

# FURSONA UNLEASHED



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# FURSONA UNLEASHED

Written by Chris A. Field

Cover Illustration by: Anthony Cournoyer

Interior Illustrations by: AAW Stock Art, Black Hand Source, Bradley K. McDevitt Clip Art Critters, Anthony Cournoyer, DRBJR Stock Art, Rick Hershey Standard Stock Art, Nevermeet Press, John Picot, Purple Duck Games, Shaman's Stockart, JEShields, Shutterstock, Amanda Webb

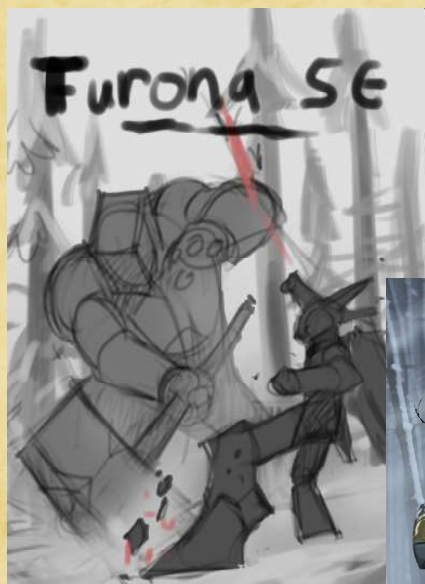
All illustrations are property of their creators and are used with permission.

Otherverse Games

[www.otherversegames.blogspot.com](http://www.otherversegames.blogspot.com)

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

This product is fully compatible with D20 Modern, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverse America*, *Psi-Watch*, *Galaxy Command/Heavy Future* and even some *Black Tokyo* campaigns.





**Fursona Unleashed** is a complete and comprehensive revamp of the most popular, D20-based furry character creation system ever written!

Building furry heroes with *Fursona Unleashed* is quicker, easier and more flexible than ever before. A new character creation system reduces book-keeping, pares down a lot of unneeded rules text, and allows for deeper, multi-faceted anthropomorphic characters. Hybrid creatures, blending the traits of multiple animal species, are easier than ever to imagine.

Where the first edition of *Fursona* defined anthropomorphic characters by their Order (the species type they belonged to), *Fursona Unleashed* allows for a more modular character creation. Players choose a unique ability score package for their furry hero or heroine, based on its animal nature. Size is chosen similarly, allowing for everything from Tiny rodent rogues to Huge elephant clerics or blue whale astronauts perfectly adapted for the depths of space. Finally, the player chooses several Gifts of Nature for their anthro, the amount of which is determined by the anthro's size.

Disadvantages allow the acquisition of additional Gifts of Nature, while optional templates offer further opportunities for customization.

## ANTHROS

*Tiny to Huge Humanoid (Anthro)*

Anthros aren't simply one species.

Instead, the term is an umbrella for a variety of mostly interfertile, highly adaptable and exuberant hominids with bestial traits and a partially animalistic appearance. Anthros hail from every corner of the Multiverse. Some Anthro bloodlines are products of science: genetic uplifts from animal stock, while others are creatures of parallel evolution on distant worlds, or mystical hybrids created by sorcery or divine intervention.

Regardless of their origins, Anthros marry the natural instincts and survival adaptations of the animal kingdom with the cunning and intellect of humanity.



## APPEARANCE

Anthro appearance varies wildly. Size and body morphology is extremely varied, from petite ermine Anthros barely larger than a human child to hulking baleen whale Anthros whose steps shake the floor when they clamber up onto dry land. Most are bipedal and basically humanoid, but glorious exceptions abound, from multi-tentacled octopod Anthros to frightening tarantula Anthros with their strange proportions, tripartite bodies and additional arms.





The typical Anthro (if there is such a thing), is roughly human-sized and shaped. They have animalistic skulls, though sometimes the muzzle is shortened, giving the Anthro a somewhat more human profile. A pelt usually covers every inch of their bodies, with the exception of the palms of their paws and their genital region. Fur coloration, thickness and texture varies wildly, and sometimes colors and patterns never seen in nature emerge on the fur. Anthro tigers with thick, soft pelts of green and gold aren't unknown, nor are magenta rodents, nor songbirds with ice blue plumage that glows cold cobalt. While fur is the dominant skin covering for Anthros (hence, the race's most common slang epithet: *furry*), other bloodlines might boast colorful plumage, a variety of reptilian and piscine scales, or even chitin exoskeletons.

Anatomical details vary wildly between subspecies, and sometimes, even between individual families within an extended bloodline. For example, some Anthro females display a pair of human-like mammae, while others might suckle their young from a double line of small nipples running the length of their abdomen. Additionally, many Anthros have dog-like, digitigrade legs, while other breeds have a basically human shin and ankle structure. Other anatomical quirks, too many to ever catalogue, differentiate rival Anthro bloodlines.

Anthros tend to be somewhat vain, and are usually proud of their bodies. Most dress stylishly, often mimicking human fashion (or the fashions of another culturally dominant humanoid race), modified to fit Anthro anatomy of course. Out of necessity, most Anthro clothing includes straps, snaps and slits to





accommodate wings, tails and other appendages. Ordinary clothing is easily modified, and Anthro armorers are skilled at customizing even full plate for the needs of their kind, but on high tech worlds, finding specially modified powered armor and space suits designed to accommodate a long, fluffy tail or impressive rack of antlers can be a struggle.

## ***BIOLOGY AND REPRODUCTION***

Though different species, most breeds of Anthros are similar enough they can interbreed successfully. In most cases, the hyperfertile Anthros are also capable of bearing viable offspring with baseline humans, and possibly with other humanoid races, such as Elves.

Most Anthros reproduce in typical mammalian fashion, giving birth to live young after a pregnancy lasting between six and ten months. Usually, multiple births are the norm. Egg-laying Anthros, including amphibian and reptilian ‘scalies’, insectoid ‘clickies’ and myriad avian species produce clutches of up to a dozen eggs, of which varying numbers come to term.

Multiple Anthro species experience a mating or rutting season, during which time they experience a nearly perpetual arousal as well as hyper-fertility. Out of season, Anthros can enjoy sex for pleasure, but when they enter their heat period, the urge to mate can become nearly overwhelming. Older Anthros control their desire through experience and willpower, but younger Anthros are edgy, distracted and prone to violent displays to improve their place in the sexual pecking order.

As a people, Anthros tend to be very sexually open, with few of the sexual taboos common among non-furred races. Most of their taboos are fairly common-sense prohibitions against crimes like rape and incest, rather than complex ethical prohibitions. Depending on the individual, sexual attitudes can range from wanton exhibitionism to a simple confidence and acceptance of their own desires.

Anthros tend to be widely accepting of homosexual and cross-species relationships. Sexual exploration and sequential monogamy, especially among young Anthros are accepted, and polyamorous relationships are the norm among some breeds. Harem

relationships and pack-based family structures are common among species as diverse as great cat Anthros and bee or other eusocial insect Anthros.

As most Anthro bloodlines are cross fertile, hybrids are extremely common. Hybrid Anthros are usually the same phenotype as the mother, but often display elements of their father’s phenotype. For example, the son of a canary Anthro mother and a stag Anthro father might be a golden feathered avian distinguished by short, blunt horns rising from his forehead. Pelt or body coloration and patterning changes in complex, often unpredictable ways when breeding across Anthro types.

The one thing virtually guaranteed in hybrid births is that the offspring will be even more beautiful, vibrantly colored and strange, then their already beautiful parents. Intentionally breeding for hybrid beauty and vigor is common among some noble bloodlines, and many Anthro families consider themselves amateur eugenicists.

## ***MARITAL SYMBOLS***

While some married Anthros show their commitment with ordinary wedding rings, others display their bonds ways that are a bit more exotic. Thick collars and chokers are popular among couples, as are decorative lockets and anklets. Long eared Anthros often show their commitment by dyeing or tattooing their ears (or perhaps just the tips), in the colors of their lover’s pelt.

## ***GIFTS OF THE WORLD SEEDERS***

Anthros are one of the most common species in the multiverse, found in every corner of reality, on ten billion worlds, in a thousand competing reality-streams. In many cases, the race’s evolution was sparked by the tampering by one of the brilliant, chimerical geneticists known as World Seeders (*Horrors of the Lifechain, Otherverse Games, 2015*). The World Seeders have sparked Anthro life on more worlds than even their brilliance can calculate, for reasons entirely their own. Even on worlds where the spark of Anthro sentience was a result of genetic or arcane tampering rather than



natural evolution, it is likely that the first experiments were based on World Seeder technology.

Quite a few Anthros worship their progenitors as gods, while others are fascinated by the World Seeders as a cosmic, ancient enigma. Whispers of a World Seeder ruin or techno-cache can spur any Anthro scientist or xeno-archeologist worth the name into a frenzied quest for the long-lost origins of their race.

## *LIFESPAN*

Most Anthro breeds live and die in less than a century, and mature at a similar rate to baseline human children. Smaller breeds, such as rabbit and songbird Anthros, live shorter lives and mature much more quickly than other Anthros. Conversely, Anthros from truly massive species, such as whales, elephants and tortoise breeds can live for several centuries. A very few Anthros, usually products of cutting edge genetic engineering or potent magic, have pronounced healing gifts that make them virtually ageless and immortal.

## *MILITARY*

Anthros can be exceedingly war-like, expansionistic and brutal, or they can be committed pacifists. Anthro warriors take full advantage of their natural gifts: compared to humans, they tend to be larger, stronger, and equipped with natural weapons. Most tend to be faster or more agile as well. More exotic gifts, ranging from winged flight to mystical abilities like invisibility or psi-talent are displayed by a few bloodlines.

Anthros are pragmatic and tactically clever. They take full advantage of their natural gifts when they fight, and prefer to choose a battlefield that gives them the advantage rather than fighting on an enemy's terms. Most are especially comfortable in the native terrain of their animal forebears, and fight most fiercely there.

Anthros are equally adept at fighting in species-segregated units (such as entire legion of tiger Anthro mercenaries, or a platoon's worth of fast moving lapine scouts) or in mixed units. Most can get along well with other Anthro breeds, and in the rare occasion they can't, detailed Anthro-specific laws lay

out how predator and prey species interact. (In mixed breed Anthro societies, the necessity of such laws is obvious.)

## *DIET AND DOMESTICATION*

Most Anthros are omnivores, with some of the most varied cuisine ever enjoyed by a culture, no matter how far-dispersed or cosmopolitan. Dietary restrictions and taboos are usually shaped by an Anthro's specific heritage. In most cases, an Anthro will not slaughter an animal similar to itself: no pig-derived Anthro butcher will ever touch pork, nor would a cow-like Anthro ever consider beef. Anthros rarely domesticate non-sentient animals similar to themselves, and if they do, are usually good masters, making sure their draft animals are well-cared-for and content. The relatively rare Anthros that are as unsentimental about their animals as an ordinary human tend to be a shock to every one around them, human and Anthro alike.

Often, Anthros make use with beasts of burden and food animals utterly unlike those utilized by other humanoid species, in order to satisfy their race's often unspoken taboos. On worlds where a variety of mammalian Anthro breeds exist, Anthros depend upon exotic and often gigantic reptiles, birds, sea-life and alien insects to both fill their plates and pull their plows.

In mixed-breed Anthro communities, dietary taboos are usually codified into strict laws. Similar laws govern how Anthros from predator species interact with species normally considered their prey.

## *URBAN CYCLES*

In communities where Anthros are the minority, they usually adapt themselves to the schedules of the local majority race. However Anthro-exclusive cities virtually never sleep, especially if they're home to a variety of different Anthro breeds. Anthros usually keep their homes and businesses open according to their kind's natural activity cycles. Even the smallest Anthro settlements have day and night-shifts, run by diurnal and strongly nocturnal Anthros, respectively.





Urban scheduling can get even more complex as additional breeds enter the mix. Cat and dog Anthros might close their shops during the heat of the day for a long, leisurely *siesta* before reopening at late afternoon and continuing business well into the night. Conversely, reptilian Anthros are usually most active during the day's heat, and close their establishments promptly at sunset.

Sometimes, even these (relatively) predictable schedules can be disrupted by the natural needs and limitations of Anthros. Mating seasons and periodic molting periods can close businesses, shut down government and hinder military readiness for days, weeks or longer. On highly developed worlds, Anthros with a hibernation cycle might need to establish proxies or a power of attorney to care for their affairs during their months-long torpor. Anthros, left to their own devices, can plan for and find ways to accommodate their race's needs, but Anthros interacting with other races aren't always so lucky.

## LANGUAGE

Anthro characters begin play speaking the most common language in the campaign (often Common, English, Galactic Common or Japanese) and one of several Anthro-specific dialects. Anthro languages have migrated across the multiverse, with only relatively small regional differences between realities. These Anthro languages are all considered part of the same linguistic family. The most common Anthro languages are:

- *Clomp*: A heavy, throaty language of grunts, whinnies and guttural vocalization, accented with stamping of the hooves for emphasis. Clomp has its origin among equine Anthros, and is stereotyped as a lower class dialect, suitable only for laborers and common soldiers.
- *Furroar*: An aggressive, linguistically brutal dialect of Fursong, this language incorporates howls, roars and other aggressive sounds. Popularized by wolf and ursine Anthros and other predatory breeds.
- *Fursong*: A hissing, breathy language based on the vocalization of cats (with occasional growls or barks for emphasis). The most common

tongue among feline anthros, but also common among mammalian anthros of all sorts.

- *High Chirp*: A rapid-fire string of whistles, chirps and caws, sung in a high pitch. Popular among avian and some insectoid anthros, and even some bat anthros have learned to sing the language. This melodious language is popular among anthro singers of all breeds.
- *Shipper Patois*: A trade language developed by multiple Anthro species forced into close proximity by migration and the destruction of their homeworlds. Extremely common as a pan-galactic trade argot and learned as often by non-Anthro spacers as by furry ones.
- *Skale*: A low, throaty and guttural language preferred by reptilian, piscine and draconic anthros. Has some linguistic similarities to Draconic and shares some vocabulary.

Anthro characters with high INT scores may choose any language, except for secret languages like Druidic, as bonus languages.

## ANTHRO NAMES

Anthro names are every bit as varied as the colorful animalistic beings that bear them. Depending on their tribe, culture and species, Anthros might have names almost indistinguishable from neighboring human cultures, simple polysyllabic names that are easy on the tongue, or complex multipart names including surnames and honorifics.

Often Anthro names reference the creature's anatomy, heritage, innate capabilities or even their preferred hunting grounds, and can be quite descriptive. Anthros as a whole enjoy showing off their cleverness with wordplay and kennings, and the names they bestow on their kits and cubs reflect this.

Some of the most common components of Anthro names can be found below, roll twice and combine the results in any order that sounds appropriate. You can make verbs into a transitive form (Run into Runner, for instance) or creatively misspell components (Black becomes Blaque) if that makes the name more interesting.





| Anthro Name Components (d20)           |                                     |  |  |
|--|-------------------------------------|--|--|
| 1 Pelt/Plumage Color                   | 2 Tail, Wing or Paw                 | 3 Tooth, Fang or Beak                    | 4 Season (winter, summer, ect...)            |
| 5 Talon, Nail or Claw                  | 6 Sprint, Dash or Run               | 7 Mane, Crest or Frill                   | 8 Native Terrain (forest, desert, ect)       |
| 9 Silver, Gold or other metallic color | 10 Soft, Quiet, Subtle, ect         | 11 Common Species (wolf, tiger, ect)     | 12 Stripe, Spot or Streak                    |
| 13 Black, White or other stark color   | 14 Red, Crimson or other warm color | 15 Azure, Violet, or other cool color    | 16 Blood, Bone, Gore or other predatory term |
| 17 Fire, Ice, Wind or other element    | 18 Stalk, Seek, Find, ect           | 19 Latinate Species (vulpes, canis, ect) | 20 Leap, Fly, Flit, Dance, ect               |

## ANTHRO RELIGION

As is to be expected from an incredibly diverse race scattered throughout the Multiverse, the Anthro race worships a variety of gods. Some breeds follow the faiths of their non-Anthro neighbors, but more commonly, Anthros worship a variety of indigenous deities. The various Anthro gods and philosophies might be known by unique names on individual worlds, but most Anthros are familiar with the following divine archetypes in some fashion, whatever their point of origin.

### Breeder Oblix

Breeder Oblix (short for obligation) is a multifaceted Anthro philosophy that holds the ultimate duty of Anthros is to be fruitful and multiply. The only commandment: breed. Huge litters, extended families and the good of the community and continuity of species are paramount. Some sects treat females as little more than breeding machines, without any of the rights male Anthros of the philosophy take for granted, while other sects venerate woman as giver of life. Likewise, some Breeder Oblix sects encourage xeno-breeding in hopes of producing superior offspring, while others strive to keep the bloodlines pure.

At one extreme, Breeder Oblix can coexist peacefully with the Lion Faith, or even with devotees of the Mates or the Mutt. At the other, Breeder Oblix provides the theological justification for state-sponsored rape camps and complex eugenic protocols of Species Superiority. However, even the most liberal Breeder Oblix cults despise homosexuality and Hermaph anthros, who blur the strict division between the genders and confuse the instinctual clarity of mating.

### The Courier

The Courier is a swift, clever and fast moving minor goddess. She is most commonly depicted as a lithe, rapier-swift fruit bat, though some faithful imagine her as a sleek bird of prey. The Courier is, as her name implies, the messenger, scout and spy of the loose Anthro pantheon. She often accompanies the Mutt on his schemes, albeit reluctantly. In most stories, she is a mortal elevated to lesser godhood for her courage, skill, kindness and alacrity.

The Courier is a favorite deity of athletes, runners, messengers and couriers, not to mention the fast-moving and hard-charging working poor. These days, she is the patroness of the gig economy, and is evolving into a mercantile deity as well as a heavenly messenger. In the strange cosmology of *Black Japan*, she is sometimes called *The Celestial Courtier*.

### The Crowned Cobra

The Crowned Cobra is the divine king of all serpents and serpentine Anthros, grander than any dragon and as vain as the morning sun. Among reptilians, the Crowned Cobra is by far the most popular and venerated Anthro deity. The Cobra demands his image be venerated in art, and geometric images of the Cobra are etched in stone and cast in gold, or worn tattooed on the breast of reptile Anthro warriors. Devout worshippers are expected to constantly praise and appease their arrogant god and offer lavish sacrifices.

