decoration- their bulk and skill advertises their role in the hive and that is all the honor these serious anthros need. **Ability Score Modifiers:** +4 STR, -4 INT. Worker Drone anthros are tireless workers, but are content to let their betters think for them. They are staid and unimaginative, with little to say and much to do.

Practical Crafter (EX): Worker Drones use Wisdom as the key ability for all Craft skills. Though relatively unintelligent, they are excellent workers and engineers.

Shield of Chitin (EX): Worker Drones exist to protect their Queen. When adjacent to Drones move instinctively to protect their Queen. Once per round as a free action, the Worker Drone can interpose himself between an attack (but not an area effect) meant for his queen.

The Worker Drone must decide to use this ability prior to the attack roll. The attack roll is made normally. If it hits, it hits the Worker Drone. If the attack roll misses, it also misses the Queen.

> **Challenge Rating:** As base anthropomorph +1 **Level Adjustment:** As base anthropomorph

Campaign Questions

One thing this sourcebook does not do is provide a concrete explanation of how furry characters fit into your campaign world. That's up to you, but here are some things to be thinking about as you build your world.

Campaign Question: How Common Are Anthros?

Are anthropomorphics another established race in your world, or is your character a one in a million aberration? Are the members of the traditional races (Dwarves, Elves, men) present, or are they replaced by kingdoms of rat-men, cat samurai and peacock wizards?

Option: Everybody's Anthro

In this option, every sentient race on the world is an anthropomorphic (though non sentient versions of those same animals exist as pets, game animals, mounts and animal companions). Either the various anthro Orders can be stand ins for traditional races or real world racial or ethnic groups, or all the various furry character types can be seen as different facets of the same species. *Kung Fu Panda* and *Usagi Yojimbo* take this approach: the heroes might be talking tigers, panda or rabbits, but they think and act like humans, and their unique animal talents are down played.

Omaha the Cat Dancer, which is set in a furry version of 1980s America is a modernworld take on the same concept. Omaha also uses animal types to substitute for recognizable ethnicities. Americans are usually house cat anthros, while Vietnamese are pig anthros for example. However, it's not afraid to deviate



from its own furry sterotypes when the story requires. In game terms, everybody is pretty much human, and innate animal talents rarely, if ever become a facet of the story.

Option: Species of One

Anthro characters built using this sourcebook do exist, but they are unique anomalies- individual creations, mutants or lone alien visitors rather than a defined species. Powerful wizards and high level druids might create anthro servants, bodyguards and playthings. Individual anthros might be born to otherwise ordinary parents, and be destined to perform some great or terrible deeds. Anthro characters might be visitors from other times, planes or planets. They might be surgically or magically evolved or random mutations.

This option might be especially attractive for players who enjoy building unique characters.

The new Anthro Sorcerer Bloodline can fit well with this campaign options. Perhaps the 'taint' or 'honor' of animal power is confined to a few families, who regularly birth new anthros or anthro-sorcerers. This powerful Transmutationfocused bloodline explores the tactical and story possibilities of transformation and evolution.

The Anthro Sorcerer Bloodline

The blood of noble beasts runs in your veins. Perhaps one of your ancestors performed some great deed for an animal-god and was rewarded with potent natural power. Perhaps you are the first arcane caster to be born to a family of legendary druids. Perhaps in a past life, you wore fur and feathers and see the world through half-wild eyes. You are an anthro sorcerer, and the gifts of the wild are yours to wield!

Class Skills: Knowledge (nature), Survival Bonus Spells: Beast Shape I (3rd) Beast Shape II (5th) Animal Growth (7th) Polymorph (9th) Beast Shape III (11th) Beastshape IV (13th) Polymorph Any Object (15th) Animal Shapes (17th) Shapechange (19th) Bonus Feats: Acrobatic, Agile Maneuvers, Animal Affinity, Athletic, Combat Reflexes, Dodge, Endurance, Lightning Reflexes, Mounted Combat, Run, Stealthy, Spell Focus (Transmutation)

Bloodline Arcana: Awakening the animal heritage within others or exploring your own animalistic gifts sharpens your reflexes. On any round you cast a beneficial spell from the Transmutation school, you may make an additional five foot step. You may make two 5 ft steps that round, or make a single '10 ft step'.

Blood Line Powers: Your impressive powers bind you to the animal world, and make you a natural master of the magic of transmutation. Your form is mutable to your whims and desires, as are the forms of your enemies and allies.

Speak With Animals (SP): Beginning at first level, the anthro sorcerer can use *Speak With Animal* at will, as a spell-like ability.

Awaken the Animal (SU): Starting at 3rd level, any time you cast an ability enhancing transmutation spell with an animal theme, in addition to the normal effects of the spell, the spell's recipient gains some harmless but noticeable visual aspect of the animal emulated. Someone enhanced by Bull's Strength might suddenly develop bull's horns or cloven hooves for the duration of the spell, while enhancing someone's Dexterity with Cat's Grace might give that character a tail or lynx like ears for a time.

Anytime you cast any of the ability boosting spells (Cat's Grace, Owl's Wisdom, ect) either on yourself or on any willing target, you also recover one Hit Point if injured.

Keen Senses (EX): Your magic has permanently altered your form. You gain the scent special quality at 5^{th} level. If you already have scent, you receive a +4 racial bonus on Survival checks made to track by scent, reflecting your newly sharpened senses.