The Crowned Cobra's faith rejects worship by non-reptilian Anthros, though some of the more liberal churches might allow dragon-blooded worshippers. The Crowned Cobra's faithful build great ziggurats and temples to their patron, and fill them with gold,



| Deity   | Alignment                   | Domains<br>(associated sub-domains)  | Favored Weapon  |
|---|-----------------------------|--|---|
| All Anthro deities and philosophies have access to the Animal domain and both associated subdomains: Feather and Fur.   |                             |  |   |
| Breeder Oblix   | N<br>Philosophy             | Charm (love, sex*), Community (family),<br>Repose (ancestors)  | Spear   |
| The Courier   | N<br>Demigoddess            | Air (wind), Darkness (night), Trickery (thievery)  | Dagger  |
| The Crowned<br>Cobra  | LN Greater<br>Deity         | Glory (honor), Law (inevitable), Nobility<br>(leadership), Scalykind**, Sun (day)                                | Scimitar  |
| The Flier   | CN Greater<br>Deity         | Destruction (catastrophe), Fire (both), Liberation<br>(revolution), Sun (both)                                   | Wrist Flamer <sup>T</sup>   |
| The Horned<br>Lord  | N Greater<br>Deity          | Death (lifecycle), Earth, Healing (restoration),<br>Plant (both), Repose (ancestors), Weather<br>(seasons)       | Spear   |
| The Hunting<br>Pack   | NE Lesser<br>Deities        | Death (lifecycle, murder), Liberation<br>(revolution), Strength (ferocity)                                       | Punching Dagger   |
| The Lion<br>Messiah   | LG Greater<br>Deity         | Glory (heroism), Good (archon), Healing (both),<br>Knowledge (memory), Nobility (martyr),<br>Protection (purity) | Long Sword  |
| The Maker   | LN<br>Intermediate<br>Deity | Artifice (both), Knowledge (thought), Strength<br>(resolve), War (tactics)                                       | Plasma Rifle <sup>T</sup> ,<br>Sickle or Flail                    |
| The Mates   | NG Greater<br>Deities       | Charm (all), Community (both), Luck,<br>Protection (purity)  | Dagger or Spacer's<br>Blaster <sup>T</sup>                        |
| The Mutt  | CG Lesser<br>Deity          | Chaos (azata), Glory (heroism), Luck, Travel<br>(first contact*, exploration), Trickery (thievery)               | Tasp Pistol <sup>T</sup>  |
| The Physician   | NG<br>Intermediate<br>Deity | Healing (both), Knowledge (thought), Magic<br>(divine), Protection (defense)                                     | Scalpel <sup>T</sup> or<br>Needler <sup>T</sup>                   |
| The Raver   | CG Lesser<br>Deity          | Chaos (azata), Liberation (freedom, punk*),<br>Magic (arcane), Rock & Roll* (glam*), Sun<br>(light)              | Rave Spinner <sup>T</sup>   |
| Species<br>Superiority  | LE<br>Philosophy            | Evil (devil), Glory (honor), Nobility<br>(leadership), Strength (ferocity), War (both)                           | Next-Gen 5.7mm<br>SMG <sup>T</sup> or Pulse<br>Rifle <sup>T</sup> |
| * starred domains and subdomains found in the <i>Heavy Future</i> campaign setting<br>** double starred domain common in Kobold Press sourcebooks<br><sup>T</sup> new weapon found in <i>Technology Unleashed</i> |                             |  |   |

silk and treasures. Tradition demands that the Crowned Cobra's altars and sacrificial bowls be placed higher than any other deity's.

### The Flier

The Flier is a cosmic force of creation and destruction, a great raptor of living fusion reactions whose wing span extends several *astronomical units*. The Flier was created at the dawn of time, racing out of the big bang. This living deity wanders the universe at its whim- its movements tracked by the massive orbital sensory arrays and radio-telescopes of a thousand species. The Flier currently lurks at the edge of the galaxy, sailing alone out in the void.

The Flier is worshipped both as creatrix and destroyer, and to Anthros, She is the fiery Mother of All Birds. Insectoid Anthros often envision the Flier as an enormous cosmic dragon fly, rather than a phoenix. The oppressed of all species pray to the Flier for destruction of all unjust social orders, and transhumanists hope her solar system cleansing fires bring enlightenment and evolution. In the *Heavy Future*, the Flier is the patron deity of the star-soaring *Tal-Alon* species.

### The Horned Lord

The Horned Lord is perhaps the most popular and enduring Anthro deity, worshipped in a myriad of guises throughout the Multiverse. The Horned Lord, also known as the Great Stag, the Great Elk, the





Father of the Bio-Sphere, Lord and Master of Forests and a thousand other epithets, is a primeval nature deity. Oceanic Anthros worship the Horned Lord as an ancient leviathan, the eternal protector of the deepest, most mysterious ocean trenches.

The Horned Lord is a powerful, implacable nature spirit- where He passes forests reemerge and the natural balance between man, beast, plant and Anthro is restored. Waves of transfiguration creating Anthros from both men and beast are harbingers of the Horned Lord's presence. The Horned Lord tolerates cities reluctantly, and even on highly urbanized worlds, His adherents keep to the wild spaces, or retreat into true wilderness whenever possible.

An ecological concern is part and parcel of the Horned Lord's faith. On high tech worlds, the Horned Lord's worshippers are usually neo-druids, ecologists, geneticists and terraformers. In *Othervers America*, the Horned Lord is often conflated with the neo-pagan archetype of the same name, and His worshippers are proud members of the Covenant, and are common both on Earth and on the Delight out-colony.

### **The Hunting Pack**

The lesser gods and goddesses of the hunting pack are united in their love of the chase, the hunt and the bloody thrill of the kill. Individually, members of the Hunting Pack are barely godlings, and there are many, many legends of especially strong or cunning Anthro heroes getting the better of an individual member of the Hunting Pack. However, the Pack itself is eternal, and by working in concert, the Hunting Pack has slain even the most powerful gods.

Worship of the Hunting Pack is primal and bloody, often always including ceremonial hunts. Sometimes, these hunts are non-lethal, as a cult chases one of its own members to exhaustion, but more often they end with the slaughter of the prey. Worshippers are almost always atavists, who favor their animal heritage over their civilized half.



### **The Lion Messiah**

The Lion Messiah is a stern, and legalistic but good deity. The Lion Messiah's worship is a near parallel of Christianity, and is its equivalent in many realities where Anthros emerged as the dominant species rather than baseline *homo sapiens*. Adherents of the Lion Faith dress and act more modestly than other Anthros, and tend towards monogamy and relatively conservative sexual mores. Men are expected to lead, women to follow, and children to obey.

The Lion Faith is considered a variant (if not quite heretical) version of Christianity in *Othervers America*, and is popular among the Lifer Nation. In realities where Anthros are the norm rather than humans, a more villainous (lawful evil) version of the Lion Faith becomes the dominant faith of the Lifer Nation. In *Black Tokyo*, followers of the Lion fight alongside Gothic Christian priests and nuns as they battle to save the souls of the innocent from the Black Else.



The Lion Faith is expansionistic and missionary. Its adherents erect great churches and cathedrals, vast, sprawling and magnificent temples, something relatively rare in Anthro worship. The face of the Lion Messiah is an amulet and powerful totem, with huge sculpted depictions of the Lion Messiah hanging over the altar. These holy symbols are often hammered gold, bronze or fine marble or stone, in the case of church fixtures.

### **The Mates**

The Mates are perhaps the most popular Anthro deities, one most responsible for their culture's relatively open-minded sexual mores. The Mates are beloved, twined gods of love, lust, home, family and child birth. In addition to their role as sexual deities, they are fierce protectors of children, home and pregnant females. "Thank the Mates" is perhaps the most common of Anthro prayers. They are gender fluid and mercurial- they shift smoothly between genders in their eternal act of love. Sometimes the Mates are male, sometimes female, sometimes both, sometimes neither. Each Anthro species claims the Mates as their own, imagining them in their own image.

Altars sacred to the Mates are explicit in the extreme, and assign the Mates' genders purely at the artists whim. Often their images are a triptych, depicting the cosmic lovers in a variety of bodies and positions: homosexual male and female pairings, and between a heterosexual pair. Children's altars are often slightly less explicit, depicting the Mates merely embracing warmly, but family altars are never hidden. Common offerings to the Mates include fruit, candies, alcohol and sweet cigarettes.

### **The Maker**

The craft-god of the loose Anthro pantheon, the Maker is worshipped in one of two different aspects, suggesting the Maker's worship was a syncretic fusion between two or more existing gods. In one aspect, the Maker is depicted as an exceptionally clever rodent-form or lapine, and is celebrated for inventiveness, cleverness and creativity, and is often as much a trickster figure as the Mutt. Worship of the Rat Maker is common on high tech worlds or among exceptionally materialistic or technophile Anthro societies: the rodent aspect of the Maker is the patron deity of *Heavy Future's* Shippers.

The equine-aspect of the Maker is more stoic and less innovative than his rodent self. This aspect of the Maker is a tireless laborer and forge-god- the Maker's eternal labors keep the wheels of the multiverse turning. This vision of the Maker is more common on lower tech worlds, a common god of the peasantry, slaves, farmerfolk and ranchers.

Sacrifices to either aspect of the Maker are usually gifts of food, tools or technology, and the Maker's clergy often redistribute them to the poorest faithful. While either aspect of the Maker are usually depicted as masculine figures, some home altars depict either the Maker as a female. In this form, especially as the Great Mare, she is a maternal goddess of hearth and home as well as the fields.

### **The Mutt**

The Mutt may be male or female, but more typically is depicted as a proud, charming Hermaph. The Mutt is a trickster figure, the god of wild improvisation, improbable schemes, roguish luck and making the best of what you have. There are ten thousand stories or more about the Mutt's cleverness- s/he's gotten the better of every other deity in the loose Anthro pantheon, and pulled all of them out of jams of their own making at least once. "Turn your weaknesses into your strengths" is the Mutt's greatest commandment.

The Mutt is depicted in art as a chimerical hybrid Anthro blending the features of multiple Anthro bloodlines- the feathers of a bird, the horns of a ram, the grace of the cat, strength of the horse. The Mutt's fur and plumage are always wildly clashing, neon colors: blinking, flashing icons made of actual neon signage are actually more common in the modern world than traditional holy statuary. The Mutt especially blesses inter-species relationships and protects hybrid children, giving them luck and the cleverness to exploit their natural aptitudes, whatever those might be. Astronauts, spacers, xeno-linguists and first contact specialists often revere the Mutt.

### **The Physician**

The Physician is the patron of medicine and healing, credited with first teaching the Anthro race to bind wounds, set bones and sculpt a genetic code. The Physician is a huge and powerful creature- often depicted as a great ram, jolly and enormous bullfrog, an ancient and fierce bear, or a wise elephant, and is



always seen as one of the oldest, wisest Anthros of all. The Physician is primordial, older perhaps than any deity other than the Horned Lord himself, who tutored or birthed many of the younger deities.

The Physician and his clergy are skilled physicians and often serve as combat medics or shipboard medical officers. Small chapels to the Physician are common in hospitals and clinics. In *Otherverse America*, Choicer Anthros worship the Physician as a female with a blood red nanite hand, the celestial exemplar of all Midwives.

### The Raver

The Raver is a relatively minor deity, yet important to Anthro culture throughout the multiverse. Anthros celebrate color and beauty, and enjoy the passionate release of dance and music, and the Raver is their patroness of art, imagination, light and music. The Raver is depicted as a small mammalian of indeterminate species- a female blending aspects of feline, fox, mouse and squirrel (though some scaly-folk worship Her as a small, swift frilled lizard instead). Flying Anthros imagine the Raver as a vibrantly colorful songbird, and to insects, she is, of course, a dancing cricket.

The Raver is sometimes believed to be a companion to the Mates- a third lover, sometimes rival to the pair, or is depicted as the irrepressible young child-goddess of a more serious and somber deity. Some legends claim she is the daughter of the Horned Lord, the Maker or even the Lion Messiah (something the Lion's worshippers do not appreciate in the least). In *Black Tokyo*, the Raver may be an aspect of the goddess *Benten*, or perhaps the other way around.

Altars to the Raver are small and personal, usually just a simple statue upon a low shelf, bedecked with fiber-optic candles, repurposed Christmas lights, colorful beads and piled under with torn concert tickets, nightclub fliers and matchbooks.

### Species Superiority

Species Superiority is a secular philosophy that holds that Anthros are the highest example of life in the



Multiverse, and as such, they should dominate the cosmos. Species Superiority is expansionistic and militaristic, demanding compulsory military service from its adherents and requiring the philosophy's leadership to continually gain territory to prove their worthiness to lead.

Species Superiority is a strongly Darwinist, eugenicist philosophy and governments subscribing to it are fascistic military dictatorships. Mating is tightly controlled, with the intent the breeding of superior offspring rather than pleasure. Worlds dominated by this faith outlaw all worship (or even mention) of the Mutt, as his legends are antithetical to everything Species Superiority stands for. Anthros on Species Superiority worlds are divided into castes by genetic heritage, military service and utility, with lower ranking castes being little better than slaves. Non-Anthros are subjugated, exiled or exterminated,



unless they are exceptionally useful to the ruling class.

Common sigils of this philosophy are complex double helixes, talon, fang or wing motifs. Civic worship is mandatory, and believers erect massive, monumental temples and amphitheaters.

## ***ANTHRO SPECIFIC SUBDOMAINS***

*Several Anthro deities have access to the new Lifecycle subdomain, which is an aspect of the Death domain.*

### **Lifecycle**

**Associated Domain:** Death

For carnivores, each kill they make allows them to live and hunt another day, with the knowledge one day they too will die, and their carcasses will return to the soil, nourishing the grass that their prey feed upon in their turn.

### **Replacement Powers**

*Circle of Life (SU):* At 8<sup>th</sup> level, any time you personally slay a living creature of the animal, dragon, magical beast or vermin type, all allies within 60 ft of the creature at the time of its death recover 1d6 Hit Points. Each ally may benefit from this ability once per day.

Circle of Life replaces Death's Embrace as the 8<sup>th</sup> level domain power.

### **Replacement Spells**

3<sup>rd</sup>- Summon Nature's Ally III 4<sup>th</sup>- Reincarnate, 6<sup>th</sup>- Eagle Aerie (UM) 8<sup>th</sup>- Animal Shapes

*Given their unabashedly carnal nature, some Anthro clerics have access to the Sex domain, which is an aspect of the Charm domain.*

### **Sex**

**Associated Domain:** Charm

You worship sexuality in the form of a good hard fuck, not some abstract notion of chaste romance or distant, poetic love. The wetter the better....

### **Replacement Powers**

Your familiarity with pleasures of all sorts provides you with Pleasure Resistance 1.

*Blow a Kiss (SU):* As a ranged touch attack with a 30 ft maximum range, you can *Blow a Kiss*. The target is *shaken* for one and suffers 1d4 + your CHA modifier points of Pleasure damage. You can Blow a Kiss a number of times per day equal to 3 + your CHA modifier.

Blow a Kiss replaces Dazing touch as the 1<sup>st</sup> level domain power.

### **Replacement Spells**

2<sup>nd</sup> – Hobbling Orgasm 4<sup>th</sup> – Orgasm Mine 6<sup>th</sup> – Anthropomorphize the Problem and Fuck It

## ***NON-ANTHRO DEITIES***

Some Anthros adopt the worship of gods or philosophies unique to their home worlds. Somewhere out in the multiverse there are Christian, Jewish and Muslim Anthros, devout Anthro worshippers of Bast and practitioners of Covenant Neo-Wicca, Buddhist and Shinto Anthros, Inari worshipping fox-folk, among countless others.

Anthros tend to adopt foreign faiths that celebrate animals and the natural world. The stronger a deity's mythic connection to a sacred animal, the more likely Anthros are to worship that god or goddess. Divinities that blend human and animal aspects- such as the beast headed Egyptian pantheon- are always popular among Anthros. Shapechangers and were-creatures are similarly venerated.

Insectoid and arachnid Anthros often pay homage to the deities of the Mantids (*Mantids, Otherverses Games, 2014*). These pragmatic, dispassionate and often predatory deities are also popular among more atavistic Anthros regardless of bloodline.

Anthros throughout the Multiverse worship the cosmic gods of the Lifechain (*Horrors of the Lifechain vol 1, Otherverses Games, 2015*), as many Anthro bloodlines owe their existence to tampering by the Lifechain's dark progenitors. Clerics of the Gazelles, the Mother and the Nemesis are especially common. Avians often worship the Choir.





There is no taboo about the worship of the Nemesis in Anthro society. To Anthros, the Nemesis is a spirit of unbridled growth, evolution and a thriving, violent ecosystem rather than the cosmic avatar of evil. That the World Seeders themselves are creatures of Nemesis-lineage gives Anthros yet another reason to worship the Nemesis. Many Anthro philosophers see the Horned Lord and the Nemesis as two competing aspects of the same archetypal nature god. Even on worlds where Species Superiority holds sway, worship of the Nemesis is encouraged.

In *Black Japan* and the Tatakama, the goddess Inari is often worshipped by dog, wolf and fox Anthros, as well as myriad other adventurers and heroes. Byakko, the White Tiger of the West is a patron of all Anthros and animal-kind in general, but specifically of humans who have become something inhuman by their own choice and will. Byakko often blesses mortal humans by transforming their online *fursona* into a strange and powerful new body.

## ANTHROS AND TRUE BEASTS

*Ultimate Fursona* is designed to build humanoid Anthros, though you can make multi-limbed or tauric Anthros by choosing the right Gifts of Nature. If you want to build non-humanoid yet intelligent animals, inspired by furred heroes ranging from *Aslan* to *Rainbow Dash*, take a look at *True Beasts* (Otherverses Games, 2014).

The two species- Anthros and True Beasts- are usually on good terms, and are often found adventuring side by side. Both races are modular, and built with the Gifts of Nature system, allowing players to mix and match qualities between the two species as desired.

## ANTHROS AND SHIPPERS

The space-faring Shipper race is built with a stripped down version of the Gifts of Nature system, and serve as a plug-point for Anthros built with the full Fursona system. If you're playing a Heavy Future campaign and don't have this sourcebook, Shippers are a full game play experience allowing you to build furry spacers. However, if you want to add in more diverse and more versatile Anthros, go right ahead. The fiction supports both regular Shippers and Shipper Anthros.

# ANTHRO RACIAL TRAITS

All Anthros have the following racial traits.

## Size and Type

Anthros are **Humanoids** with the **Anthro** subtype. Players choose their Anthro's size, which determines the damage their natural weapons inflict, as well as the number of Gifts of Nature they are allowed.

## Optional

Players may give their Anthro an additional subtype appropriate to its origins, if desired. For instance, a pit viper Anthro might have the Reptilian subtype, or a human/coyote hybrid might have the Human subtype. Players are not required to give their Anthros an additional subtype.

Players choose their Anthro's size at character creation. This size determines many of the Anthro's physical characteristics. These include the character's base land speed, reach and number of Gifts of Nature allowed, as well as the damage inflicted by their natural weapons.

## Game Master Note

The GM is free to restrict Anthro characters to a particular size range, as Tiny and Huge characters might be considered unbalanced in most standard campaigns.

## Natural Weapons (EX)

All Anthros possess some form of natural weapon, provided by evolution.

Anthros receive two natural weapon attacks as primary natural attack forms. These either take the form of two claw attacks (slashing damage) or two hoof stomps (bludgeoning damage). Damage is based upon the Anthro's size.

Alternatively, the Anthro can select a single gore attack that inflicts piercing damage based upon size, in the case of horned (rhinoceros) or antlered (deer, elk) derived Anthro species.

## Lowlight Vision (EX)

Anthros have keen eyes, and possess lowlight vision.

## Choose Your Ability Scores

Anthros are such a radically diverse assortment of creatures, with an equally diverse range of talents. Pick one ability score package for your Anthro; once chosen, this choice cannot be changed.

**Optional** You can also roll D8 to see what your ability score package suggests, if you need inspiration about what kind of Anthro you'll build, and then select Gifts of Nature that mesh well with this concept.

## (1) Adaptable

+2 to any ability score of choice. Anthros like this can excel in a wide variety of situations and environments. These Anthros are usually the most human-like, in both form and culture.

## (2) Chase Predator

+2 DEX, -2 CON, +2 WIS. These Anthros are nimble and have keen senses, but a hot-running metabolism saps their vitality.

## (3) Domesticated

-2 STR, +2 INT, +2 CHA. These Anthros are clever and likable, but bred to be physically frail.

| Anthro's Size Category | Anthro's Base Landspeed | Anthro's Reach | Anthro's Natural Weapons (claw/hoof) | Anthro's Natural Weapon (gore) | Gifts of Nature |
|------------------------|-------------------------|----------------|--------------------------------------|--------------------------------|-----------------|
| Tiny                   | 10 ft                   | 0 ft           | 1d3+STR (20/x2)                      | 1d6+STR (20/x3)                | Three           |
| Small                  | 20 ft                   | 5 ft           | 1d4+STR (20/x2)                      | 1d8+STR (20/x3)                | Four            |
| Medium                 | 30 ft                   | 5 ft           | 1d6+STR (20/x2)                      | 1d10+STR (20/x3)               | Four            |
| Large                  | 40 ft                   | 10 ft          | 1d8+STR (20/x2)                      | 1d12+STR (20/x3)               | Three           |
| Huge                   | 40 ft                   | 15 ft          | 1d10+STR (20/x2)                     | 2d6+STR (20/x3)                | Two             |





**(4) Enduring but Dim**

+4 CON, -2 INT. These Anthros can work all day without breaking a sweat, but aren't the sharpest claw in the paw.

**(5) Instinctual Hunter**

+2 STR, -4 INT, +2 WIS. This feral Anthro gets by with instinct and a healthy capacity for violence rather than book learning or rational thought.

**(6) Tough and Ponderous**

+2 STR, -2 DEX, +2 CON. These Anthros are incredibly strong and healthy, but a bit slow and clumsy.

**(7) Trickster**

+2 DEX, -2 CON, +2 CHA. This Anthro gets by on guile and charm, but doesn't know the meaning of hard work.

**(8) Quick Witted**

-2 STR, +2 INT, +2 WIS. The Anthro learns fast and has sharp senses, but isn't a hard hitter by any means.

# CHOOSE YOUR GIFTS OF NATURE

Gifts of Nature are the innate powers that Anthro heroes are blessed with. These gifts can range from a boa constrictor Anthro's crushing hug, to a falcon Anthro's powerful wings, or a Clydesdale Anthro's speed and steel-crushing kick. Players choose a number of Gifts of Nature determined by their Anthro's size. Players wanting more Gifts can choose Disadvantages, which allow them to select additional powers beyond the usual limit.

Most Gifts of Nature count as a single gift. If there's no other notation in the ability write-up, that trait counts as just one Gift. If a particularly powerful gift counts as two or more Gift of Nature selections, that's noted in the ability's description.

## Standard Monster Abilities as Gifts of Nature

The following standard racial abilities can be chosen as Gifts of Nature.

**Alignment Subtype (any)**

**All Around Vision**

**Anthro Senses** (gain Scent and Darkvision 60 ft)

**Aquatic** (gains Aquatic subtype, ability to breathe water and a Swim speed equal to base land speed)

**Blindsight 30 ft** (counts as two Gifts)

**Blindsense 60 ft**

**Bonus Feat, Minor** (0-1 prerequisites aside from ability score prerequisites, can be selected multiple times for extra feats)

**Bonus Feat, Major** (2 or more prerequisites aside from ability score prerequisites, can be selected multiple times for extra feats) (each feat of this type counts as 2 Gifts)

**Burrow Speed** (equal to ½ base land speed; can only burrow through loose earth or soil if chosen as 1 Gift, or through rock or hard-packed stone if chosen as 2 Gifts)

**Climb Speed** (equal to base landspeed)

**Constrict**

**Evasion** (counts as 2 Gifts)

**Fast Healing 2** (can be selected multiple times)

**Fast Speed** (increase base speeds by 10 ft, can be selected multiple times)

**Ferocity**

**Grab** (with natural weapons- bite, paws or hooves only)

**Greater Starflight** (counts as 2 Gifts)

**Greensight 60 ft**

**Immunity to Non-Magical Disease**

**Immunity to Poison**

**No Breath** (counts as 2 Gifts)

**Natural Armor** (+2 natural armor bonus to AC, can be selected multiple times)

**Pounce** (counts as 2 Gifts)

**Psionic** (gain the Naturally Psionic and Psionic Aptitude racial traits and the Psionic subtype)

**Push or Pull 5 ft** (can be taken more than once)

**Rake** (requires two or more natural weapon attacks) (counts as 2 Gifts)

**Rend** (requires two or more natural weapon attacks) (counts as 2 Gifts)

**Resistance (1 energy type) 10** (can be taken multiple times, either to stack or to acquire new energy resistances each time)

**Regeneration 2, nullified by Acid/Fire** (can be selected multiple times) (counts as 2 Gifts each selection)

**Spell-Like or Psi-Like Ability A** (zero level, usable at will)

**Spell-Like or Psi-Like Ability B** (1<sup>st</sup> level, usable 3x/day)

**Spell-Like or Psi-Like Ability C** (2<sup>nd</sup> level, usable 1x/day)

*You may purchase the same iteration of Spell-Like or Psi-Like Ability B or C multiple times to gain additional daily uses, or purchase different versions of these Gifts, representing different spell- or psi-like abilities.*

**Spell Resistance 10+level or Hit Dice** (counts as 2 Gifts)

**Starflight** (counts as 2 Gifts)

**Stability**

**Stench** (can activate or deactivate Stench as a move action)

**Stonecutting**

**Tremorsense 60 ft**

**Web**



## OTHER GIFTS OF NATURE

This is an alphabetical list of additional Gifts of Nature, which might range from something as simple as a venomous bite to exotic powers as wondrous as teleportation. Unless specifically stated otherwise, you cannot take the same Gift of Nature more than once.

### **Caster/Manifester Level**

Unless otherwise noted, if a Gift of Nature is a psi-like or spell-like ability, your caster level/manifestor level is equal to your total character level.

### **Ability Excellence (EX)**

*Counts as 2 Gifts*

You receive a +2 racial modifier to one ability score of choice. You may select this Gift more than once. You may either stack this Gift or enhance different ability scores each time.

### **Acidic Blood (EX)**

*Counts as 2 Gifts*

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.

**Optional** If you have an appropriate elemental subtype (such as fire) you can take a mechanically identical version of this Gift to inflict damage of that energy type instead.

### **Acid Spit (EX)**

**Requires** Biter trait

Your saliva is highly acidic. You inflict an additional +1d4 points of acid damage with any successful bite attack. Alternatively, you can spit a bolus of acid spit as a ranged touch attack with a 30 ft maximum range that inflicts 1d4 points of acid damage.

### **Adamant Laced (SU)**

*Counts as 2 Gifts*

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 scales 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 Gift of Nature multiple times. Each time you do, your DR increases by +1/adamantine.

### **Adrenal Surge (EX)**

*Counts as 2 Gifts*

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. You can trigger this ability while *fatigued*, and in addition to the normal effects, you remove the *fatigued* condition. However, at the end of the adrenaline surge, you are *exhausted* for 1d4 hours instead.

### **Agathion (EX)**

*Counts as 2 Gifts*

**Requires** Outsider, any good alignment

The beast-aspect outsiders known throughout the multiverse as Agathion are courageous warriors for good who combine the most noble aspects of men and beasts. They are a spiritually perfected Anthro warrior from beyond space and time.

You gain the Agathion subtype and all its associated powers, as well as the Good subtype.

### **Animal Friendship (EX)**

Ordinary creatures of the Animal type most closely corresponding to your species (such as all foxes for a fox or fennec Anthro, or all cats for a jaguar Anthro) will not attack you unless directly threatened or magically compelled. Vermin Anthro apply this trait to the closest ordinary Vermin creatures instead.



### **Anthro Aptitude (EX)**

Your half-animal nature gives you an edge when you need it most.

Once per day, you may activate Anthro Aptitude as an immediate action, to receive either a +1d12 competence bonus on a skill check or saving throw, or a +1d6 competence bonus on an attack roll or combat maneuver. You may declare the use of this ability after the roll is made, but before the results are revealed. However, you may only activate Anthro Aptitude when performing a feat appropriate to animals of your species.

The gamemaster has the ultimate authority whether or not a particular action would be appropriate to your animal type. If the action isn't appropriate, this ability does not activate, and remains usable later.

Some examples:

***An action that would always be appropriate.***

"I'm a wolf Anthro, I use Anthro Aptitude on a Survival check to find food." "I'm a sugar glider Anthro, I use Anthro Aptitude on a Fly check." "I'm a tiger Anthro, I use Anthro Aptitude with my melee attack."

***An action that's probably appropriate.***

"I'm a beaver Anthro so I use Anthro Aptitude on a Craft (carpentry) check." "I'm a stubborn mule Anthro, so I use Anthro Aptitude on my next WILL Save." "I'm an eagle Anthro, and I use Anthro Aptitude on my Pilot check."

***An action that's only appropriate if the player can justify it, and the GM agrees.***

"I'm a black bear Anthro, and since they're healers in some Native American myths, I'm going to use Anthro Aptitude on this Heal check." "I'm a turtle Anthro and I want to use Anthro Aptitude on an attack roll with my katana. We both grew up in the 80s, so come on, dude."

***No way!*** "I'm a ferret Anthro, and since ferrets are really smart animals, I'm using Anthro Aptitude on a Disable Device check to disarm this suitcase nuke."

### **Aqua Jet (EX)**

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.

### **Asymetric Weapon (EX)**

**Requires** Natural Weapons (claws), Pincer trait  
One of your natural weapons is massively oversized and deadly, like the dominant claw of a fiddler crab. The natural weapon (claw) on your dominant hand



threaten a critical hit on a natural 18-20 and inflict x3 damage on a critical hit.

However, the bulk of your enlarged claw or pincer limits your manual dexterity. You suffer a -2 racial penalty on checks involving fine manipulation with your dominant hand, which stacks with the racial penalty for having pincers.

### **Bacteria Colony (EX)**

*Counts as 1 or 2 Gifts*

Dozens of strains of lethal bacteria incubate in your saliva, and even if a victim survives your bite or talons, they may still fall prey to the deadly disease you carry. Any creature damaged by your natural weapon must succeed at a FORT Save (DC 10 + your CON modifier + ½ your level) or contract *filth fever*.

If you take this as a single Gift of Nature, this bacteria colony is as much disadvantage as benefit. Anyone sharing close contact with the Anthro (such as sharing utensils or drinking from the same cup, or sexual or other intimate contact) must also make a FORT Save or contract *filth fever*. Characters in close proximity (such as sharing a barracks or prison cell) for long periods of time must make a FORT Save each day of contact or contract *filth fever*. If taken as 2 Gifts, you have more control over the bacteria colony and only pass disease with your attacks.

### **Battle Hardened (EX)**

*Counts as 2 Gifts*

When exposed to a debilitating effect or status effect that reduces your effectiveness, such as effects that cause the *sickened*, *nauseated*, *panicked* or other debilitating conditions, the duration of the effect is reduced by half. Thus, if you are targeted by any condition that would normally *daze* you for two rounds, you are only *dazed* for a single round.

### **Bestial Senses (EX)**

Your senses are finely honed and easily able to detect movement. You prefer to hunt either by sight or by hearing, and depending on your choice, receive a +2 racial bonus on either sight-based or hearing-based Perception checks. You automatically receive Perception checks to detect movement, even if not actively searching.

### **Blood Lust (EX)**

The scent of blood drives you into frenzy. You receive a +2 morale bonus on attack and damage rolls made against any living adversary that has been reduced to ½ HP or less. This ability does not function against creatures without blood in the conventional sense, such as oozes, constructs or other unusual beasts.

### **Breath Weapon (SU)**

*Counts as 2 Gifts*

The Anthro can unleash a gout of energy that would do a small dragon proud. When this Gift is chosen, decide on your breath weapon's shape and energy type from the following list: *acid*, *cold*, *electricity*, *fire*, *force*, *pleasure\** or *sonic*. The breath weapon inflicts 3d6 damage of the chosen type (REF DC 10 + your CON modifier + ½ your HD half), plus +1d6 damage of the chosen type per four character levels.

Your breath weapon takes one of the following two shapes.

- 20 ft cone (+5 ft per two character levels)
- 40 ft line (+5 ft per two character levels)

You may use your breath weapon once per day per four character levels.

### **Bullet Proof Hide (EX)**

*Counts as 2 Gifts*

**Requires** Natural Armor

Your leathery hide is dense enough to withstand even large caliber gunshot wounds. The worst gunfire does to you is briefly deform your skin. You gain Damage Reduction 10/- against ballistic damage, which stacks with more general Damage Reduction when protecting against gunfire.

### **Burn Blood (EX)**

*Counts as 2 Gifts*

You can produce natural enzymes that attack the blood stream through open wounds.

As an attack action, you can cause the iron-rich blood of any corporeal, living creature you have damaged during the current encounter with your Natural Weapons to combust. Doing so causes all qualifying creatures within a 30 ft burst to suffer 1d6 points of fire damage per four character levels (FORT DC 10 + your CON modifier + ½ your level, half).



This ability does not function against creatures without blood or with blood that has a vastly different chemical composition than most humanoids (for example, a silicon based being's blood).

### **Chameleon Skin (EX)**

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 half speed or less, this bonus is +10, and drops to +5 when moving at full speed or greater.

### **Charming Stench (SU)**

**Requires** Stench, CHA 13+

Rather than a foul musk, you can exude a sweet, hypnotic perfume. As a standard action, you can spray your *charming stench* at a target within 60 ft. This effect functions as *charm person* cast by a sorcerer of your level, save that it is resisted with a FORT Save rather than a WILL Save. Once you use *charming stench*, you cannot thereafter activate your Stench racial trait for 1d4 hours, and using this ability always shuts down your Stench.

At 10<sup>th</sup> level, this ability is treated as *charm monster* instead.

### **Climate Adaptation (EX)**

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 class abilities.

### **Clinging Climber (EX)**

**Requires** Climb speed

Like a sloth or a bat, you can hang effortlessly from a branch or perch, even while dead asleep. As long as you don't move, climbing ceases to be an action, so you can perform it even while asleep, stunned or otherwise unable to act. You can always take 10 on Climb checks.



### **Constructed Anthro (EX)**

*Counts as 2 Gifts*

Constructed Anthros are magical beings: unliving matter like steel, silk or stone carved into an animalistic shape and given an animal-like soul through powerful sorcery. Like golems, Constructed Anthros can be assembled by skilled occult craftsmen from a variety of materials, using a seemingly endless array of mystic rites and rituals.

Depending on the materials comprising their strange bodies, and the desires of their creators, Constructed Anthros might resemble living sculptures of animal-humanoid hybrids, gargoyle-like creatures, man-sized stuffed animals given the spark of life, intricately machined living action figures, polymer and steel pleasure toys, or even stranger things.

Constructed Anthros lose their CON Score. Rather than humanoids, their type is Construct with the Anthro subtype. Constructed Anthros have all the immunities and disadvantages common to creatures of the Construct type and gain bonus HP based upon their size.

### **Constructor Secretion (EX)**

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 within a few minutes of its excretion. You can shape the rapidly hardening wax into structures, such as stairs, a bridge, or a shelter with a successful Craft (engineering or structural) check.

### **Core Crystal (SU)**

You have condensed your soul into a gleaming, faceted gem. This crystal (or bone, or strange organ, ect) can be the target of spells such as *raise dead* even if your body is not present. A new body, which includes modifications and tattoos you acquired in life, will grow around this crystal.

This crystal is considered a separate target from your body, and cannot be targeted until your body is completely destroyed or it is removed surgically. The

crystal core has Hardness 8 and 1 HP per Hit Dice. A destroyed or broken core crystal cannot be used to revive the Anthro.

### **Cyber Receptor (EX)**

You are an exceptionally good candidate for cybernetic augmentation. You may withstand any number of cybernetic implants or points of Drain without taking negative levels.

### **Damn Tough (EX)**

The Anthro has fast-clotting blood and organs that can take a real pounding and keep working. The Anthro automatically stabilizes when reduced below 0 HP, and treats ability score drain as temporary ability score damage instead.

### **Darkfur (EX)**

Your pelt or feathers are a dark, matte black or deep indigo that seems to disappear into the shadows. You receive a +4 bonus on Stealth checks when viewed by observers using lowlight vision or darkvision, including mechanical equivalents such as nightvision goggles or cyber-optics.

### **Darts (EX)**

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

Your darts are a ranged natural weapon with a maximum range of 60 ft and no range increment. You may launch up to four darts with single attack action, making a single attack roll with all four darts. You may target a single creature, or multiple targets, all whom must be within 30 ft of one another.

Each dart inflicts 1d6+CON piercing damage (20/x2).

### **Death Gaze (SU)**

*Counts as 2 Gifts*

Your strange black eyes can snuff out the lifeforce of other creatures with only a glance. Once per day per five character levels, you can make a *Death Gaze* as a special attack against any sighted creature within 60 ft. The creature must succeed at a FORT Save (DC 10+ ½ your total character level + your CHA modifier) or die instantly. Even if the target successfully saves, it still suffers 1d6 points of

damage per two character levels. This damage may kill even a creature that has successfully saved.

This ability will only function against creatures with Hit Dice equal to your total character level +3, or weaker creatures.

### **Death Roll (EX)**

**Requires** Biter trait

Like a river crocodile, you can twist your head or entire body repeatedly as a swift action after grappling a foe your size or smaller. If you succeed at a Combat Maneuver check, you inflict your bite damage again and knock the target prone while maintaining the grapple.

### **Depth Tolerance (EX)**

**Requires** either Aquatic subtype or Swim speed  
The Anthro can safely descend to any depth, and is not affected by pressure changes.

**Special** Characters with the Starflight or Greater Starflight Gifts can probably be assumed to have this Gift as well, as a logical bonus.

### **Discernment (EX)**

Your animalistic species has incredible senses and the mental facilities to use them to best effect. Any time you make a Perception check, roll 2d20 and take the better of the two rolls.

### **Drop Tail (EX)**

**Requires** Anthro race, any tail-related Gift of Nature or trait

When your life is threatened, you can shed your tail and hopefully distract predators. As an immediate (and fairly painful) action, you can rip your tail free. Doing so allows you to make an immediate combat maneuver or Escape Artist check to escape a grapple or snare at a +2d6 racial bonus, or adds +1d8 to a REF Save, which is made simultaneously with the action of dropping the tail. You may use this Gift to enhance a REF Save after the saving throw roll is made, but before the results are declared.