Choice of Genus (SU): Starting at 9th level, when targeted by any spell or effect whose effects are based upon your creature type, you may choose to be treated either as a member of your natural type or as a creature of the Animal type, whichever is more beneficial at the time.

Absolute Bodily Control (SU): Your mastery of your form and confidence in the perfection of the body protects you from hostile

transformation. Once per day, starting at 15th level, you may reroll any one failed saving throw which would other result in your physical transformation. You must accept the results of the re-roll even if they are worse then the first.

Master Transmuter (EX): At 20th level, your mastery over shaping others' forms to your whims become unquestioned. Once per day, when an adversary successfully saves against a spell from the Transmutation school that would result in physical transformation, you may force that enemy to re-roll the saving throw. If the second saving throw fails, the adversary is affected normally.

This ritual spell is a highly specialized form of Polymorph, capable of turning an existing character into an anthro quickly and easily. It provides a nice in-game rationale for character transformation. Unwilling transformation and the quest to return to normal can be a good plot device, and this spell can also let a player who just purchased this sourcebook re-build their existing character with only a token effort.

Trans-fur-mation Ritual School transmutation Level druid 2. sorcerer/

wizard 3 **Casting Time** 10 minutes **Component** V, S, M (silk twine and powdered opals worth at least 1,500 gp) **Range** touch **Duration** Permanent Saving Throw FORT Negates Spell Resistance Yes This ritual allows an ordinary humanoid to become something other, turning smooth human skin into fur or feathers. As the ritual progresses, the spell's target is cocooned within the silk threads, and within this crystalis, arcane energies transform the recipient's body and soul. This ritual can only be used against a willing, helpless or unconscious target.

The subject loses his or her original race, racial traits and ability score modifiers. In their place, the subject gains becomes an Anthro. Select an order for your transformed character, and assign build points to rebuild your character as an anthro.

Transformative Pelt

Aura: faint transmutation *Slot:* armor and belt *Weight:* 5-7 lbs

CL: 10th *Price:* 60,000 gp

When discarded, this magic item resembles a large, well tanned animal skin stitched into a tight fitting tunic. As the pelt is donned, it adheres to the wearer's body, spreading across every inch of skin. New muscles develop, proportions change, and ordinary humanoid flesh gives way to Anthro fur, feathers or scales.

A character wearing the Transformative Pelt gains the racial traits of an Anthro Order as a template. Though the character retains their original racial traits, these traits may be overridden or suppressed by the transformation into an Anthro. Each Pelt corresponds to a single Order, chosen when the Pelt is created.

Construction Requirements: Craft Wondrous Item, *trans-fur-mation ritual Cost:* 30, 000 gp

Option: Mix n' Match

Furry characters exist alongside fantasy staples.

Established kingdoms of anthropomorphs trade, connive and make war against Dwarven freeholds and Elven metropolises. Often, anthropomorphic races have a distinct look and culture of their own, with only one or two Orders represented per nation. Depending on your whims, animal-folk might replace one or more of the standard races. Don't like Halflings? Pull 'em out of your world and replace them with burrowing rabbit folk.

The various *Final Fantasy* games are a good example of a world that blends traditional races with furry races. In most games, humans are dominant racial group, but an anthropomorphic species (usually feline) plays an important part in the world. Red XVII and Kimhari are good example of feline anthros working closely with human friends.

Option: Furry Fantasy

This option is similar to the Everybody's Anthro option, above. The traditional races of fantasy exist, however the Dwarves, Haflings and Orcs in your campaign world take the form of anthropomorphic beings, not traditional humanoids. In this world, Elves have all the qualities usually associated with RPG Elves, but are known for their sleek fur as well as their long ears. Dwarves are as stubborn as the mules they use in their mines, and just as strong, and scrappy little human rogues become literal alley cats. Roleplaying games like *Ironclaw* and its spin-off *Jadeclaw*, take this option.

Depending on the campaign, you can keep the traditional racial write ups for the demihuman races, as described in the *Pathfinder Roleplaying Game* core rules, and simply alter the physical description.

Alternatively, you can reverse-engineer the various races using the freeform creation rules in this sourcebook. With a little elbowgrease, you should be able to build some pretty interesting Elf and Dwarf-analogues using these rules. Some suggested Orders for each of the traditional races of fantasy are provided below.

Half Breeds

Given the joyously sexual nature of most furry fiction, it's extremely common for anthros from different Orders to marry and have children. Usually, inter-Order mating is unrestricted, though individual game masters might rule that anthros from entirely different animal kingdoms might not be able to have children: a mammal might not be able to breed with a fish, or an insect or a bird.

Or don't worry about biology at all! Most furry fiction treats an Anthro's form as an expression of culture and personality rather than genetics, so there's no reason that a seductive bee-anthro spy and a stalwart buffalo fighter can't meet and fall in love.

In case of such mixed marriages, you can roll or just pick what the resulting child or children end up looking like. An 'order related' to a parent's order means basing the anthro on a major predator, prey or symbiotic species important to that parent's animal half. An example would be a Felis Minor anthro giving birth to a rebellious teenage Rodentia anthro.