However, you are considered *shaken* for 1 round after dropping your tail, and may not use this Gift, nor any traits or abilities based upon your tail until your tail regenerates. It requires 1d4+1 days to fully regenerate a dropped tail.

### **Drowsy Pelt (SU)**

Your fur is soft and pleasantly scented, like the softest silken bedsheets. Anyone touching your pelt for more than one round becomes more and more drowsy. Each round, the character must succeed at a WILL Save (base DC 12 + your CHA modifier), which increases by +1 for each round the contact is maintained. If the save fails, the target is affected by a *sleep* spell cast by a sorcerer of your total character level. You must be unarmored or lightly armored to use this ability.

### **Dying Strike (EX)**

You possess a deadly natural weapon, but unleashing it will kill you. Your body will 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. Your dying strike inflicts an additional +1d6 HP worth of damage per 2 Hit Die beyond ten.

Using this dying strike immediately reduces you to your negative CON score in Hit Points, and causes you to die.

### **Elemental Aura (SU)**

*Counts as 2 Gifts*

**Requires** Energy Resistance 10 (any)

Your body is surrounded by a visible and obvious aura of energies, such as a whirling vortex of snow or a corona of intense flames. You gain a 5 ft aura. All creatures ending their turn in your aura suffer 1d6 points of the energy type you are Resistant to (REF DC 15 half), such as Fire or Sonic energy. If you are Resistant to multiple energy types, chose which energy type your aura inflicts. You can choose this ability multiple times, to create an aura that inflicts two or more types of damage simultaneously. You may suppress or resume your aura as a swift action.



### **Elemental Fury (SU)**

*Can be taken as 1 Gift or 2 Gifts*

**Requires** Energy Resistance 10 (any)

Your furry body courses with potent elemental energies. Wisps of flame dance between your fangs, or perhaps lightning crackles down your arms and along the length of your tail.

Your natural weapon attacks gain one of the following magical weapon properties: *corrosive*, *flaming*, *frost*, *pleasuring\**, *shock* or *thundering*. This weapon property must match the Anthro's Energy Immunity. For instance, an Anthro immune to Cold will manifest *frost* natural weapons.

If you take this quality as two Gifts of Nature, your natural weapon attacks gain one of the following magical weapon properties instead: *corrosive burst*, *flaming burst*, *icy burst*, *pleasuring burst\**, *shocking burst*. This magic weapon property must match the Anthro's Energy Immunity.

The player may choose either version of this Gift more than once, applying a new energy type each time. The Anthro may choose to activate any Elemental Fury, or all Elemental Fury abilities possessed, at any given time.

### **Environmental Mastery, Defensive (EX)**

*Counts as 1 or 2 Gifts*

You can best defend yourself in a specific environment. You receive a +1 bonus on Armor Class and reduce an opponent's successful damage roll by 1 point, when both you and your opponent meet a specific condition of the environment. Choose one environment from the following list.

*Air Mastery* (both you and your target are airborne)

*Earth Mastery* (both you and your target are touching the ground) (Counts as 2 Gifts)

*Hyper Space Mastery* (both you and your target are traveling through hyperspace or the ITF Corridor)

*Planar Mastery* (both you and your opponent are on a single, chosen plane of existence – such as the astral plane or plane of shadow- other than the Prime Material Plane) (Counts as 2 Gifts)

*Snow Mastery* (both you and your target are touching snow or ice)

*Water Mastery* (both you and your opponent are submerged)

*Zero-G Mastery* (both you and your opponent are in a zero gravity environment)

### **Environmental Mastery, Offensive (EX)**

*Counts as 1 or 2 Gifts*

You fight at your best in a specific environment. You receive a +1 bonus on attack and damage rolls when both you and your opponent meet a specific condition of the environment. Choose one environment from the following list.

*Air Mastery* (both you and your target are airborne)

*Earth Mastery* (both you and your target are touching the ground) (Counts as 2 Gifts)

*Hyper Space Mastery* (both you and your target are traveling through hyperspace or the ITF Corridor)

*Planar Mastery* (both you and your opponent are on a single, chosen plane of existence – such as the astral plane or plane of shadow- other than the Prime Material Plane) (Counts as 2 Gifts)

*Snow Mastery* (both you and your target are touching snow or ice)

*Water Mastery* (both you and your opponent are submerged)

*Zero-G Mastery* (both you and your opponent are in a zero gravity environment)

### **Fearless (EX)**

*Counts as 2 Gifts*

Your breed of Anthro is known and celebrated for its courage in battle. You are immune to *fear*.

### **Fey (EX)**

You are a tricky, sylvan spirit wrapped in feathers or fur. Your type is Fey with the Anthro subtype, rather than Humanoid with the Anthro subtype.

### **Four Armed (EX)**

A trait commonly possessed by myraid insect, spider, octopod and squid anthros, members of other breeds sometimes display multiple functional arms (or prehensile tendrils) as a useful mutation.

The Anthro receives Multiweapon Fighting as a racial bonus feat. The Anthro's multiple limbs provide them with a +4 racial bonus on Combat Maneuver checks made to grapple or disarm.



This Gift of Nature can be taken more than once. Each time you choose this ability, you gain an additional pair of functional arms (or tendrils). This provides you with an additional +2 racial bonus on Combat Maneuver checks made to grapple or disarm.

### **Ghost Angles (SU)**

*Counts as 2 Gifts*

The Anthro may teleport via Ghost Angles once per day per five character levels. As a move action, the Anthro can teleport up to 30 ft plus 5 ft / level. The Anthro's destination must be an area of dim illumination or worse, and the square when the Anthro's appears must meet any one of the following criteria, otherwise her Ghost Angles ability will not function.

The destination square must include at least one of the following:

- Be adjacent to a corner formed by two walls.
- Be adjacent to a broken mirror or broken window, which the Anthro steps out of.
- Be adjacent to a functioning television or computer screen, which the Anthro steps out of.
- Be adjacent to a humanoid or monstrous humanoid creature who has inflicted HP damage on the Anthro or one of her allies, within the past hour.
- Be directly beneath a staircase
- Be a bathroom stall or shower/bathtub.
- Be a partially opened cabinet, refrigerator or other storage space that is partially ajar and that is large enough to accommodate a creature the Anthro's size.

### **Glide Wings (EX)**

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 Acrobatics or Fly 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. Your patagia are difficult to conceal, and you suffer a -2 racial penalty on Disguise checks.



### **Godlike Animal (SU)**

*Counts as 2 Gifts*

Like the deities of ancient Egypt, you body is half man, half beast, symbolizing your dominion of all life, and the limitless potential you embody. You receive maximum Hit Points on each Hit Die, making you legendarily tough.

### **Grappling Tongue (EX)**

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 (normally 15 ft for a Medium Anthro). This 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 14+ your DEX modifier and 1 HP per Hit Dice. If severed, the Anthro cannot speak or cast spells requiring verbal components. A severed tongue regenerates fully in 2d6 days.

### **Ground Fighter (EX)**

Your unique anatomy means you can fight from the prone position without penalty.

### **Hammer Tail (EX)**

**Requires** STR 13+

An impressive knob of bone and horn crowns your thick and muscular tail, making you resemble an anklyosaur. You gain a tail strike as a primary natural attack, which has reach as if you were one size category larger, and inflicts bludgeoning damage equal to a natural weapon (gore) attack for an Anthro one size category larger than your own.

### **Hard to Kill (EX)**

**Requires** CON 13+

It takes a lot of violence to permanently kill you. You do not die until you reach a negative number equal to 10+your CON score. You may take this Gift more than once, increasing the number of HP you can fall below 0 by -10 HP with each selection.

### **Hauler (EX)**

**Requires** STR 13+

You're descended from muscular working animals like oxen or draft horses. Your lifting, carrying, and dragging limits are doubled.

### **Helpful Mascot (SU)**

**Requires** Size Small or smaller

A tiny mouse-girl who sits on her lion-husband'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!

When touching an 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.

### **Hibernation Trance (EX)**

You can enter a coma-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 your CON modifier (minimum one week). Awakening from the trance is a full round action.

### **Honorable (SU)**

**Requires** Any lawful alignment

You are the spawn of an animal kind known for its tenacity, courage and unshakable loyalty. 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.

### **Hoof Stomp (SU)**

**Requires** Natural Weapons (hooves), STR 15+

As an attack action, you may slam down one of your mighty hooves, which creates difficult terrain in your square and all adjacent squares. Creatures in those squares, other than the Anthro, must succeed at a FORT Save (DC 10 + your STR modifier + ½ your level) or be knocked prone.

### **Hope Bringer (SU)**

**Requires** any good alignment  
You keep up the spirits of your friends with unbridled animal optimism. You provide all allies within 60 ft with a +1 morale bonus on saves against fear or despair, which stacks with the effects of a paladin's aura of courage or similar abilities. If any ally receives a morale bonus within 60 ft of you, your presence increases the morale bonus provided by +1.

### **Hopper (EX)**

You can really cover ground by leaping, an ability shared by rabbit, kangaroo, frog and cricket Anthros, among others. You receive a +10 racial bonus on Acrobatics checks made to jump, and your jumping distance is not limited by your size. 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.

### **Human Helper (EX)**

**Requires** Domesticated ability score modifiers  
Over long centuries, Anthros of your race have formed a partnership with non-anthro humanoids. You are a continuation of this ancient bond of trust, and work best when at the side of furless human.

Whenever you use the Aid Another action to assist a non-anthro Humanoid, or receives aid from the same, the bonus provided is +3.

### **Hunter's Bane (SU)**

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 that has killed a creature of the Animal type within the last hour. (If you have Verminsoul, apply this benefit when creatures of the Vermin type are killed instead.)



### **Hunter's Breed (SU)**

**Requires** Sense Subtype

You are especially dangerous towards those you are bred to hunt. You receive a +1 competence bonus on attack and damage rolls against creatures of the subtype detected by your Sense Subtype racial ability. You can select this trait more than once, applying it to a different subtype you have Sense Subtype for each time.

### **Hydrodynamic (EX)**

**Requires** Aquatic

Beneath the waves, you're as fast as a dolphin, or probably even faster, if you put your mind to it. Your base Swim speed doubles, and you may use the run and charge actions underwater.



### **Industrious (EX)**

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 or Autohypnosis checks made to maintain concentration on a manifested power. 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)**

The Anthro's skin secretions, ichors and bodily fluids are incredibly foul tasting. 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 Anthro ingests a debilitating neuro-toxin.

The FORT Save DC is 10 + the anthro's CON modifier. Damage: 1d6 INT/round for 6 rounds.

### **Ink Cloud (EX)**

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.

### **Instinctive Reaction (EX)**

**Requires** DEX 15+ or Lightning Reflexes

Your instincts bypass your brain when you're attacked. Anytime you are successfully attacked either with a Sneak Attack or a Death Attack or similar ability and not slain outright, you may make a melee attack against your attacker as an immediate action at your full BAB. Your attacker must be within your melee reach for this ability to function.

### **Invigorating Weather (EX)**

You are refreshed and energized by a particular kind of weather. Choose one of the following: cold weather (below 50 degrees F) or hot weather (above 90 degrees F). When in weather of the chosen type, you receive a +4 enhancement bonus to your DEX score, which functions identically to *cat's grace*.



### **Ledge Walker (EX)**

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.

### **Lightfingered (EX)**

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

### **Lucky (SU)**

You are incredibly fortunate furry- luck favors you!  
You receive a +1 luck bonus on all saving throws.  
You may only take this trait once.

### **Maddening Chitter (SP)**

*Counts as 2 Gifts*

Your strange, alien mouth parts produce sounds that ordinary men were never meant to hear. You can use *Hideous Laughter* as a spell-like 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.

## ***METABOLISM GIFTS***

You may have only one Gift of Nature with *Metabolism* in its name.

### **Metabolism, Efficient (EX)**

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.

### **Metabolism, Fast (EX)**

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

### **Metabolism, Slow (EX)**

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, but the same amount of water. 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.

### **Mind Static (SU)**

Entering your mind is a painful experience for most psions. Any creature communicating with you via telepathy or via a mind-link or similar ability suffers 1d8+your CHA modifier points of non-lethal damage (WILL DC 10 + your CHA modifier half). This is a mind-affecting effect.

### **Monkey King's Soul (SU)**

**Requires** either Prehensile Tail or Prehensile Toes trait, Lucky

You are the descendant of the capricious and bold Monkey King, a god of tricks, travel and trespass. Like your divine ancestor you are nimble, courageous and impudent in equal measure, and sometimes even stunningly compassionate.

Your descent from the Monkey King has made you a bold and reckless adventurer. You automatically succeed at any Acrobatics check made to tumble, and may attempt Escape Artist checks to slip bindings or manacles as a full round action.

### **Monstrous Humanoid (EX)**

You are a powerfully built, feral throwback. Your type is Monstrous Humanoid with the Anthro subtype, rather than Humanoid with the Anthro subtype.

### **Multiplicity of Wealth (SU)**

*Counts as 2 Gifts*

**Requires** Lucky, Lucky Totem trait

You are an animal spirit that brings great wealth and prosperity to those who are kind to you! Your fur has a golden sheen. Once per day, you can touch a single container holding coins- a coin-purse, treasure chest, merchant's coin drawer, or even a great *daimyo's* treasure vault. For every 100 GP worth of coins within, roll 1d20 and add the result, in GP, to the treasure pile.

### **Nanofeast (EX)**

*Counts as 2 Gifts*

When you destroy any external cybernetic implant with the *nanotech* tag using your Natural Weapons or inflicts a critical hit on a cyborg with any *nanotech* tagged implants, your body quickly absorbs some of the nanotechnology to enhance your own abilities.

Each destroyed cybernetic with the nanotech tag provides the Anthro with 2d4 temporary HP and a +2 enhancement bonus to the Anthro's STR score. These bonuses stack with themselves and fade an hour after the *nanotech* is consumed.



### **Natural Aptitude (EX)**

#### **Requires Racial Skill**

You are a true knack for a particular skill or career. You may always take 10 or 20 on a check you have a Racial Skill bonus in, even if threatened or distracted. Once per day per five character levels, you can receive a +20 insight bonus on a check with a Racial Skill. This is not taking 20- this is knowing instinctively the perfect way to solve the problem and doing so.

You may select this Gift more than once, choosing a new skill each time. You must have Racial Skill with a particular skill to select Natural Aptitude in it.

### **Natural Camouflage (EX)**

Your fur, scales or plumage has a pattern that makes you hard to spot in your native environment. When you select this gift, select a terrain type. When lightly armored in this environment, you gain 25% concealment against ranged attacks, and gain a +2 racial bonus on Stealth checks. If completely nude or nearly so, the racial bonus on Stealth checks increases to +4.

Some suggested colorations include:

*Arctic:* mostly white with grey or blue tones

*Aquatic:* mottled blues, greys, whites, blacks

*Deserts:* golds, browns, yellows, red, ochre

*Forest:* mottled brown, black, white (possibly green or other colors)

*Grassland:* striped, often gold, yellow or amber

*Urban:* mottled black, white, grey

### **Natural Weapon Gifts (EX or SU)**

Not all claws and fangs are created equal. Some Anthros boast especially nasty innate weapons- you're one of those.

Players can choose from the gifts within this omnibus ability as individual Gifts of Nature. Players can take multiple Natural Weapon Gifts, but cannot take the same Natural Weapon Gift more than once.

- *Aligned Natural Weapons (SU)* Your natural weapons gain an alignment descriptor for the purpose of overcoming Damage Reduction. You must possess the alignment of your weapon's descriptor. For example, a Lawful Good Anthro might apply either the lawful or the good descriptors to her natural weapon attacks.

- *Bleeding Natural Weapons (EX)* Your natural weapons inflict Bleed 1 on a successful hit.
- *Deadly Natural Weapons (EX)* Your natural weapons gain the Deadly weapon property.
- *Epic Natural Weapons (SU)* Your natural weapons count as epic for the purpose of overcoming Damage Reduction.
- *Material Natural Weapons (SU)* Your natural weapons count as either adamantite, cold iron or silver weapons for the purpose of overcoming Damage Reduction.
- *Magical Natural Weapons (SU)* Your natural weapons count as magic for the purpose of overcoming Damage Reduction.
- *Painful Natural Weapons (EX):* On a critical hit with your natural weapons, they cut deep, and your target is *staggered* for 1d4 rounds from the pain.

### **Natural Wrestler (EX)**

In a clinch, you're as deadly as a crocodile doing a death roll or a brown bear mauling its prey. You receive a +1 racial bonus to your Combat Maneuver Bonus and your Combat Maneuver Defense. You may select this Gift of Nature multiple times; its effects stack.

### **Neuro-Computer (EX)**

Some Anthros are products of advanced cybernetic or genetic engineering protocols. The Anthro gains a biological version of the Onboard Computer cybernetic implant, which is considered to be upgraded +1 for every four HD (to a maximum of +5 upgrades.) You are considered to have the Attack Barrier cybernetic implant once per every four HD with a similar cap. These natural implants do not inflict drain.

### **Nine Lives (SU)**

*Counts as 2 Gifts*

Just like a folkloric cat, you've got nine lives to waste as you see fit. If you are slain, you will return to life in 1d6 minutes in the nearest safe square from the place of your death.

You will return to life automatically, and have full Hit Points even if your body is completely destroyed by an effect like *disintegrate*, though in which case, this power generates a new body to inhabit.

You return to life with any tattoos, scars, cybernetics and other modifications you've acquired in life, even if your original body is completely destroyed. You do not lose a level for returning from the dead in this way. This power will function nine times; your tenth demise is permanent.

### **Object Guise (SU)**

*Counts as 2 Gifts*

You have the ability to transform your body into some ordinary, forgettable object and thus hide. You may take the form of a teakettle, umbrella, paper lantern, or virtually any other common form. (For modern Anthros with this shapechanging gift, forms might expand to include things like rice cookers, desk lamps, BluRay players, and so forth.) Your object guise functions as normal for an object of its type (a lantern can be filled with oil and set alight, a rice cooker can prepare a meal, and so on).

At will, as a standard action, you assume the form of a single household object. In this form, you are immobile and gain Hardness 4, though you retain your own Hit Points and full sensory capability. You gain the Freeze standard ability in your object guise.

You can remain in object form as long as you wish, and may return to your true form at will, as a move equivalent action. Once your object guise is chosen, it cannot be changed.

**Special:** If you possess the Battlechanger subtype, Object Guise counts as only a single Gift of Nature, and the ability is treated as an Extraordinary transformation rather than a Supernatural ability.

### **Outsider (EX)**

You are a cosmic force in the form of an animalistic biped. Your type is Outsider with the Anthro and Native subtypes, rather than Humanoid with the Anthro subtype.

### **Ovipositor (EX)**

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 a critical hit from 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 all implanted eggs and ends the infection.

### **Pack Hunter (EX)**

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.

### **Pheromone Negation (EX)**

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)**

**Requires Winged Flight**

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 self-resurrect 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.





### **Powerful Build (EX)**

The Anthro boasts an exceptionally powerful physique. The Anthro's lifting and carrying limits are double those of a creature its size. The Anthro is considered one size category larger when calculating Combat Maneuver Defense, or determining if a special attack, such as Swallow Whole, would affect it.

### **Powerful Kick (EX)**

**Requires** Natural Weapon (hooves)

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.

### **Play Dead (EX)**

You can play opossum when you need to. As a move equivalent action, you can enter a deathlike trance in which your breathing and respiration is barely discernable. It requires a DC 20 Heal check to determine that you are still alive; your body does not



respond to painful stimuli or minor injuries inflicted. While in the death trance, the only action you can take is to end the trance as a move-equivalent action, though you remain aware of your surroundings. You may remain in the death trance for up to one hour.

### **Predator's Instincts (EX)**

**Requires** Natural Weapons

You are a remorseless predator, as deadly as a stalking tiger or prowling velociraptor. You may reroll all 1s and 2s rolled for damage with a successful melee attack with your natural weapons. You must accept the results of the reroll, even if it is worse than the first.

### **Prehensile Jaws (EX)**

**Requires** Biter trait

Having a second set of jaws built into your throat, able to launch outward, propelled by powerful muscles, is a rare but useful adaptation. You gain +5 ft reach with your bite attack. Once per encounter, you may choose to bite as a swift action, rather than an attack action.

### **Protective (EX)**

You are of a fierce breed 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.

### **Quadruped (EX)**

You walk on four (or more) legs rather than two, and resemble a centaur-like version of your animal forebear. Your carrying limits are double those of a bipedal creature and your base land speed increases by +10 ft. You receive a +4 racial bonus to Combat Maneuver Defense against trip and bull rush attempts.

As a quadruped, full body suits of armor must be custom fitted, doubling its purchase price as if constructed for a non-humanoid creature. Armor that primarily covers the upper body, such as a chain shirt or a tactical ballistic vest, is unaffected.

### **Quadruped Weapons (EX)**

**Requires** Quadruped, Natural Weapons (claws, hooves)

More feet means more claws or hooves! You gain an additional pair of claw/hoof attacks as primary natural attacks. If you have more than four legs

(such as a spider-like drider or insect taur), you can take this trait once per every pair of legs.

### **Quills (EX)**

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, equal to a claw/hoof natural weapon for an Anthro of your size. This damage also applies if any larger creature swallows you whole or constricts you.

Any adversary attacking you with a natural weapon also takes this damage (REF DC 10+ your CON modifier none) Brief, casual contact with you does not cause damage.





### **Racial Skill (EX)**

Anthros of your kind are known for a particular trade or profession. You receive a +4 racial bonus to a skill of your choosing. Racial bonuses provided by this Gift stack with racial bonuses provided by other Gifts and traits chosen during character creation. You may select this Gift more than once, choosing a new skill each time.

### **Radiation Burst (EX)**

*Counts as 2 Gifts*

**Requires** Radiation Immunity

The Anthro can tap into internal radioactive stores. As a move equivalent action, a number of times per day equal to 3 + the Anthro's CON modifier, the Anthro can unleash a burst of radiation with a short half life. All creatures within the 30 ft radius burst are exposed to an intensely radioactive area for one round.

### **Radiation Immunity (EX)**

You are immune to the harmful effects of radiation.

### **Reattach Limbs (EX)**

**Requires** Fast Healing or Regeneration racial trait  
By pressing a severed limb to the stump as a full round action, you can reattach it. Even if decapitated and slain, you can be returned to life if another character presses your head to your neck within one round of your death. You return to life with 0 HP and are stable.

### **Robust (EX)**

Your species heals quickly and is generally healthy, overall. You recover Hit Points and ability score damage at double the usual rate when undergoing complete bed rest or hospitalization.

### **Runner (EX)**

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.

### **Rushing Charge (EX)**

**Requires** Natural Weapons (gore)

One toss of your mighty horns can send a man-sized target sprawling. When making a charge attack, the Anthro may make both a bull rush and a basic melee

attack (in that order). Other rules for charging and bull rush apply normally.

### **Scurry (EX)**

**Requires** DEX 13+

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 opportunity.

### **Sense Subtype (SU)**

The Anthro is specifically bred, and perhaps divinely sanctioned, to hunt a particular breed of creature. Select one subtype commonly encountered in the campaign (such as anthro, goblinoid, good, evil, mutant, psionic, Lifespawn, ect).

The Anthro senses when a creature with the designated subtype approaches within 30 ft. The Anthro receives a +4 racial bonus on Perception and Sense Motive checks against creatures with the chosen subtype. You may select this racial trait more than once, applying it to a different subtype each time.

### **Sexual Conditioning (SU)**

**Requires** Sexual Insight

This beneficial mutation alters the social and pleasure/reward centers of the creature's brain. If the Anthro has a consensual encounter with an intelligent creature, and succeeds at a Perform (sexual) check (DC 15+ the creature's CHA modifier), the Anthro gains XP as if he or she defeated that creature in combat.

### **Sexual Insight (SU)**

**Requires** CHA 13+

Sex allows you a rare insight into a person's soul, and these insights form the core of intra-species Anthro diplomacy. When you have a consensual sexual encounter with an intelligent creature, you gain one of the following permanent insight bonuses against that character. Choose one sexual insight, which is determined by your alignment.

*Peaceful Insights (requires non-evil alignment)*

- +2 insight bonus to Bluff
- +2 insight bonus on Diplomacy
- +2 insight bonus on Heal

- +2 insight bonus on Sense Motive
- +2 insight bonus on Perform (when the lover is in the audience)

*Violent Insights (requires non-good alignment)*

- +1 insight bonus on attack rolls
- +2 insight bonus on melee damage rolls
- +1 insight bonus to Save DCs for single target spells and psionic abilities against the lover
- maximize the duration of enchantment (charm, compulsion) or telepathic effects against the lover

### **Shell (EX)**

**Requires** Natural Armor

You're protected beneath a sturdy bone and keratin (or equally tough chitin) shell. 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.

As a move action, you can retract your limbs and head into your shell. In this state, you cannot move or attack, but your natural armor bonus increases by +4. You can extend your limbs and head as a move action.

### **Sleep Efficiency (EX)**

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. This does not allow you to recover spells/slots or power points more times per day, merely to do so more quickly.

### **Sleepless (EX)**

The Anthro does not need to sleep (though still requires a period of restful calm to regain spells, spell slots or power points), and becomes immune to mundane and supernatural *sleep* effects.

### **Sound Chambers (EX)**

Parts of your skull and sinus cavity have evolved into resonating chambers that give you an impressive call that can be heard for miles. Your sound chambers increase the range of all bardic music abilities and spells or effects with the *sonic* descriptor by 10 ft per two character levels.

### **Spell Howl (SU)**

*Counts as 2 Gifts*

**Requires** Primary Casting Modifier 13+

You don't bother with human like words or gestures when you cast spells- you simply unleash a blood-curdling, high-pitched howl laced with arcane power. A number of times per day equal to 3 + your primary casting attribute modifier, you may make a spell *still* without increasing the casting time, or changing the spell's level. You cannot also make this spell *silent*.

### **Spider's Strings (EX)**

**Requires** Web

You pluck the silken strings of a guitar, sitar, lute or biwa as expertly as you manipulate the strands of your webbing. You may use your Web ability an additional time per day for every rank you have in Perform (stringed instrument). In addition, any time you make a Perform (stringed instrument) check, roll 2d20 and take the better of two results.

### **Steady Speed (EX)**

Your speed is never reduced by armor or encumbrance.

### **Strength of Loving Adventure (SU)**

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 adventurer.

When within 30 ft of your beloved, you benefit from Improved Initiative, and both you and your lover are treated as possessing any one teamwork feat possessed by either of you. You may choose which teamwork feat is shared each day upon awakening.

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.

### **Strength of Loving Sorcery (SU)**

**Requires** Spellcaster levels

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 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.

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.

### **Strong Stomach (EX)**

You're almost never sick. You become immune to the *sickened* and the *nauseated* conditions.

### **Strong Life Force (EX)**

*Counts as 1 or 2 Gifts*

Your spirit clings tightly to your Anthro flesh, making you almost impossible to kill. You become immune to the effects of massive damage and coup de gras attempts. You treat these attacks as normal hits instead.

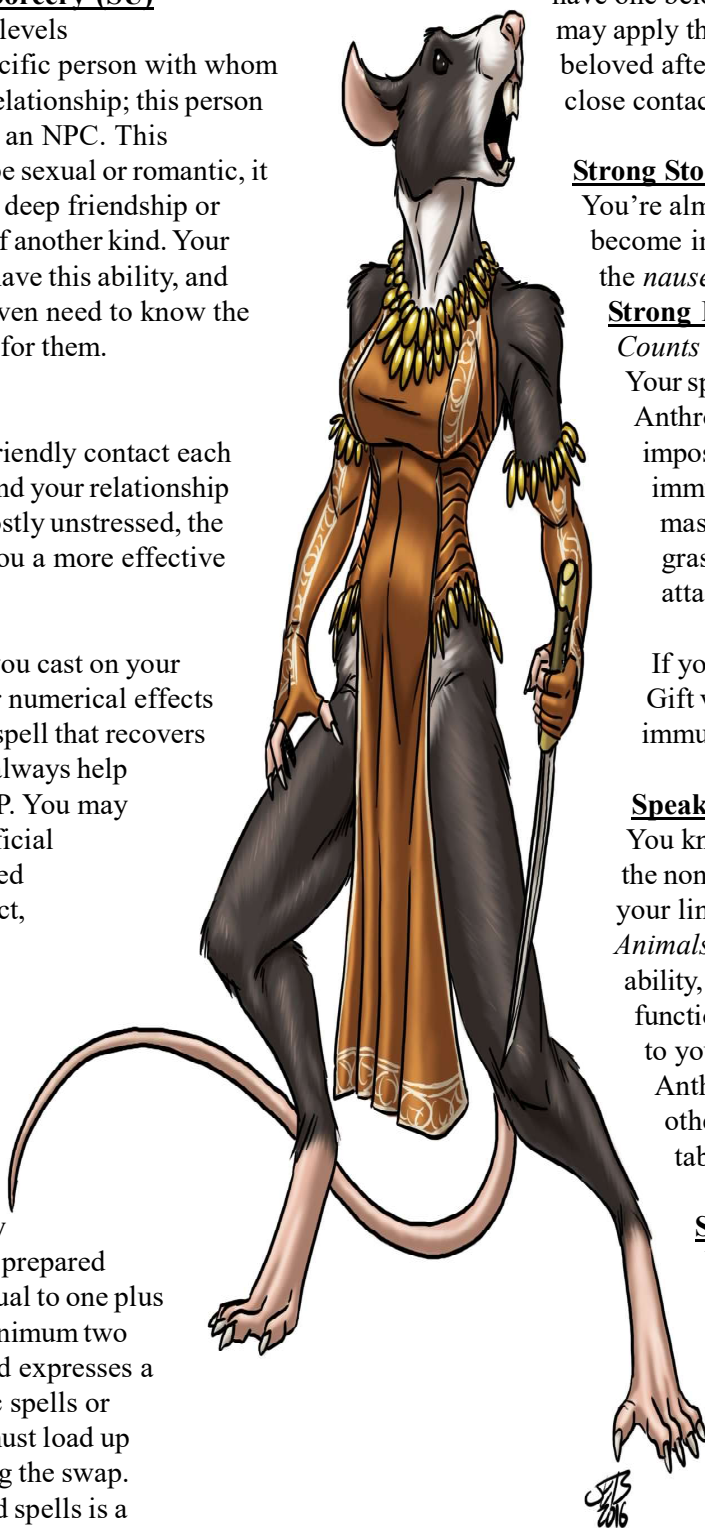
If you take this ability as a 2 Gift version, you also become immune to *death* effects.

### **Speak With Kind (SP)**

You know the secret languages of the non-thinking animals that share your lineage. You gain *Speak With Animals* as a constant spell-like ability, however this ability only functions against animals similar to yourself. Thus an alley cat Anthro could only speak to other felines, from tigers to tabby cats.

### **Sprinter (EX)**

You are as swift as a hunting cheetah. Once per hour, when using the run or charge action, you can move up to ten times your base movement rate for one round.



### **Squeeze (EX)**

You are uncannily flexible. You can squeeze through any opening large enough for your skull to pass through at half your base landspeed without requiring an Escape Artist check. You receive a +2 racial bonus on Escape Artist checks, and combat maneuver checks made to escape a grapple.

### **Stunning Screech (SU)**

You can unleash an ear-splitting scream or howl that leaves foes trembling. Once per day per four character levels, you can emit a stunning screech as a standard action. All non-Anthros within a 20 ft radius burst must succeed at a FORT Save (DC 10 + your CON modifier + ½ your level) or be *staggered* for 1d3 rounds. This is a sonic, mind-affecting fear effect.

### **Sudden Strike (EX)**

You are particularly adept at moving quickly when your foes are surprised. During a surprise round, you may act as if you had a full round to act, rather than just one standard action.

### **Sure Footed (EX)**

You receive a +2 racial bonus on Acrobatics and Climb checks. You do not lose your DEX bonus to Armor Class when balancing on narrow ledges.

Alternatively, you may choose to receive a +4 racial bonus on Acrobatics and Climb checks in and only in a specific terrain type, such as forests, mountains, swamps, ect.

### **Swishing Tail (EX)**

Your thick, broom-like tail keeps flies and other annoying pests away from your hind-quarters.

You become immune to the Distract special quality possessed by Swarms.

### **Techno-Sense (EX)**

The Anthro has a natural homing instinct that allows her to home-in on metal and electronic power sources. As a full round action, the Anthro can sense the direction and distance to any creature or object wearing, carrying or made out of more than 10 lbs of ferrous metal, or to any electrical power supply of greater intensity than a standard battery, such as a

car's battery, laser pistol's power cell, an android's onboard energy matrix, or a starship's reactor.

This ability has an effective radius of 100 ft. It can be blocked by 3 ft of loosely packed earth or sand, a 1 ft stone, metal or plastic wall, or a thin sheet of lead or non-ferrous metal.

### **Threat Colors (EX)**

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 (for an audible equivalent), but it is instantly recognizable and eye-catching.

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.

### **Tireless (EX)**

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

### **Trapper (EX)**

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.

### **Troll Hunter (SU)**

*Counts as 2 Gifts*

Your strange species was specially bred to hunt and slaughter trolls and other fearsome, swiftly regenerating monsters. Any creature wounded by any of your natural weapons has its Regeneration or Fast Healing racial quality suppressed for 1 round, as if it had been wounded by fire or acid.

### **Tusks (EX)**

**Requires** Biter trait

Your teeth elongate into impressive tusks- perhaps the bladed canines of a sabertoothed tiger or wild hog, or the downward pointing tusks of a walrus. Whatever their form, your bite damage increases to that of a creature two categories larger than your base size. In addition, your tusks provide you with a +1 shield bonus to Armor Class. You cannot claim a



shield bonus from your tusks on any round you attack with them.

### **Unaging (SU)**

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 and are not affected by magic or effects that would age you.

### **Undead Anthro (EX)**

*Counts as 2 Gifts*

Though you wear fur, your animal's heart does not beat. Your type is Undead rather than Humanoid, though you retain the Anthro subtype. You have no CON score and gain all the immunities common to player character undead.

### **Unnoticed By Undead (SP)**

**Requires** Carrion Scavenger trait  
Ordinary animals, and Anthros of 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 with a caster level equal to your total character level.

### **Unnerving Vocalization (EX)**

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*. This is a mind-affecting, fear effect.

### **Vermin Soul (EX)**

*Counts as 2 Gifts*

You are an instinct driven, rather than rational being and possess a panoply of insect or spider traits. You become immune to mind-affecting effects and are

considered both a *humanoid* and a *vermin* for effects related to creature type.

### **Venom (EX)**

*Counts as 1 or 2 Gifts*

Your bite and your talons drip with dangerous natural poisons, which range from irritating to ultra-lethal depending on species. Select a venom from one of the lists below; once chosen, this cannot be changed. All venoms are *injury* poisons, which are transmitted via your natural weapons or your bite (if present). Anthro Venoms have a FORT Save DC equal to DC 10 + your CON modifier + ½ your character level. All Anthro Venoms have a duration of four (4) rounds.

*The following Venoms count as 1 Gift.*

| 1 Gift Venom Type | Initial Damage   | Secondary Damage |
|-------------------|--|------------------|
| Depressant        | <i>Unconsciousness</i> 1d4 rounds                        | 1d2 INT          |
| Hallucinatory     | Target is <i>confused</i> , as the spell, for 1d4 rounds | 1 WIS            |
| Irritant          | <i>Shaken</i> for 2d6 minutes                            | 1d4 DEX          |
| Neuro-motor       | 1d6 DEX  | 1d4 STR          |
| Purgative         | <i>Nauseated</i> for 1d6 rounds                          | 1 CON            |
| Stressor          | <i>Panicked</i> for 1d6 minutes                          | 1d4 WIS          |
| Weakening         | 1d4 STR  | 1d3 STR          |

*The following Venoms count as 2 Gifts.*

| 2 Gift Venom Type | Initial Damage  | Secondary Damage |
|-------------------|---|------------------|
| Blinding          | <i>Blindness</i> 2d6 minutes  | 1d4 WIS          |
| Cardio-toxic      | 2d4 CON   | 1d4 CON          |
| Lactic Acid       | Target becomes <i>fatigued</i> , or <i>exhausted</i> if already <i>fatigued</i> . | 1d6 STR          |
| Paralysis         | <i>Paralysis</i> 1d3 hours  | 1d4 DEX          |

### **Venomous Body (EX)**

*Counts as 2 Gifts*

#### **Requires** Venom

Your hide, fur or feathers secrete a dangerous, waxy toxin. This venomous sheen poisons any creature that touches the Anthro, either by making a successful attack with an unarmed strike, natural weapon or a touch attack. A creature that grapples the Anthro is also exposed to the Anthro's venomous body.

The Anthro's Venomous Body inflicts the same type of poison as the Anthro's Venom racial ability, though the poison type becomes touch. This venom does not injure other creatures of the same species as the Anthro.

#### ***Mundane Gear:***

##### ***Poison Fruit***

**Cost** 5-10 gp **Weight** negligible

These almost painfully bitter green succulents are about the size of grapes. They grow on many worlds, but only Anthros with natural venom abilities typically bother to harvest these agonizingly tart berries.

If an Anthro with the Venom Gift of Nature eats a Poison Fruit, for 1d4+1 rounds, the Venom's FORT Save DC is increased by +1. The effects of multiple Poison Fruits are not cumulative. It's the gamemaster's option whether other living creatures with poison attacks can benefit from Poison Fruit.

### **Voltaic Skin (EX)**

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.

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

#### ***Similar Abilities***

Just by renaming this ability and re-skinning the energy type, you can produce Anthros capable of

sheathing their bodies in fire, ice, or even pleasure-based or sonic combat auras. Have fun.