01-15: Father's Order, father's coloration 16-30: Father's Order, mother's coloration

31-45: Mother's Order, mother's coloration

46-60: Mother's Order, father's coloration

61-70: Entirely new Order, father's coloration

71-80: Entirely new Order, mother's coloration

81-90: Order related to Mother's Order, mother or father's coloration

91-97: Order related to Father's Order, mother or father's coloration

99-00: Offspring has the Chimeric template and combines his/her parent's Orders.



Rebuilding Humans

The Likely Choice: Felis Minor. It's easy to imagine humans as mixed breed cats. Small feline anthros are usually seen as the 'default' option for a nearly human character. They look tough, sexy and cool, but aren't exceptionally different from humans.

They're easy to draw and animate (see *Omaha* or *The Extinctioners* for an example of well designed, approachably attractive feline lead characters). Alley cats are consummate city dwellers, but can get along pretty well in the wild- good traits for a fantasy human-analogue adventurer.

Some Other Options: Canis Minor, Simian Minor. Dogs are man's best friend, after all, and are well liked by most characters. Small monkeys are already pretty human-like, but have a reputation for being playful, mischievous and a bit crazy. Monkey anthros make good thieves, martial artists and comic relief sidekicks.

Why Not Try: Felis Major, Lycos, Taurus, Ursinis. Larger and more powerful anthropomorphs are usually seen as heroic, noble figures- great generals, leaders, devout clerics and battlehardened paladins. If you think you can measure up, try one of these powerful races.

Rebuilding Elves

The Likely Choice: Felis Major. The idea of sleek and noble great-cat Elves, prowling ancient forests and jungle kingdoms is a natural one. Plus, great cat furries are usually seen as powerful, regal and righteous... all qualities associated with most fantasy elves.

Some Other Options: Equis. Elves love their freedom, and are at peace in the natural world. It's easy to imagine a deer-like Elven archer, prowling silently across the forest floor, or

imagine untamed hordes of horse-Elf or zebra-Elf barbarians roaring across the savannah. **Why Not Try:** Aves Minor, Aves Major, Arachnae. Obviously spider-anthro Elves make a great stand-in for Drow, and depending on how they're played, can be even more powerful and disturbing than their standard counterparts. But why not try beautiful, musical winged elves, as colorful as a peacock or a Brazilian parrot, or noble falcon-Elves?

Rebuilding Dwarves

The Likely Choice: Ursinis. Cave-dwelling, grumpy and strong of both heart and arm. Bear anthros make good replacement Dwarves, especially if they share a strong love of alcohol, especially sweet honey-mead. Loyal, powerful and shockingly hard to kill, bears have totemic qualities that mesh nicely with the average gamer's conception of Dwarves.

Some Other Options: Capricornis. Dwarven mountain goats and rams? Why not? Make the Dwarves in your furry campaign as hard-headed literally as they are figuratively. Can't you just picture a ram-Dwarven army on the march, their gold inlaid horns gleaming, marching under banners displaying the hoof and anvil sigil of their Forge God?

Why Not Try: Annelida or Arthropoda. Worm Dwarves? Crab or Beetle Dwarves? Why not? One lives underground, tunneling through lightless depths, and the other is known for its heavy armor and beautiful, gleaming shell. It'll be an odd campaign, especially if your rhino-beetle Dwarves have a taste for fermented berries rather than regular ale, but it can be a fun change of pace.

<u>Rebuilding Halflings and</u> <u>Gnomes</u>

The Likely Choice: Rodentia. Halflings and Gnomes are shy, reclusive little tricksters and thieves who prefer the comforts of their burrows. Rabbit gnomes and mouse, rat or weasel Halflings seem like a natural fit. Depending on your taste in rodents and musteloids, you might see Halfling skunks, beavers or ermines, or catch a glimpse of a Gnomish ferret as she picks your pocket.

Some Other Options: Canis Minor. Halflings already have a close association with dogs, thanks to their war-dog mounts. Why not make the race a collection of cute, slightly plump puppy-folk? Alternatively, small tabby-cat Halflings and Gnomes, built using Felis Minor are a good option.

Why Not Try: Porca or Simian Minor. Fat, jolly, greedy pig-Halfings who don't just stop at second breakfast, but go all the way to third? Right on! Tricksy chimp-Gnomes with more curiosity than sense? Equally awesome!

Rebuilding Half Orcs

The Likely Choice: Lycos. Big, powerful and mangy wolf-anthros make a good replacement for traditional Half Orcs. Their grey fur is streaked with dingy green, and their powerful jaws drip with slaver. These wolf-men look intimidating, fight like demons and smell even worse.

Some Other Options: Porca. Pig-headed Orcs are a staple of old school gaming, and with this powerful but dim-witted Order, you've got a great alternate Orc build.

Why Not Try: Aves Carrion, Pachyaderma, Ursinis. Any large, powerfully built and slightly scary anthro race makes a good fit for orcreplacements. Barbariac hordes of Vulture orcs might be known for their vicious savagery and cannibalistic battle tactics, while slightly calmer elephant-Orcs are known for their strong backs and tireless sword arms.

Option: Ancient Days

Perhaps your campaign world includes Anthro characters instead of traditional Elves, Dwarves or Men because it is set in a primordial time before those races evolved. In this prehistoric dream time, the Anthros build great empires destined to be ground to dust and forgotten millions or billons of years hence, when Men finally dominate the globe. Of course, that won't be today. Or tomorrow, or even a thousand years from now, because the current species of Man is a savage, superstitious thing called *Neanderthal*.