### **War Bred (EX)**

Anthros of your type have long been bred for battlefield service. You are proficient with all simple and martial weapons, as well as light, medium and heavy armor and with shields, including tower shields.

### **Winged Flight (EX)**

*Counts as 2 Gifts*

You possess large and powerfully built wings, and enough muscle power to carry you aloft. Decide whether your wings are bat-like or insectoid, as beautifully decorated as a butterfly's or feathered like a bird's, and the color of your plumage and markings (if any).

You gain a flight speed equal to three times your base landspeed, with average maneuverability. You receive a +4 racial bonus on Fly checks, and Fly is always a class skill for you. You may only fly when wearing light armor or no armor, and when carrying a medium load or less.

Your expansive wingspan makes you instantly recognizable, and you suffer a -4 racial penalty on Disguise checks. Armor and clothing must be custom made to accommodate your anatomy, doubling the purchase price, as if it were made for a non-humanoid creature.

### **Working Scent (EX)**

#### **Requires** Scent

Some Anthros have senses so keen they can be trained to sniff out a particular substance or hazard. Select one of the following substances/items from the list below. When the Anthro merely passes within 30 ft of a concealed or disguised object, they may make a Perception check as if they were actively searching for it.

- Explosives (dynamite, C4, ammonium nitrate, ect)
- Firearms (any gunpowder based firearm)
- Drugs (cocaine, heroin, marijuana, ect)
- Disguised or concealed members of a chosen species or subtype
- Other specialized scent tasks, as approved by the gamemaster, such as medically trained Anthros sniffing out diseased tissue, poison-sniffing Anthros, and the like.



### **Wyld Shape (SP)**

*Counts as 2 Gifts*

Once per day per five character levels, you can transform yourself into a pure animal form, eliminating the humanoid elements of your Anthro anatomy. This ability functions identically to *Beast Shape II*. When you reach 5<sup>th</sup> level, it improves to *Beast Shape III*, and finally to *Beast Shape IV* at 10<sup>th</sup> level. You may only use this ability to transform into a specific type of animal, similar to your Anthro form, and chosen when this ability is gained. You gain the shapechanger subtype.

*animal* or the wild empathy ability) as well as those that affect humanoids. NPCs with this disadvantage might be influenced by Handle Animal (or even Ride!) rather than Diplomacy checks, at the gamemaster's option.

### **Animal Lusts (EX)**

You find it difficult to control your animalistic passions. You suffer a -8 racial penalty on Sense Motive and Diplomacy checks against creatures of your preferred gender and physiology. You constantly

## ***DISADVANTAGES***

Anthros can select Disadvantages, but are not required to do so. Each Disadvantage allows the Anthro to select an additional Gift of Nature.

Unless otherwise noted, a Disadvantage overrides any corresponding immunity or resistance purchased as a Gift of Nature.

The following standard monster abilities can also be chosen as disadvantages. The game master might allow other standard monster abilities to be chosen as disadvantages.

### ***Light Blindness***

### ***Vulnerability to Energy***

### **Allergic Dander (EX)**

Your fur, 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-Anthro 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.

### **Animalistic (SU)**

Your mind and soul are as animalistic as your body. You may be affected by effects that influence or control animals (such as *charm*



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. You can never take the Iron Heart feat, nor similar abilities.

### **Anthro Arrogance (EX)**

Anthros are the next evolution of sentient life in the galaxy, and when denied a chance to prove her superiority, the Anthro can get a bit pissy. If the Anthro ever fails an opposed skill check against an intelligent non-Anthro creature, the Anthro is considered *shaken* for 1d4 rounds. Multiple successive failures extend the duration but do not worsen the effect.

### **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 suffer Bleed 1 in addition to the weapon's other effects. If the weapon would already inflict Bleed, it stacks with the Bleed caused by this disadvantage.

### **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.

### **Canned Brains (SU)**

Your head or skull is obviously incomplete or exceptionally tiny, making it clear there's no room for a large, advanced brain in there. There is a very rudimentary brain somewhere in your head or body that keeps you alive, but you must carry with (or be near) an externalized brain at all times.

Your canned brain might literally be a brain in a glass or steel box or can, sometimes with a small carrying handle or strap. Alternatively, it might be encased in a hovering life support bubble or medic's backpack. The character is responsible for providing safe carrying for the canned brain. The brain itself is fairly durable, having Hardness 2 and half the HP of the

character; arcane casters can form an arcane bond with their canned brain if desired.

If moved more than 60 ft away from the canned brain, the character suffers a -4 racial penalty to INT and CHA. If the canned brain is destroyed, the character is slain.

### **Clumsy (EX)**

You tend to trip over your own paws when you get flustered. Anytime you fail a REF Save, you are knocked prone in addition to any other effect of the failure.

### **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.

### **Cyclic Petrification (SU)**

Your body turns to immobile stone (or bone, ceramic or other similar material) at a specific time each day, functioning identically to the *flesh to stone* spell. When you select this disadvantage, choose either diurnal petrification (from sunrise to sunset) or nocturnal petrification (from sunset to sunrise). You always become petrified during this time, and this period is considered sleep or bed rest for you. You can be returned to flesh form prematurely with spells such as *stone to flesh*, awakening you, but return to stone at the designated time on your next cycle.

### **Easily Killed (EX)**

You die all too easily. You are destroyed when reduced to 0 HP or fewer, not simply disabled. Undead and Construct Anthros cannot take this disadvantage, as it is already inherent in their natures.

### **Easily Panicked (EX)**

You are a cowardly, easily frightened creature. You suffer a -4 racial penalty on all WILL saves against fear effects and cannot become immune to fear. 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. You're hindered badly in narrow hallways and corridors you have to squeeze your bulk into. Your base land speed is reduced by 10 ft plus you are denied your DEX modifier to Armor Class when moving through any area narrower than 10 ft square. You cannot squeeze through an area less than 5 ft square.

### **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 *quicken* 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 balanced, 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.

### **Furvert (EX)**

Common among those who begin life and another species and became Anthros by their own choice, sometimes their sexual attraction to the Anthro form overrides their common sense. Anthros with this disadvantage must succeed at a WILL Save (DC 15 + the other Anthro's CHA modifier) to turn down a sexual encounter with another Anthro creature, even if such an encounter would be physically harmful or personally disastrous for the character.

### **Similar Traits**

A similar disadvantage exists among Anthros created as sexual servitors. In this case, the Anthro must succeed at a WILL Save to resist the sexual overtures of Humans (or another intelligent species who commissioned the Anthro's creation).

### **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.

### **Hip Displacia (EX)**

Your hips occasionally dislocate painfully for no good reason, a genetic defect sadly common among several fighting dog Anthro breeds. Anytime you take a double move or use the run action, you suffer 1d8 points of non-lethal damage.

### **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, police and property owners if they are aware of your fugitive status, and their default attitude towards you is usually unfriendly.

### **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 firehose or 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.

### **Impaired Senses (EX)**

One of your senses is dramatically impaired. With this disadvantage, choose either *blindness* or *deafness*. You permanently suffer the chosen condition.

### **Incurable (EX)**

For some reason, the Anthro simply does not respond to healing magic. Any spell with cure in the name, such as *cure light wounds*, simply fails when used upon the Anthro.

### **Inferior Attribute (EX)**

One of your ability scores is worse than average. You suffer a -2 racial penalty to one ability score of choice.

### **Inferior Save (EX)**

You absolutely suck at resisting a specific kind of hazard. You suffer a -2 racial penalty to one of your saving throws. You can take this up to three times, if you choose to disadvantage all your saving throws.

### **Kid Friendly Persona (EX)**

Some Anthros are products of commercial genetic engineering, and are sold as companions, nannies and guardians for wealthy human children. These Anthros are behaviorally encoded to make them ideal companions. The Anthro must succeed at a DC 20 WILL Save to make an attack (except in direct defense their assigned child), engage in sexual behavior, use sexually oriented spells or powers, or use profanity when within 30 ft of any intelligent creature in the Child age category or younger. Failing this save indicates that the Anthro cannot act in the prohibited manner and is *shaken* for 1d4 rounds after the attempt.

### **Lethargic (EX)**

You're remarkably lazy. All Craft projects, including the construction of magic items require double the usual time to complete. Additionally, it requires you 12 hours of sleep or rest to recover Hit Points and spells/spell slots or power points, 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 racial penalty to your Combat Maneuver Defense and suffer a -2 racial penalty on Acrobatics checks. Opponents can begin a grapple against you from up to 10 ft away, simply by grabbing your bulky, cumbersome tail.

### **Magical Vulnerability (EX)**

You are especially vulnerable to one type of magic. You suffer a -2 racial penalty on all saving throws against either arcane or divine spells and spell-like abilities. You may choose this disadvantage twice, gaining vulnerability to both types of magic.

### **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)**

During the two to three month period of your species' heat, you can't think about anything other than the driving urge to reproduce.

During a 2-3 month period each year, chosen with this disadvantage, you are so distracted by the urge to mate that you cannot attempt Craft checks to produce or repair items, nor Profession or Perform checks to earn a living.

### **Mating Season (EX)**

Your species has no interest in non-reproductive sexuality, and is only really interested in sex of any kind during a short mating season each year.

For at least ¾ 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 and WIS-based skill checks. You are distracted by surging hormones and the drive to spawn.

### **Metal Bane (SU)**

You are a creature of old magic, and as such, the touch of occult metal weapons is especially dangerous. Choose one special metal quality from the following list: *adamantine*, *cold iron* or *silver*.

You suffer double damage from any successful attack with a weapon of your chosen special metal type. If you Damage Reduction from any source, it can always be overcome by special metal weapons of your chosen type, in addition to any other means of overcoming it.

### **Military Conditioning (EX)**

The Anthro has been both psychologically and genetically programmed for military service, and is designed to be obedient to her creator faction. The Anthro is the product of a military genetic engineering program undertaken by a powerful faction such as a government, mega-corp or government agency or police force. The Anthro automatically fails CHA-based skill checks against known members of factions hostile to the creators, except for Intimidate checks.

### **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.

### **Non-Violent Conditioning (EX)**

Some Anthros are genetically hard-wired to prevent violence. You receive only half XP from combat encounters, though gain full XP from other sources.

### **Obligate Carnivore (EX)**

You are biologically conditioned to stalk, hunt and kill your prey. You cannot derive nutrition from plant matter nor meat killed more than 4 hours prior, nor stored, prepared or cooked meat. You are sickened for 1d6 hours after eating plant matter.

### **Obligate Herbivore (EX)**

You are biologically conditioned only to consume plant-based matter. You cannot derive nutrition from any form of meat, and are *sickened* for 1d6 rounds after viewing any creature eating animal flesh. You are also *nauseated* for 1d6 hours after eating any animal product, knowingly or otherwise.

### **Precious 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. One of your internal organs is exceedingly valuable and its value is well known in the occult community. Creatures of your kind are commonly hunted for this organ, the harvesting of which requires the Anthro's death.

Select a single organ (such as your heart, liver or brain, or more exotic organs like a unicorn's horn or the organ that allows a dragon to breathe flame). This is your precious viscera- this organ can be harvested within one hour of your death with a DC 15 Survival or DC 15 Knowledge (arcana) check. If this organ is harvested and eaten, the Anthro cannot be *raised*, nor *resurrected*, by any means short of direct divine intervention.

Your precious viscera bestows a wondrous transformation of some kind upon any creature that consumes it. Some examples include organs that provide immortality to the creature that devours them, returns them to physical youth, provides a mighty (+4) inherent bonus to one ability score, or a smaller bonus to two scores, or radically and permanently changes a creature's race, gender, species or other physical qualities. Choose what effect consuming your precious organ has when you first select this disadvantage.

### **Pregnancy Acceleration (EX)**

*Female Anthros only*

Females of your species bring young to term with incredibly rapidity, which can be hard on the woman's body. If you conceive, you are considered *sickened* for 1d6+1 days, and then *nauseated* for an additional 1d3 days. At the end of this period, you give birth as normal for your species. You must succeed at a FORT Save (DC 12 + the number of previous pregnancies) or suffer 1d4 points of permanent CON drain from the metabolic demands of the pregnancy.

### **Prophesied Defeat (SU)**

Your defeat at the hands of a specific creature is already written. Select one of the following categories: gender (male or female), race (any of the player races described in the *Pathfinder Roleplaying Game* or otherwise common to the campaign setting) or an Anthro. 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.

### **Psionic Vulnerability (EX)**

You have few natural defenses against mental weapons. You suffer a -2 racial penalty on all saving throws against psionic powers and psi-like abilities.

### **Repelled by Faith (SU)**

You cannot bring yourself to harm those of great faith. You suffer a penalty on ranged and melee attack rolls (though not area effect attacks) against a target equal to that target's ranks in Knowledge (religion), if any. This does apply to area effect attacks.

### **Reptilian Torpor (EX)**

The Anthro cannot internally regulate its body temperature and can easily succumb to hypothermia or heat exhaustion. The Anthro 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.

### **Scent Trigger (EX)**

**Requires Scent**

Some military Anthros are bio-chemically and psychologically conditioned to respond to specific pheromone cues. If the Anthro comes within 30 ft of a specifically formulated chemical scent marker (Craft (chemical) DC 20) she is affected as by a *rage* spell for 1d6 rounds, and must succeed at a DC 22 WILL Save each round or begin attacking the closest creature to the scent marker. Such scent markers are often sprayed on targets like perfume or aerosol, marking the target for assassination by Anthro soldiers later. If the scent marker is not



washed off, it remains active on the target for up to 8 hours.

#### **Self Loathing (EX)**

You reject the animal gifts that empower you, and are shaken if you give into your animal natures. You are considered *shaken* for one hour after activating any Gift of Nature that requires conscious action to activate. If you succeed at a WILL Save (DC 10 + your total character level) you are merely *shaken* for 1d4 rounds instead. You do not suffer this penalty when using purely passive abilities, such as ability score improvements or lowlight vision.

#### **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 on all skills (except Intimidate) against members of its own gender.

#### **Shiny Distraction (EX)**

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

#### **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.

#### **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, Pleasure\* or Sonic. 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 *sickened* 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.

#### **Spittle Burned (SU)**

Simply spitting in your face causes you agonizing pains. An adjacent creature can spit upon you (a ranged touch attack with a 5 ft maximum range) once per round as a free action, causing you 1d6 points of acid damage. Note that spit not passed in anger burns slightly, but causes no harm. You can be kissed or orally pleased, though such activities are almost as painful as they are pleasurable.

#### **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 non-humanoid creature. If you also possess the Quadruped racial trait, the cost is tripled.

#### **Stiff Legged (EX)**

The Anthro's legs do not bend as easily as a man's. The Anthro can only move in straight lines and requires a move action to chance the direction it is facing.

#### **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.

#### **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. Pinches of salt are treated as a ranged touch attack with a 5 ft maximum range and no range increment.

### ***Similar Traits***

Variations on this disadvantage can be used to simulate vulnerability to other common substances, such as mystic Anthros vulnerable to herbs like wolfsbane, garlic, staples like rice, or allergic to common household chemicals like *Windex* or bleach.

### **Tentacle Bait (SU)**

**Requires** CHA 13+

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 on your Combat Maneuver Defense score.

### **Timid (EX)**

You are truly inept at combat. You suffer a -4 racial penalty to your Initiative check result, and suffer a -2 racial penalty on all attack rolls.



### **Toxin Vulnerability (EX)**

Poisons are especially dangerous for Anthros of your kind. If you succumb to any poison, the poison's duration is doubled, though the frequency does not change. For example, if you fall victim to *arsenic*, which normally affects a target 1x/minute for 4 minutes, it would instead affect you 1x/minute for 8 minutes.

### **Traceable (EX)**

The Anthro's creation was registered with various governmental and police agencies, and an exhaustive amount of forensic data about their abilities has been compiled. Nanotransmitters woven throughout the Anthro's cellular structure keeps these supervisory agencies apprized of their location.

The character is fitted with a real-time transmitter system that transmits their location, accurate within about 30 ft, to state and federal law enforcement agencies. This locator signal is constantly recorded, providing a complete record of the Anthro's movements usable in a court of law. Forensic databases on the Anthro's abilities provide investigators with a +10 bonus on Perception checks made to link the character to a particular crime scene.

### **Unarmed (EX)**

You lack the natural defenses common to other Anthros. You do not gain the Natural Weapons racial quality.

### **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 without the Anthro subtype.

### **Vestigial Arms (EX)**

Your humanoid shape isn't perfect. Your arms and hands are small, puny and malformed. Your lifting limits are half those of an ordinary creature of your size, and completing any STR-based skill check takes

at least double the ordinary amount of time when performed by you, to a minimum of a full round action. The weapons you wield are undersized- one size category larger than weapons used by standard creatures of your size.

### **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 four 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. If you do not eat every 8 hours, you are considered *fatigued* until you do. 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 –8 racial 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.)

### **Similar Traits**

Rather than transforming when splashed with water, your change might be triggered by another common stimulus, such as time of day, weather, exposure to an

ordinary substance or food (such as milk, wine, gasoline, ect).

### **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 damage, 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 sight-based Perception checks, as well as a -4 racial penalty on ranged attacked rolls.

### **Weak Minded (EX)**

You make a poor excuse for a spell caster or psychic. You automatically fail checks to maintain concentration on a spell, psychic power, psi-like ability or spell-like ability when damaged or distracted.

### **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 species, you suffer a -2 morale penalty to Armor Class and critical hits made against you by that creature are automatically confirmed.

## ***ANTHRO TRAITS***

Traits are less powerful than feats, obviously, but they are also less potent (or at least, much more situational) than most Gifts of Nature. Several minor racial abilities present in the original draft of *Fursona* have become traits in *Fursona Unleashed*. Other, more powerful racial abilities are available as racial feats.

Instead of the usual limitation on traits: that players only choose one trait from each category, you might consider a variant rule that allows slightly more powerful Anthros. Players can choose traits from any category they desire, but one trait must be an extraordinary ability, and the other can be a spell-like, psi-like or supernatural ability.

## ***COMBAT TRAITS***

### **Always Outnumbered, Never Afraid**

**Ability Type** Extraordinary

You have no fear of facing down entire armies. You receive a +1 dodge bonus to Armor Class any time you are outnumbered at least four to one.

### **Animal Fastidiousness**

**Ability Type** Supernatural

Like many animals you are careful to bury your scat, and feel deep revulsion at those who don't have the sense to disregard their own wastes. Spellcasters adjacent to you suffer a -2 penalty on Spellcraft checks to cast defensively when casting any spell with the *skatto* descriptor (see *Enchantments of Black Tokyo*, Otherverse Games, 2015.)

### **Animal Instinct**

**Ability Type** Extraordinary

**Requires** Anthro race, Base Attack Bonus +1

You hunt with the ferocity of a lion. You receive a +4 trait bonus on natural weapon attack rolls made to confirm a critical hit.

### **Anthro Killer**

**Ability Type** Extraordinary

**Requires** Anthro race, Natural Weapons

Some Anthros are specially bred- or specially conditioned – to stalk and kill their own kind. You inflict an additional two points of damage with a



successful attack with your natural weapons if the target has the Anthro subtype.

### **As Nature Intended**

**Ability Type** Extraordinary

**Requires** Anthro race, Survival 1 rank

You prefer natural surroundings and the simple pleasure of warm sun against your fur. When in mostly undeveloped natural surroundings and unarmored or wearing only Impromptu armor, you receive a +1 morale bonus to Armor Class.

### **Bear Hug**

**Ability Type** Extraordinary

The Anthro is a natural wrestler, as ferocious in a clinch as a Kodiak bear. The Anthro deals +1d6 extra points of damage when it makes a grapple check to damage a creature.

### **Big Paws**

**Ability Type** Extraordinary

**Requires** Anthro race

You've got skull crushing, mighty paws like an alpha lioness or a polar bear. You may wield weapons sized for creatures one size category larger than your actual size category without penalty. You may wield a one handed weapon sized for a creature your actual size as a one handed light weapon, or a two handed weapon sized for a creature your actual size as a one handed weapon.

### **Bio-Light Lure**

**Ability Type** Extraordinary

**Requires** Bio-luminescent

Your bio-lights extend from your extremities and can lure unwary prey to their doom. You receive a +3 trait bonus on Bluff checks to feint in combat when in areas of dim illumination or worse if you bio-lights are active.

### **Biter**

**Ability Type** Extraordinary

**Requires** Anthro race

You gain a bite attack as a secondary natural attack. This bite inflicts piercing damage equal to the Natural Weapons (claw/hoof) line for an Anthro your size plus ½ your STR modifier.

### **Eye Patched Warrior**

**Ability Type** Extraordinary

One of your eyes was lost in suitably dramatic and violent fashion. You bear a unique and iconic eye-patch over your missing eye. You receive a +3 trait bonus on saving throws against gaze attacks and a +1 trait bonus on Intimidate checks.

**Drawback** Your impaired depth perception imposes a -1 trait penalties on ranged attack rolls made in the weapon's second (or greater) range increment.

### **Eye Spots**

**Ability Type** Extraordinary

Your feathers or fur include markings that resemble large, hostile eyes, usually somewhere on your tail, wings or other extremities. You can flash these eye spots to confuse predators. Your Eye Spots provide a +1 racial bonus on Intimidate checks and Bluff checks made to feint in combat.

### **Exotic Weapons**

**Ability Type** Extraordinary

**Requires** Martial Weapons Proficiency

You like nothing better than wielding some strange weapon built specifically for an Anthro warrior. Choose any exotic weapon present in your campaign world. You treat weapons of this type as martial weapons.

### **Fearful Symmetry**

**Ability Type** Extraordinary

You are one of the deadliest hunters of your kind, and your natural weapons epitomize the cruel perfection of nature. Your natural weapons are considered masterwork quality and receive a +1 masterwork bonus on attack and damage rolls. Your natural weapons can be enchanted, but you must be present for the entire process.

### **Fur At My Back**

**Ability Type** Extraordinary

**Requires** Non-Anthro race

Though not an Anthro yourself, you instinctively like and trust the race, and fight at your best alongside a furry ally. You gain a +1 morale bonus to AC when adjacent to any ally with the Anthro subtype.





### **Life Saving Fluffiness**

**Ability Type** Extraordinary

**Requires** furred Anthro

Your impressive pelt is deep and shaggy, adding so greatly to your apparent bulk, it's hard to tell where your fur ends and your flesh actually begins.

Once per day, as an immediate action you can add a +1d6 luck bonus to your armor class against a single attack that inflicts piercing, slashing, bludgeoning or ballistic damage. You may declare the use of this power after the attack roll hits, and if the bonus is enough to turn the attack into a miss, you take no damage.

### **Predatory Assessment**

**Ability Type** Extraordinary

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.

### **Survival Instinct**

**Ability Type** Extraordinary

**Requires** Improved Initiative

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 than the first.

### **Herd Instinct**

**Ability Type** Extraordinary

**Requires** Anthro race

Your breed of Anthros are herd-based prey animals who depend on others of their kind for support. You receive a cumulative +1 racial bonus on Initiative checks (maximum +10 bonus) for each ally with this trait within 100 ft of you.



# FAITH TRAITS

## Healing Lick

**Ability Type** Supernatural

**Requires** ability to cast cure light wounds or channel positive energy  
Your rough, cat-like tongue can soothe the wounds of your friends. When you cast cure light wounds or channel positive energy, if you take a full round action to lick the recipient, that creature recovers one additional Hit Point per dice of healing.

## Light, Fur and Music

**Ability Type** Supernatural

**Special** Anthro characters can choose this as a racial trait instead.

**Requires** Anthro subtype, Raver (or similar) patron deity

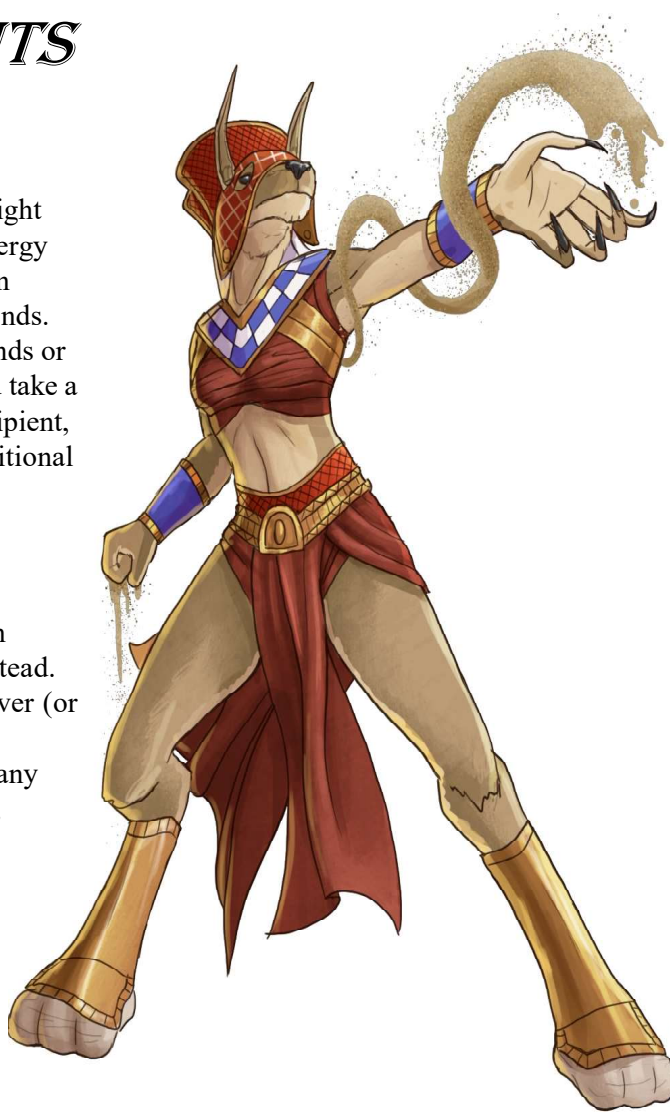
Music is vitally important to many Anthro tribes- pounding music, beautiful indoor rainbows, the sweat and adrenaline of frenzied dance are a primary manner of worship, courtship, and celebration.

You may use any Musical or Superior Musical weapon, or any musical instrument as a holy symbol. In addition, whenever you make a successful attack roll (or Perform check made to attack) with any weapon with the Musical or Superior Musical descriptors you may grant any creature with the Anthro subtype (including yourself) a +1 morale bonus on WILL Saves for one round as an immediate action. You may use this ability once per round.

## Nature Sense

**Ability Type** Extraordinary

You can smell a storm upon the wind. You receive a +8 racial bonus on Survival checks made to predict the weather. If you have or later gain the Scent racial trait this bonus increases to +12.



## Neo-Pharonic

**Ability Type**

Extraordinary

You have a deep connection to the animal-headed gods of dynastic Egypt, whether by actual divine blood flowing through your veins, or spiritual affinity. Many Bastian Anthros in the *Otherverse America* reality claim this trait with pride and fury.

You gain a +1 trait bonus on Knowledge (history) and Knowledge (religion) and these skills are always class skills for you. You can translate hieroglyphics and can speak and are literate in modern Egyptian.

## Precious Gift

**Ability Type** Supernatural

**Requires** Precious Mystic Organ disadvantage

You can allow a trusted ally or lover to consume your most precious organ, gaining the unique gift that is usually stolen from your race in an act of free sacrifice. When you are slain, you can will your precious organ to rise from your body and drift to an ally of your choosing within 100 ft.

## Pure Motives

**Ability Type** Supernatural

**Requires** any good alignment

When your motives are pure, your luck's a wonder to behold. You receive a +1 luck bonus on any skill check made to save the life of a living creature, or to dramatically improve their life somehow.

# MAGIC TRAITS

## Alchemical Scent

**Requires** Scent, Craft (alchemy) 1 rank, WIS 13+  
Your keen nose lets you unerringly identify any unstoppered potion within 5 ft by smell alone. Finally, you may attempt a DC 15 Perception check to identify stoppered and hidden potions concealed on or about another character.

## Celestial Summoner

**Ability Type** Supernatural

**Requires** Agathion subtype

The Anthro's spiritual connection to the Agathions manifests itself as a gift for summoning magic. You increase the duration of any Summon spell by one round per four character levels when using such spells to summon any Neutral Good creature.

## Furgonomics Expert

**Ability Type** Extraordinary

**Requires** Spellcraft 1 rank, Craft (armor smithing or similar) 1 rank

You know how to adapt your occult-tech designs for the many shapes, sizes and morphologies that Anthro anatomy might take. You can add the *Anthro Adaptive* property to any magical armor you produce without meeting any prerequisite except the racial requirement. Doing so does not increase the cost or construction time of the armor.

## Fukujin Blessed Anthro

**Ability Type** Supernatural

The Seven Lucky Gods of the Shinto Fukujin sometimes empower and embody Anthro heroes and adventurers to aid mortals in their name. Certain animal types are sacred to particular members of the Fukujin. Anthros of these types always count as possessing a magic item dedicated to a particular Lucky God for the purpose of assembling a "Full Fukujin" (see *Enchantments of Black Tokyo*, Otherverse Games, 2015).

Members of the Fukujin who commonly empower Anthros, and the animal types most commonly represented are listed below.

- **Benten** – snakes, lizards and frogs, always with white, grey or blue skin/scales
- **Eibusu** – various kinds of fish, eels and sea-life
- **Fukurojujo** – deer, turtles and tortoises
- **Jurojin** – deer, turtles and tortoises
- **Hotei** – mice, rats and other rodents
- Other members of the Fukujin may sponsor Anthros, at the gamemaster's option.

## Happy Eye Gleam

**Ability Type** Supernatural

**Requires** CHA 13+

When you're really happy, your pupils become little glowing sigils- stars, hearts, smiley faces or even stranger things, for a few seconds. A number of times per day equal to your 1+ your CHA modifier you may add a +1 luck bonus on any skill check as an immediate action. You must declare the use of this ability before making the skill check.

## Hug Magnet

**Ability Type** Spell-like

**Requires** CHA 13+

You're so damn cuddly every critter in the galaxy wants to hug you. You may use *unnatural lust* as a sorcerer of your total character level up to three times per day. However, you can only compel the spell's target to hug and caress you.

## Jeweled Heart

**Ability Type** Supernatural

You are a true romantic, blessed with a caring and concerned soul symbolized by your jeweled heart. A perfectly formed gemstone, cut into the shape of a heart, beats just above your breast bone, in time with the beat of your one true love. Until you meet and recognize your true love (which can be a PC or NPC of virtually any species and either gender), your jeweled heart remains dark. Once you meet your true love, the heart begins to glow faintly.

Your jeweled heart provides you with a continual *status* effect upon your beloved. If your beloved is killed, or the relationship ends, this trait's benefit temporarily deactivates. If you find a new true love, this trait reactivates after you gain your next character level.



### **Lucky Totem**

**Ability Type** Supernatural

**Requires** Lucky

You are a jolly minor deity or totemic spirit, a benevolent animal-soul that brings good fortune to those around you. Any allied creature that spends at least 24 hours in your presence receives a +1 luck bonus to all saving throws for the next day, or until the creature next sleeps.

### **Power Call**

**Ability Type** Supernatural

**Requires** Base Attack Bonus +1, one of either Great Fortitude, Iron Will or Lightning Reflexes

**Benefit** Once per day, you can stretch your hand to the sky, and call down mystical lightning that empowers you. Calling down the power is a full round action. You receive a +2 inherent bonus to one ability score, determined by which feat you used to qualify for this trait: STR or CON (Great Fortitude), CHA or WIS (Iron Will) or DEX or INT (Lightning Reflexes). Once chosen, the enhanced attribute cannot be changed, and is always enhanced by this effect. This bonus remains for one round per character level; at 5<sup>th</sup> level, you may call down the power as a standard action instead.

### **Tail Chakra**

**Ability Type** Extraordinary

Your tail is an additional body slot. You can place any magic item that would normally occupy the neck, ring or belt magic item slot on your tail instead and have it function normally.

### **Wish Granting Anthro**

**Ability Type** Spell-Like

**Requires** CHA 11+

You are a fairy-tale like Anthro, who can grant wishes like a genie, albeit without much mystic power behind your wishes.

Once per day, you may cast any of the following spells as a first level sorcerer: *Comprehend languages*, *magic weapon*, *unseen servant* or *true strike*. The Anthro can never cast these spells to benefit himself, but can only cast the spell when directly requested by an allied creature. The Wish Granting Anthro must cast the spell at the earliest opportunity when requested by an ally.

## *PSIONIC TRAITS*

### **Linguistic Kiss**

**Ability Type** Supernatural

**Requires** either Shipper or Anthro race, or Perform (sexual) 1 rank

A quick, passionate kiss allows you to temporarily learn a new language. After kissing any sentient creature with a language, you gain the ability to speak and understand (but not speak) one language known by the creature. This comprehension lasts for up to 8 hours or until you next sleep or rest. You may only use this ability once per day on any particular creature.

### **Psionic Aptitude**

**Ability Type** Extraordinary

Whenever the Anthro takes a level in a psionic class, he can choose to gain an additional power point instead of a hit point or skill point.

## *RACIAL TRAITS*

### **Alien Antenna**

**Ability Type** Extraordinary

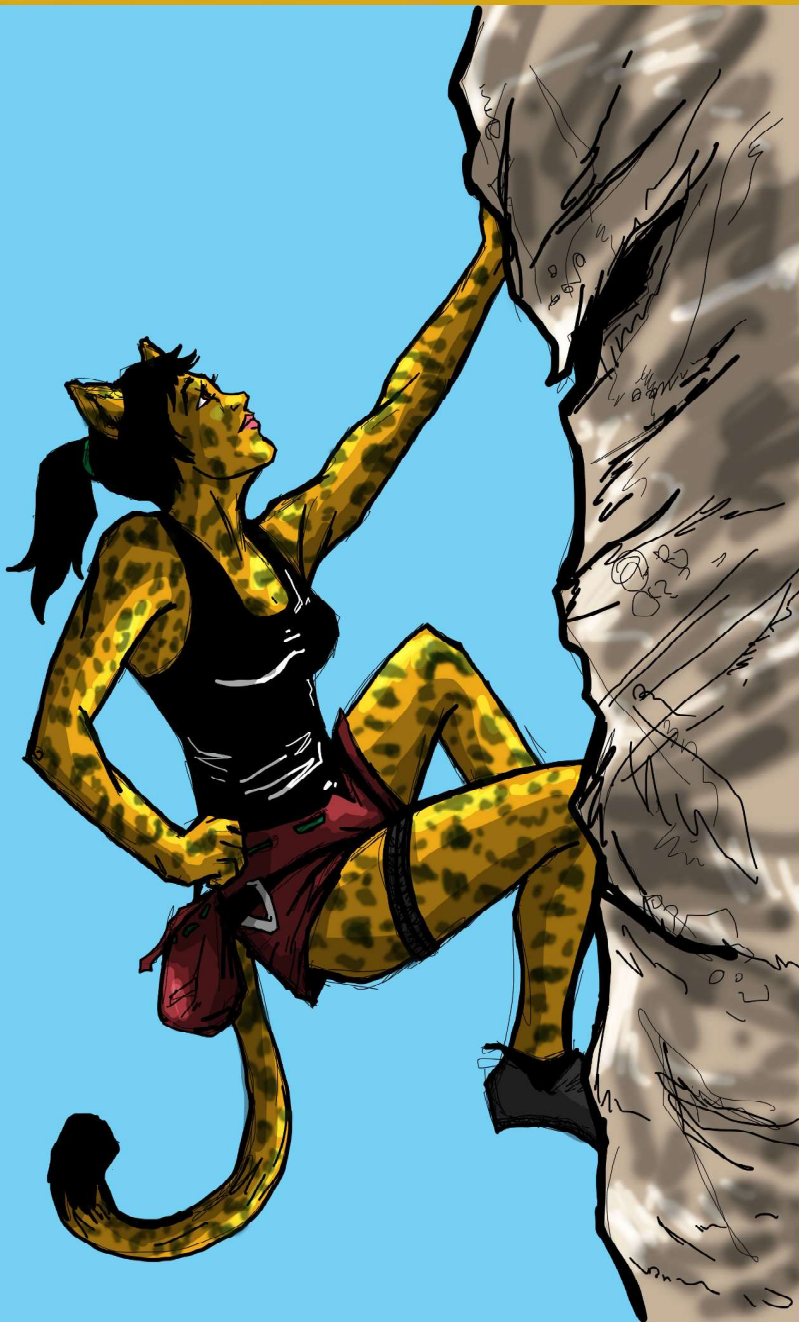
**Requires** WIS 13+

You have slender antenna stalks, which end in bulbous sensory knobs, extending about 6' from your forehead. You may be a near human alien, or a human colonist adapted to a dark or fog-shrouded world. When fighting any enemy with total concealment, you reduce the miss chance from 50% to 30%, thanks to sensory impressions provided by your antenna.

### **Bio-luminescent**

**Ability Type** Extraordinary

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....maybe your nose even glows. 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.



### **Blood Drinker**

**Ability Type** Extraordinary

**Requires** Biter trait

You can drink blood via your hollow fangs. Everytime you inflict maximum damage with your Bite attack, you regain 1 HP if wounded and are considered to have drank enough water to sustain a creature your size for a day.

### **Blood Scent**

**Ability Type** Extraordinary

**Requires** Scent racial trait

You can sense spilt blood at incredible distances. You are aware of the approximate distance to and general direction to any bleeding creature within 100 ft. If both you and the bleeding creature are underwater, the distance increases to 1 mile.

### **Cat Nap**

**Ability Type** Extraordinary

**Requires** feline Anthro or similar creature

You take dozens of little naps, every chance you get. You need only half as much sleep as normal to recover Hit Points or regain spells. This does not allow you to recover more HP per day than normal, or recover spells multiple times per day, only to do it with less rest.