This campaign type includes Neanderthal characters, who are a variant human race, as the familiar Humans described in the *Pathfinder Roleplaying Game* haven't been born yet.

<u>Human, Neanderthal</u>

Large Human

Neanderthal humans are an early prototype of humanity, a savage and warlike species that gathers in small tribes and struggles to survive the dangers of the primordial world. Though physically superior to their *homo sapiens* descendants, these early humans are intellectually inferior. They are territorial and hostile, driven more by instinct and hard-learned fighting traditions than they are by law or logic.

Neanderthal society is stalled at the tribal level in comparison to the great Anthro citystates. A few loosely related families will carve out a subterranean lair, adapting a stolen cave system for their own uses.

Neanderthal humans can play a role in an Neolithic campaign world, as can anthropomorphic heroes. In an Ice Age or Neolithic campaign, Anthros are living gods, human shaped mammoths and saber-toothed fighting men, ruling the scattered tribes of early mankind. Some anthropomorphs are benevolent, giving humanity the gift of fire, of writing, of smelting iron and bronze. Other anthropomorphic overlords are cruel, using their human slaves only as food or breeding stock.

In either case, humans, Neanderthals and the anthropomorphic beings they serve/worship/ war with are writing the legends of mankind. Legends, which will be passed down to their descendants as the tales of the gods themselves.

Appearance: Neanderthals are larger and more muscular than their true human kin. A Neanderthal's skull and jaw structure are slightly different, giving them a heavy, bulbous forehead and a protruding jaw. Most Neanderthals could pass for a true human (if an especially large and ugly one) with a change of clothes and a shave.

Neanderthals are relatively pale; they spend most of their day in the cool darkness of their cave lairs, and prefer to hunt at night. Skin and hair colors are mostly within human norms, but many Neanderthal have slate grey skin and hair.

The primitive humans often dress in imitation of the animals of their clan totem, wearing fur or feathers from the creature, or scarring or painting their bodies in imitation of their totem beast's hides.

Reproduction: Neanderthals have no set breeding season and enjoy sex for pleasure.

Lands and Relations: Humanity is a new species, fighting for its survival and independence. The Neanderthal keep to the caves and to the darkness, terrified of the rapidly changing world around them. Neanderthals worship anthropomorphs as living gods, but shun contact with the few other sentient races of the young world.

Languages: Neanderthal speak Common, poorly. They cannot select racial bonus languages, reflecting their primitive culture.



Neanderthals are a pre-literate culture. They must spend 2 skill points to learn to read and write a language they can speak.

Alignment: Neanderthals have simple societies, with few laws, but understand the importance of tribal unity and in protecting the clan from outsiders. They are usually neutral or neutral evil, not out of malice as much as simply an ignorance of complex morality. Adventuring Neanderthal may be any conceivable alignment.

Adventurers: Neanderthal adventurers are the rare few who are brave enough to leave the shelter of their cavern homes, and the comfort of their animal gods, and explore a wide, hostile world. Neanderthal adventurers are hunters, scouts, tribal outcasts, and young shamen on vision quests. Many hope to return to their tribe in glory once their adventuring days are done, and help uplift their tribe to true civilization.

Names: Neanderthal names are usually a guttural collection of grunts and imitated animal sounds.

<u>Neanderthal</u> <u>Human Racial</u> <u>Traits</u>

Size: Neanderthal are Large Humanoids. A Neanderthal has a base land speed of 40 ft.

As a Large creature, the Neanderthal receives a +1 size bonus on CMB and CMD, but suffer a -4 racial penalty on Stealth checks and armor class. Their lifting and carrying limits are double those of a Medium humanoid.

Ability Score Modifiers: +2 STR, +4 CON, -2 INT, -2 CHA. Neanderthals are strong and robust, but are comparatively dimwitted and brutal.

Racial Skills: Neanderthals receive a +2 racial bonus on Handle Animal and Survival checks. They are creatures of the wilderness, and they seem to have an instinctive understanding of the natural world and the creatures they hunt.

Enhanced Senses: Neanderthals receive *lowlight* vision.

Clan Kinship (SU): Neanderthals have formed almost magical bonds with the anthropomorphic humanoids sharing their territory, similar to the bonds wizards would learn to forge with mundane animals in the coming, civilized era.

When the Neanderthal is created, select any one of the Orders detailed in this sourcebook. The Neanderthal character and his clan consider all the members of that Order, from the smallest, humblest true animals to the mightiest anthropomorphic beings, their totem animals. Neanderthal are at their best fighting or hunting alongside a totem anthropomorph.

The Neanderthal receives a +2 insight bonus on Handle Animal and Ride checks made concerning the ordinary animal members of the Order, as well as Dire versions of those creatures.

The Neanderthal receives a +1 morale bonus on attack rolls, skill checks and saving throws when within 30 ft of an ally anthropomorph from their totem Orders. The Neanderthal must be able to clearly see his or her anthro ally in order to gain this bonus.

Skilled (EX): Neanderthal are as cunning as their human descendants will one day be. Neanderthal gain an additional skill rank at first level and one additional skill rank whenever they gain a level.

Giants in the Earth

<u>Giants in the Earth</u> is a 2009 sourcebook from Otherverse Games. This short bestiary includes statistics for more than 50 dinosaurs, from cute archaeopteryx familiars to massive apex predators. If you're running a pre-historic anthro campaign, you could do a lot worse than include some of the monsters from this sourcebook, which is fully compatible with the *Pathfinder Roleplaying Game*. You might also find some good inspiration for building Dinosauria anthros.

<u>Option: The Ultimate</u> <u>Enemy</u>

Many furry works include a strong and often overstated ecological message. Stalwart furred defenders of the forest battle against the inexorable hordes of greedy humans bent on plundering the natural world. In this campaign type, all the player characters are Anthros, while Humans, their underlings and creations are the most common and dangerous adversaries. Demihuman races either don't exist or are defined in terms of their relationship with humanity and the unspoiled forests. Dwarves are usually ecoplunderers, while Elves are often portrayed as ethereal, and beautiful fiends of the forest, and make strong allies for Anthro eco-terrorists.

In this campaign option, some animals, especially those closely associated by humanity might be restricted to NPCs or villains. Canis Major war-dogs might patrol the forest on behalf of their human master, snapping the necks of Anthro rebels wherever they are found. Equis soldiers guard human logging camps and slaughterhouses.... Imagine a gigantic horseknight with a black executioner's hood and wielding a meat cleaver the size of the average pole arm to get an idea of the role that human loyalist Anthros can play in this campaign.

The Anthrobane Scimitar is the chosen weapon of Humanity, and human officers are issued their fearsome blade as an officer's sword. The Anthrobane Scimitar represents man's dominion over animals, and is reflective of the human race's hateful hubris.

Anthrobane Scimitar

Aura: faint conjuration CL: 8thSlot: weaponPrice: 18,090 gpWeight: 2 lbs

This +1 silvered scimitar has an elongated hilt that allows for more forceful swings. The hilt is wrapped in the soft pelt of the first Anthro slain with this fearsome, wickedly barbed curving blade. In addition to its Bane quality, which functions on any creature of the Anthro subtype, the Anthrobane Scimitar the weapon excels at hunting members of a single Anthro Order, chosen when the weapon is first created.

A member of the chosen Order struck by the blade suffers 2 points of Bleed damage for every hit with the Scimitar. Any anthro wielding this blade gains a negative level, which cannot be removed as long as the weapon is in the Anthro's possession.

Construction Requirements: Craft Magic Arms & Armor, Summon Monster, Bleed Cost: 9,045 gp

<u>Campaign Site Template:</u> <u>Death-place</u>

Anthros have an instinctive awareness and fear of places where large numbers of animals or Anthros have been slaughtered. Butcher farms, rendering plants and battlefields all raise the hackles on the back of an Anthro's neck. Any place can be designated a 'death-place' where large numbers of animals or Anthros have perished in the recent past.

A place designated as a death-place is especially disturbing to Anthros. It is treated as being under a permanent *Unhallow* effect cast by a 10th level cleric. In addition, Anthro creatures suffer a -2 penalty on WILL Saves against fear and death effects within the confines of any death-place.

Non-good characters of any species, including anthros, can draw on the necromantic energy of a ghost-haunted death place. Any spell from the Necromancy school cast within a deathplace has its numerical effects maximized, but casting such a spell is considered an evil act.

Finally, the presence of so many ghosts in the death-place draws fortunetellers and diviners to the cursed locale. Any Divination spell cast within the confines of the Deathplace gains the Evil descriptor, but is cast at caster level +2.

Option: Furry New Arrivals

Perhaps the easiest solution if you're running an established campaign, an Adventure Path or playing in a published setting is to simply declare that Anthros are a new form of life on the planet. If you want to include a whole new species of anthros, some equally explanation of their origins is necessary. Perhaps some god, epic-level celestial or demon lord placed a curse upon the world that animals would now live and die as men, or some cosmic phenomena recently caused the mutations. Perhaps some unusual temporal rift brought long-extinct species into the present from the mists of pre-history.

Alternatively, if you only want the Player Characters and maybe a few villains to be anthros trapped in an unfamiliar world, the options get simpler. *Thundercats* simply had the main characters and their nemesis trapped on Third Earth after a starship craft, an option that's easy to integrate into most fantasy campaigns. If you don't want to mix superscience with magic, simply declare your new Anthro adventurers are planar travelers stranded on a strange fur-less world.

Option: After Extinction

Some great cataclysm has destroyed the humanoid races. Human, elves, dwarves, men, even the kobolds in their warrens were wiped away. Hundreds, thousands or millions of years later, new forms of sentient life emerges. Anthos evolve from the animals who survived the mass extinction. The omnipresent ruins found in most fantasy campaigns are what's left of ordinary human society after eons of neglect. In this postholocaust world, there are no Anthro undead. Instead, all undead are the damned remnants of ordinary humanoid-kind, driven to murder, madness and dreaming of genocide.

In this world, Anthro life can be precarious, struggling to survive a world still in the grip of a planetary nuclear winter, endless drought, world-wide flood or other ecological holocaust. Alternatively, in campaigns set later after the Great Disaster, when life has returned to something like equilibrium, Anthro society can be as grand and stable as the humanoid cities that came long before.

In this campaign type, the game master might allow a few Anthro orders the following

new Racial Trait, representing these Anthros' historic connection to long vanished humanity.

Human Lore (EX)

1 Point

Your species holds dim racial memories and oral lore about the long extinct race called Mankind. You receive a +3 racial bonus on Knowledge (dungeoneering) and Knowledge (history) checks made concerning Mankind and their fallen civilization. You receive a +3 racial bonus on Use Magic Device checks made to use items created by Mankind or one of the other extinct humanoid races.

Special: The following Orders, who were domesticated by Mankind before the Great Disaster receive this Racial Trait at no cost: Canis Major, Canis Minor, Equis, Felis Minor, Micromonstria, Porca, Rodentia.

Finally, all Anthros in an After Extinction campaign gain the following additional racial trait.

Unspawning (SU): Unlike extinct Mankind, slain Anthros are not condemned to rise from the dead. Anthros slain by undead never rise from the dead as spawn. Monster abilities that trigger when a victim returns to life as spawn simply fail to function on Anthros.

Option: One World Order

This campaign option can be combined with other campaign types to build a tightly focused campaign that's memorable for the attention it gives to a single order. Select any single Order, or a set of thematically related Orders. Not only do all player characters and major NPCs come from the chosen Order, but all the monsters, ordinary animals and other lifeforms on the campaign world have traits associated with that order.

Imagine a world where insects have evolved to fill every evolutionary niche, where beetle princes ride dragonfly steeds into battle with arachnid evils and you have a campaign inspired by the long-forgotten cartoon *Sectuars*.

Restrict players to Piscia, Octopod, and a few Reptilia orders and you've got the kind of aquatic campaign many game masters dream of one day running but never have the support for.

Build a world of cats, great and small, where birds do not sing and instead flying cats leap from tree top to treetop and fill the night air with their plaintive wails. Construct a world where even the draft horses have ape-like features, or where wolves, foxes, coyotes and dogs struggle for dominance. Altering the description of standard monsters to suit the campaign also adds a lot of flavor.

Option: Tyrant Animals

In this campaign option, Anthros are the dominant species, and ordinary humanoids are slaves, pets and food stuffs. Campaigns like this draw heavily on the classic *Planet of the Apes*, as well as the lesser known but equally energetic *Kamandi*.

The majority of humanity are enslaved, kept docile and cow-like with drugs, magic and intimidation, but a daring few are waging an underground revolution against the animal tyrants. In this case, a single predatory Anthro order is dominant, controlling most of the campaign world. Only a few human free cities and warrens exist, along with a few Anthro settlements inhabited by less powerful, equally oppressed prey-anthros. The 'alpha' Anthros are usually from an visually impressive, obviously powerful and dangerously carnivorous order: Crocodila, Dinosauria, Felis Major, Lovecraftia, Lycos, Simian Major, Ursinis, Xenomorphia.

Good Anthros are usually fellow slaves from less powerful orders, fighting for their freedom alongside Man. Some suggested Orders to recruit potential allies include: Aves Minor, Capricornis, Felis Minor, Equis, Micromonstria, Pachyaderma, Porca, Reptilia, Rodentia and Simian Minor.

Some humans – in fact, most- may have regressed to a more primitive state since the Anthro tyrants have taken over. Neanderthal may be present in this campaign type, and might outnumber ordinary humans.

<u>Option: Animals</u> <u>of the Zodiac</u>

Players who enjoy random character generation might try the following campaign option. Select either the Western or Chinese Zodiac and randomly roll or select your character's birth month. Your character is a member of the order represented, and is at his or her best during the birth month.

Characters receive one of two following benefits during their birth month, chosen at character creation. Either the character receives a +1 luck bonus on all saving throws, or the character gains two bonus Build Points which can be spent to purchase an ability usable only during the birth month. This beneficial mutation and the power that goes with it fades after the character's birth month ends.

Though the months are given according our world's calander, this system can easily be adapted to any campaign world, and any culture that uses 12 months, and with a bit of elbow grease can also be modified for use with a longer or shorter year. The benefit is that this calendar system gives your campaign 12 distinct Anthro races. Alternatively, the game master can use both Zodiacs to represent two distinct Anthro empires, each with their own unique and mutually opposed demographics.

The Thirteenth Sign

Ophiuchus is the missing 13th sign of the Western Zodiac, dedicated to the serpent and its healing talents and strange wisdom. Any character who rolls a birth month of November or December may choose Ophiuchus as their birth sign instead of Scorpio or Sagittarius. Good and neutral characters have Order: Orphidia as their birth order, while evil characters have Order: Lovecraftia as their birth order.

Month	Western Zodiac	Chinese Zodiac
1- January	Capricorn: Goat (Order: Capricornis)	Rat (Order: Rodentia)
2- February	Aquarius: Waterbearer (Order: Crocodila)	Ox (Order: Taurus)
3- March	Pisces: Fish (Order: Piscia)	Tiger (Order: Felis Major)
4- April	Aries: Ram (Order: Capricornis)	Rabbit (Order: Rodentia)
5- May	Taurus: Bull (Order: Taurus)	Dragon (Order: Draconis)
6- June	Gemini: Twins (Order: Aves Minor)	Snake (Order: Reptilia)
7- July	Cancer: Crab (Order: Arthropoda)	Horse (Order: Equis)
8- August	Leo: Lion (Order: Felis Major)	Sheep (Order: Capricornis)
9- September	Virgo: Virgin (Order: Lycos)	Monkey (Order: Simian Minor)
10- October	Libra: Balance (Order: Dinosauria)	Rooster (Order: Aves Minor)
11- November*	Scorpio: Scorpion (Order: Arthropoda)	Dog (Order: Canis Minor)
12- December *	Sagittarius: Archer (Order: Equis)	Boar (Order: Porca)

Option: Guilds and Orders

This campaign option restricts character classes by Order. This option implies powerful guilds that control training and advancement of the heroic classes, or a biological predisposition to certain talents. Since many furry works give the different animal types inhabiting their world stereotypical and predictable occupations and personalities, this campaign option can be a natural fit for hack n' slash, action oriented campaigns. This campaign option can be combined with other options to either emphasize a particular Order's natural gifts, or to build an unbreakable caste system or national identity.

Class	The Following Orders Can Select This Class	
Barbarian	Canis Minor, Canis Major, Crocodilia, Dinosauria, Draconis, Equis, Felis Major, Lagendelphis, Lovecraftia, Lycos, Pachyaderma, Porca, Simian Major, Taurus, Ursinis	
Bard	Aves Minor, Cetaca, Canis Minor, Draconis, Felis Minor, Lymantria, Micromonstria, Orphidia, Reptilia, Rodentia, Simian Minor	
Cleric	Arachnae, Aves Carrion, Cetaca, Capricornis, Draconis, Equis, Lagendelphis, Lovecraftia, Lymantria, Octopod, Pachyaderma, Pisca, Porca, Ursinis	
Druid	Aves Major, Capricornis, Crocodilia, Dinosauria, Equis, Lycos, Pachyaderma, Porca, Taurus, Ursinis	
Fighter	Arachnae, Canis Major, Capricornis, Crocodilia, Dinosauria, Draconis, Felis Major, Lycos, Pachyaderma, Porca, Simian Major, Taurus, Ursinis, Xenomorphia	
Monk	Annelida, Arachnae, Cetaca, Draconis, Octopod, Orphidia, Micromonstria, Reptilia, Rodentia, Simian Minor, Simian Major, Xenomorphia	
Paladin	Aves Major, Capricronis, Equis, Felis Major, Lycos, Simian Major, Ursinis	
Ranger	Any Anthro Order Can Choose Ranger	
Rogue	Annelida, Arachnae, Aves Minor, Felis Minor, Lymantria, Micromonstria, Octopod, Orphidia, Reptilia, Rodentia, Simian Minor, Xenomorphia	
Sorcerer	Arachnae, Aves (any), Draconis, Lovecraftia, Lymantria, Micromonstria, Orphidia, Reptilia, Simian Minor	
Wizard	Arachnae, Aves (any), Cetaca, Canis Minor, Felis Minor, Lagendelphis, Lymantria, Octopod, Orphidia, Piscia, Rodentia, Simian Major	

Option: The Wild Lands

In this campaign option, Anthro characters and their opponents are confined to a single enchanted land. For some reason, a single area in the campaign world, which can range in size from a single strange island to an entire continent or even a hemisphere, operates by different rules of biology and logic then the rest of the planet. The reason for the existence of the Wild Lands should be a major facet of your campaign's cosmology and history.

All humanoids, monstrous humanoids and giants venturing into this land gain the racial traits of an Anthro Order as a template. Though the character retains their original racial traits, these traits may be overridden or suppressed by the transformation into an Anthro. Gamemasters might use the Orders and Guild option above to restrict which animal forms visitors to this strange area transform into. Characters only transform into an Anthro type that corresponds to their favored class.

The character's anthro appearance reflects hidden aspects of their personality, unique skills and suppressed desires, that the area's transformative aura brings to light.

Children conceived and born in the Wild Lands are natural Anthros, and do not transform when migrating out of the area.

<u>Location Traits;</u> <u>The Wild Lands</u>

The Wild Lands are a place of potent natural and transformative magic. Those stepping even one foot into the Wild Lands become fabulous creatures of fur and feathers. Transmutation magic fills the air like summer pollen, and those aware of the ebb and flow of



magic can sense the strange aura hanging over the area from half a world away.

All Transmutation Spells cast within the Wild Lands have their numerical effects maximized.

As a result of the abundance of life, vigor and biological energy, plants and ordinary animals thrive in the Wild Lands. Ordinary animals and plants grow to enormous size, and game population swell to levels unthinkable in other lands. As a result of this powerful surge of natural energy, Necromantic magic is impeded in the Wild Lands. Casting a Necromantic spell in the area is always a full round action, as it is difficult to gather the necromantic energy necessary to power the effect.

Campaign Question: Ordinary Animals?

One big question every Anthro-centric campaign eventually has to answer: are there ordinary animals? Do your furry knights ride mighty stallions? Does a pig peasant walk a nonsentient boar to market? The answer might give you a few insights into your campaign.

<u>Option: No Real</u> <u>World Animals</u>

Perhaps the easiest thing to do is simply say that Anthro characters, and the animals that inspired them are unique to your world. There are Felis Minor anthros but no Calico cats, Simian Major anthros but no great apes, Equis animals but no draft horses. Instead their roles are filled by similar creatures. You might just change the appearance and description of animals from the *Pathfinder Bestiary*, but keep their statblocks. Depending on your world, an ordinary horse might be described as some kind of strange lizard, a spidery or insectoid steed, or even a clockwork imitation of a horse for steam-punk campaigns! This option has the advantage of instantly making your campaign unique and memorable, and definitely not just another pseudo-European fantasy.

Option: Restrictive Orders

Alternatively, the game master might restrict players to Anthros from a few specific orders to avoid the question of ordinary animals entirely. Maybe players can only be mammals, and reptile, insect and bird species are used as pets, draft animals and food stuffs on your world. Restricting orders can also be used to create distinct racial and national identities for your world's anthros: the Empire of Felucia is exclusively Felis Major and Felis Minor anthros, while the rival Insect Dominion are exclusively Arthropoda, Lymantria and a few Arachane outcasts.

Alternatively, especially in a primordial campaign, would be to restrict the Dinosaura order to NPCs or unique PCs from a distant land. Evolutionary gifted mammals and true reptiles might ride *triceratops* steeds into battle, eat roasted *archaeopteryx* and use well-trained *brontosaurs* as massive cargo platforms, the landbased equivalent of a 100 ton cargo galleon.

Option: Ordinary and Anthro

In this campaign option, ordinary, nonsentient animals and the fabulous Anthros they inspired coexist. The question of why and how will probably do a lot to define your world's biology and theology. Do Anthros regularly evolve from ordinary animals, or can ordinary animals be born from Anthro parents, either as some kind of blessing or curse upon the bloodline? Does reincarnation exist, and are Anthros in your world the reborn spirits of animals, evolving towards a higher state of being?

Finally, how do Anthros treat the nonsentient members of their Order? Do Anthros feel a kinship with their non-sentient kin or are they as pragmatic about the life and death of a warhorse as any human cavalryman would be? Is there a taboo about eating the flesh of a member of your Order or mistreating an ordinary animal?

Anthro Diseases

These new diseases- ranging from the comedic to the deadly- might make an appearance in an Anthro-centric campaign.

Flea Infestation

A flea infestation is an embarrassing annoyance to Anthros, but these tenacious, difficult to eradicate little vermin spread easily among any creature with fur.

Type: disease, contact Save: FORT DC 12 Onset: 1d4 hours Frequency: 1/day Effect: Each day the anthro suffers 1d4 points of damage from overly enthusiastic scratching and chaffing. Additionally, while suffering an infestation, the character suffers double damage from any Swarm Attack he is exposed to. Cure: 3 consecutive saves

Fleabane Oil

This fragrant oil is made from exotic spices and is used as a shampoo by image conscious Anthros. Fleabane oil recipes vary wildly from herbalist to herbalist, and each concoction has its own unique scent, but all are just as effective. This oil provides a user with a +4 equipment bonus on FORT Saves against Flea Infestation and Goblin Ticks for 24 hours after bathing.

Fleabane Oil is carried in leather wineskins. The price given is for enough oil for a week's worth of baths. Fleabane Oil can be brewed with a DC 14 Craft (alchemy) check, and costs 5 gp.

Rabies Vaccine

Alchemists and physicians have concocted a treatment for rabies, but the cure is almost worse then the disease. Each application of vaccine requires a painful injection which inflicts 1 point of temporary CON damage, but counts as a successful save to fight off the disease. A patient can benefit from up to three doses of vaccine during a single course of treatment, but must make at least one successful FORT save on their own to recover.

Rabies vaccine is carried in tiny potion vials and usually costs 75 GP per dose. An alchemist can brew a dose with a successful DC 20 Craft (alchemy) check.

Goblin Ticks

These vile little yellow shelled parasites infest Goblin Dogs and any creature dumb enough to come in close contact with one. They are the bane of furred Anthros across the world, and an itchy, painful and discoloring infestation means months of misery.

Type: disease, contact **Save:** FORT DC 16

Onset: 1d4 days

Frequency: 6/day

Effect: Every four hours, the sufferer must succeed on a DC 16 FORT Save or be considered *nauseated* from the itching and pain until the next daily Save.

Cure: 4 consecutive saves

<u>Heartworms</u>

Heartworms are tiny parasites that infest the lining of mammalian heart tissue, destroying it as they feed. If untreated, this disease is almost always fatal.

Type: disease, ingested Save: FORT DC 15 Onset: 1 month Frequency: 1/day Effect: 1d2 points of permanent CON drain Cure: 3 consecutive saves

<u>Rabies</u>

One of the most feared natural diseases in all the world, this neurological infection is carried by the saliva of an infected creature. Bites or scratches from an infected creature transmit the disease, which causes dizziness, nausea and muscle tremors. As the disease eats away at the brain, the victim becomes fearful and violent and eventually begins foaming at the mouth. Rabies victims become intensely hydrophobic, and many eventually die of dehydration.

Type: disease, injury **Save:** FORT DC 18 **Onset:** 1 day

Frequency: 1/day

Effect: 1d6 WIS and 1d4 CON. While suffering from the disease, the victim is considered *nauseated* for 3 hours after drinking or being otherwise exposed to water. While suffering from the disease, the victim cannot concentrate nor use any skills requiring patience, similar to a barbarian's rage.

Cure: 4 consecutive saves

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