### **Cosmic Energy Absorption**

**Ability Type** Extraordinary

**Requires** CON 13+

Your cells are already designed to absorb the vibrant energy of a main sequence star, and can absorb ambient cosmic radiation to increase your power. You are sustained by ambient cosmic radiation, which makes you immune to the harmful effects of radiation, to suffocation and hard vacuum. You do not need to eat or drink.

When in a heavily irradiated area, you receive a +1 enhancement bonus to your STR and CON scores, as your body absorbs and process the radiation as extra power.

### **Counter-Balancing Tail**

**Ability Type** Extraordinary

Your tail is exceptionally wide and comparatively heavy, and provides a counter-balance to your body. Once per day, you may reroll a failed Acrobatics check.

### **Crossbreed**

**Ability Type** Extraordinary

You are a true hybrid between animal and a humanoid species. Select another intelligent race common to the campaign (such as Humans, Elves, POETICA, Nanofeasters, ect). You are considered both a member of that race and an Anthro for the



purposes of effects based upon race, and can select powers, feats and other abilities unique to either race.

### **Directional Hearing**

#### **Ability Type**

Extraordinary

Your long and expressive ears have dozens of muscles that allow you to consciously control their shape and orientation, allowing you to track in on sounds and granting phenomenal hearing. When you make sound-based Perception checks as a full round action, you receive a +8 racial bonus on the check.

### **Flutter**

**Ability Type** Extraordinary

**Requires** Winged Flight

As long as you are conscious and capable of flapping your wings, you never take damage from a fall, regardless of the distance. This ability applies even if you cannot actually fly, such as due to armor or encumbrance.

### **Hermaph**

**Ability Type** Extraordinary

**Requires** CON 11+

You were born with both sets of sexual equipment—penis and vagina in a strange hybridized form. You can select feats and classes unique to both genders, and can enjoy sex as either a man or a woman, or both at once, at your option.

### **Hind Gut**

**Ability Type** Extraordinary

**Requires** Anthro race, herbivore diet

You have a multi-chambered stomach that processes your food in several stages. You roll two FORT



Saves to resist the effects of any poison of the ingestion type and takes the better of the two rolls.

### **Hold Breath**

**Ability Type**

Extraordinary

**Requires** CON 11+

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.

### **Hollow Bones**

**Ability Type** Extraordinary

A beneficial adaptation commonly found in birds, not to mention bird Anthros, hollow bones help cut weight for flight without dramatically weakening bone strength. Anthros with this trait receive a +2 trait on Fly checks and Acrobatics checks made to jump. Anthros with this adaptation tend to weigh about 75% of what an ordinary humanoid of the same build would.

### **Homing Instinct**

**Ability Type** Extraordinary

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.

### **Impressive Weapons**

**Ability Type** Extraordinary

**Requires** Anthro race, Natural Weapons racial trait

Your claws are razor sharp, your antlers truly majestic. Your natural weapons inflict damage as if you were one size category larger. (If this increases

your effective size past Huge, increase the die size of the natural weapons by one step.)

### **Keen Sense**

**Ability Type** Extraordinary

**Requires** Anthro race

One of your senses is even keener than the norm, worthy of comment by a species already known for its incredible senses. Choose one of your physical senses (sight, hearing, touch, taste or scent) you receive a +3 trait bonus on Perception checks using the keen sense.

### **Laboratory Uplift**

**Ability Type** Extraordinary

**Requires** INT 11+

You were uplifted from pure animal stock via advanced scientific processes, and while you can still dimly remember your animal existence, you've learned a lot of medicine and bio-chem training just by hanging around the lab that created you. You receive a +1 trait bonus on Heal and Knowledge (earth & life sciences) checks, and one of these skills is always a class skill for you.

### **Lactation**

**Ability Type** Extraordinary

When well fed and provided with sufficient water, the Anthro's body naturally produces enough milk to sustain two creatures of her own size. The Anthro lactates constantly, even when not pregnant or nursing.

### **Long Neck**

**Ability Type** Extraordinary

Your anthropomorphic 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.

### **Longevity**

**Ability Type** Extraordinary

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.

### **Marsupial Mother**

**Ability Type** Extraordinary

**Requires** female gender

You have a protective abdominal pouch to nourish and protect your tiny young. You may provide shelter for a creature of up to two size categories smaller than your own. While sheltered in your pouch, this creature cannot be independently targeted by hostile effects or attacks, and uses the marsupial mother's saving throws, as if the stowed creature was a worn magic item.

### **Pincer**

**Ability Type** Extraordinary

**Requires** Anthro race, Natural Weapon (claws)

Your natural weapon take the form of crab-like or lobster-like pincers. Your pincers provide you with a +1 racial bonus on combat maneuver checks made to maintain a grapple or sunder a weapon. Your pincers limit your manual dexterity, and you suffer a -2 racial penalty on checks involving fine manipulation.

### **Potent Venom**

**Ability Type** Extraordinary

**Requires** Venom

Your venom is exceptionally nasty. Increase the duration of any natural venom you possess to six (6) rounds. If you take this trait multiple times, you increase your venom's duration by two rounds with each selection.

### **Prehensile Tail**

**Ability Type** Extraordinary

Your long tail is almost as clever as your paws! You have a monkey-like prehensile tail or maybe a useful tentacle- elephant Anthros might even boast a dexterous trunk. As long as your tail is free to move, you are considered to have a free hand for the purposes of abilities such as deflect arrows. Your prehensile tail cannot wield a weapon, but it does allow you to retrieve a stowed item from your person as a swift action.



### **Prehensile Toes**

**Ability Type** Extraordinary

You were born with a beneficial mutation that makes your large, flat feet nearly as dexterous as your hands. You receive a +4 racial bonus on Climb checks, and may use your feet to perform most other skill checks, albeit at a -4 penalty due to your lack of manual dexterity.

### **Puffer**

**Ability Type** Extraordinary

You can puff your body up in a threat display, and though you seem to grow to giant size, it is only an act.

As a move action, you can fill hollow sacs throughout your body with gas or liquid that gives you the appearance of great size. You are treated as being one size category larger for the purpose of Intimidate checks. You can maintain your puffed form for one minute per point of your CON modifier. You cannot puff again for a period of time equal to twice the duration you remained inflated.

### **Radio Tail**

**Ability Type** Extraordinary

**Requires** any race with a tail

You can use your long tail as an antenna to pick up most comms signals, though this might mean cutely wiggling your butt a bit to adjust the frequency. Some catgirls boast this capability, especially the Strike Kittens of Misawa AFB in the *Black Tokyo* campaign setting.

You can perceive unencrypted radio, television, wifi and similar signals, as long as your tail is exposed and free to move.

### **Retractable Tail or Wings**

**Ability Type** Extraordinary

**Requires** tail/wings or tail/wing-related traits

As a full round action, you can retract or extend your tail and/or your wings. While helpful for disguise, this trait also makes sitting on human-designed chairs or buying human-made pants off the rack a lot easier on you. While retracted, you cannot use your tail or wings or any related special abilities, and your tail is only visible as a thumb sized appendage at the end of your spine or above your buttocks. Your wings are visible as colorful blotches on the skin or pelt, resembling winged glyphs.

### **Reserves**

**Ability Type** Extraordinary

**Requires** Anthro race, Efficient Metabolism

You can gorge yourself when the opportunity presents. You can consume enough food and water to sustain yourself for a number of days equal to your CON score, which you can store for later use. You can draw from these reserves to sustain yourself in lean times. When your reserves are full or nearly so, you undergo a minor physical change: for example, your camel's hump may swell with stored water, or you may appear plump with fat deposits.

### **Star Wings**

**Ability Type** Extraordinary

**Requires** Winged Flight

You are an Anthro evolved to survive in deep space and soar through the stars. You can choose No Breath, Starflight and Greater Starflight, each, as single Gifts of Nature. They do not count as two Gifts for you.

### **Sonar**

**Ability Type** Extraordinary

**Requires** Blindsense or Blindsight, Aquatic subtype

Your innate sonic senses give you a very clear picture of the underwater world. The range of your Blindsense or Blindsight is doubled while you are fully submerged.

### **Spiked**

**Ability Type** Extraordinary

Your body is covered in spikes, spines or thorns, like a porcupine or sea urchin. Your natural spines function as masterwork armor spikes, save they cannot be sundered or disarmed. Your armor spikes can be enchanted, but you must be present for the entire process.

### **Superfecundation**

**Ability Type** Extraordinary

**Requires** female gender

Female animals and Anthros with this adaptation can store sperm within their bodies after mating, their own bio-chemistry preserving it, so they can conceive at the most opportune time.

A female Anthro with this adaptation may choose to become pregnant at any time, up to one year after a sexual encounter. If she takes multiple partners during this time she may choose which of them act as

the father. Her children are usually superior physical specimens due to this instinctual selectiveness, and receive a +3 rather than a +2 racial modifier on their ability scores.

### **Wood Chipper**

**Ability Type** Extraordinary

**Requires** herbivore Anthro race, Biter trait

Your strong, sharp teeth constantly regenerate, and can chew through even the hardest wood with ease. You ignore the Hardness of non-magical wood with your Bite attack.

### **Winter Coat**

**Ability Type** Extraordinary

**Requires** Natural Camouflage

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.

During this period, your Natural Camouflage changes from its ordinary type to *arctic* camouflage. You receive a +2 racial bonus on FORT Saves to resist environmental cold when your Winter Coat is displayed.

## ***SOCIAL TRAITS***

### **Anthro Armorer**

**Ability Type** Extraordinary

**Requires** Any 2 Craft skills of choice, 1 rank each

You are able to easily adapt humanoid-inspired designs for the unique anatomical needs of Anthros. You may modify clothing, armor, even advanced technology, such as space suits or powered armor for Anthro users without increasing the item's construction cost.

### **Anthro Artist**

**Ability Type** Extraordinary

Anthros are a people who love art and value creativity. You receive a +2 racial bonus on Craft and Perform checks if producing art or performances specifically relating to Anthros or their culture.

### **Anthro Professional**

**Ability Type** Extraordinary

Some pan-species Anthro cultures categorize their citizens into professions based on their animalistic

attributes: honey-making bees become chemists, beavers become skilled woodworkers, and so on. You receive a +4 racial bonus on Profession checks made to earn a living if the profession is somehow related to your animal nature's aptitudes and survival strategies.

### **Beast Tamer**

**Ability Type** Extraordinary

You can master any animal due to your sheer strength and surly disposition. You use STR as the key ability score for both Handle Animal and Ride checks.

### **Breeder**

**Ability Type** Extraordinary

**Requires** female gender

You are genetically engineered, or specially evolved to survive the rigors of pregnancy and produce offspring often. Your chances of pregnancy are greatly increased, unless you take specific contraceptive measures, and you are cross-fertile with most humanoid species. Your offspring are always Anthros, produced in small litters, and pregnancies are unusually easy on you.

### **Carrion Eater**

**Ability Type** Extraordinary

Nothing's tastier than garbage or rotting carcasses found by the roadside. You can eat garbage, rotting or spoiled meat and similarly foul things without risking illness. Your rough diet gives you a +2 trait bonus on FORT Saves against ingested poisons and food-borne diseases.

### **Carrion Medic**

**Ability Type** Extraordinary

Your familiarity with the corpses that sustain you makes you a better than average medic. You receive a +1 trait bonus on Survival checks and Heal checks; this increases to a +3 trait bonus on Heal checks made against Anthros resembling any species that is a common part of your diet.

### **Fierce Carnality**

**Ability Type** Extraordinary

You embrace life and the adrenaline surge of combat or sex with the fierce enthusiasm of an animal. You receive a +1 trait bonus on FORT Saves and Perform (sexual) checks. Perform (sexual) is always a class skill for you.



### **“Four Legs, Good.”**

**Ability Type** Extraordinary

**Requires** Quadruped racial trait, Neo-Animalist template

Neo-Animalist society holds tauric and quadruped Anthros in great regard, seeing them as inherently more trustworthy than human-like bipeds. You receive a +2 trait bonus on Bluff, Diplomacy and Sense

Motive checks against other Anthros with the Neo-Animalist template, as well as Profession checks made in Neo-Animalist communities.

### **Glossy Coat**

**Ability Type** Extraordinary

Your fur (or scales, or plumage) is especially silky and fine, and gleams like jewels. Your fur or other body covering is considered to function as either a Noble's Outfit, Cleric's Outfit, Courtier's Outfit or Entertainer's Outfit, at your option. You can change which outfit you are 'wearing' by styling your fur, scales or feathers with a DC 10 Profession (groomer) check and a few minutes work. At 10<sup>th</sup> level, you can also shape your fur or plumage into a Royal Outfit with about half an hour's work and a DC 15 Profession (groomer) check.

### **Heraldic Beast**

**Ability Type** Extraordinary

Your anthropomorphic body is marked with the colors of your nation or noble house (or parent mega-corp). Your fur might grow in the gold and blue check of your home city, or your tail feathers might have the chevron 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 +4 racial bonus on Knowledge (nobility) checks made to recognize a specific coat of arms, personal rune, sigil or other identifying symbol.

### **Horse Sense**

**Ability Type** Extraordinary

**Requires** Anthro race, equine or similar species

You've got a knack for horses above all other animals. Any horse you ride is considered to be

combat trained. If knocked unconscious while mounted, you remain in the saddle, and the horse will do its best to take you to safety.

### **Lifechained Xenophile**

**Ability Type** Extraordinary

You've spent more time off Earth than on, and you've developed a comfort and familiarity with Lifechained xenofoms than most spacers ever develop. Where others see star-spawned living weapons, you see potential ship-mates, future lovers, potential customers or prospective patrons. You receive a +1 trait bonus on Diplomacy checks made against creatures with the Lifespawn subtype. You additionally receive a +1 trait bonus on Knowledge (local) and Knowledge (technology) checks made concerning Lifespawn culture and technology.

### **Mark of Destiny**

**Ability Type** Supernatural

Some Anthros are branded with a natural birth mark that hints at their unique aptitudes. Such *marks of destiny* are palm-sized and very colorful designs as skillfully executed as any masterpiece tattoo, depicting a symbol of glyph important to the Anthro. For example, a musician might bear a musical note, a rock climber a grappling hook and mountain crest, or the like. These symbols might appear on the breast, flank, buttocks or abdomen, and Anthros are inordinately proud of these marks. Often, an Anthro with this trait will choose a name that reflects their aptitude.

You receive a +2 trait bonus on checks with one skill of your choosing, and this skill is always a class skill for you. Once per day, you can reroll a failed check with your chosen skill; when you do so, the colors of your mark of destiny fade to muted tones until this ability is again available for use. You must declare the use of this ability before the results of the failed skill check are known.

### **Mate For Life**

**Ability Type** Extraordinary

Anthros of your kind are known for their faithfulness. 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.

### **Mimicry**

#### **Ability Type** Extraordinary

You are a skilled natural mimic, with vocal cords that can perfectly duplicate any sound you have heard. You receive a +4 trait bonus on Disguise checks made purely verbally (such as through a door or over the phone) or Disguise checks made to imitate someone's voice.

### **Official Breed Name**

#### **Ability Type** Extraordinary

Some Anthros are bred professionally, and their bloodlines are marks of heritage. In cultures where Anthros are considered pets or property, Anthros with a special pedigree, attested by a reliable breeder, are high value commodities.

The Anthro's birth name is based on standardization among the authority that bred the creature; all Anthros of this breed which are born on the same year have first names that begin with the same letter, which repeats on a predictable rotating cycle. If your true name is known, you receive a +2 trait bonus on Diplomacy checks among the wealthy and upper class. You receive a +2 racial bonus on Appraise checks made to estimate the value of other Anthros of your species.

### **Pack Soldier**

#### **Ability Type** Extraordinary

The pack-based psychology of your animal ancestors serves you well in the equally pack-based structure of a modern military unit. You receive a +2 trait bonus on Knowledge (tactics) and Profession (soldier) checks, and these skills are always class skills for you.

### **Pilot Wings**

#### **Ability Type** Extraordinary

#### **Requires** Winged Flight

Your experience flying under your own wing-power has given you an insight into avionics that non-Anthro pilots just can't match. You may substitute a Fly check for any Pilot check you are called to make to control aircraft or spacecraft.

### **Pheromone Message**

#### **Ability Type** Extraordinary

#### **Requires** Scent

You can encode complex ideas into pheromone traces produced by your body. By urinating, rubbing against or spitting on an object or creature, you scent that object with a complex olfactory message. You can encode a message up to 25 words in length that can be understood as a full round action by another creature with the Scent special quality. The receiving creature must be within 30 ft of the scent-marked creature or object, and must succeed at a DC 12 WIS check. Failure indicates the message is garbled and imperceptible.

Your scent marking remains in place for 24 hours, or until the scent-marked object is washed or doused in a more powerful scent, such as perfume. The message cannot be understood in areas that are tainted by a powerful odor, such as a troglodyte's stench ability.

### **Regurgitation**

#### **Ability Type** Extraordinary

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 nutrition to sustain a creature of one size category smaller than your own for one day. Regurgitating requires several minutes.

### **Relentlessly High-Tech**

#### **Ability Type** Extraordinary

#### **Requires** Knowledge (technology) 1 rank

You know more about cutting edge technology than most futurists and buy and utilize the latest technological fads. You receive a +1 trait bonus on Craft (electronics), Computer Use and Knowledge (technology) checks; Knowledge (technology) is always a class skill for you.

### **Skin Advertising**

#### **Ability Type** Extraordinary

#### **Requires** Traceable disadvantage

The Anthro's been gene-modded into a walking billboard. Animated nano-ads crawl across the Anthro's chest, arms and hands. These images are usually extremely simple and stylized. They are nearly subliminal blurs of color, instantly recognizable



pictograms and corporate icons designed to put the public in a buying mood.

The Anthro receives a small monthly subsidy, normally paid out every six months. You receive 5 gp x your character level per month; or 25 gp x your character level per month spent in an intensely urbanized area (such as Tokyo or New York) where more potential customers can see you.

### **“Shiny! Mine!!”**

**Ability Type** Extraordinary

#### **Requires**

Improved Steal  
You like nothing better than taking shinies. Your paws especially attracted to shiny, iridescent and reflective things such as gems, jewels or even a polished piece of tin. If the object you are stealing is especially bright and eye-catching, as determined by the game master, you receive a +2 luck bonus on Sleight of Hand checks or Steal combat maneuver checks made to filch it.

### **Small and Cute**

**Ability Type** Extraordinary

You're an adorable little ball of fuzz or feathers. You receive a +2 trait bonus on CHA-based skill checks (except for Intimidate) against creatures of a larger size category than your own.



### **Species Allure**

**Ability Type** Extraordinary

You are most attractive to fellow Anthros of your own breed. You receive a +2 trait bonus on Diplomacy and Perform (sexual) checks against Anthros of the same basic animal type as yourself (foxes, cats, wolves, birds, horses and so on).

### **Technological Markings**

**Ability Type** Extraordinary

Your pelt is marked by precisely delineated areas of color resembling intricate circuit diagrams. Though these markings seem too precise to be natural, you've had them since birth. You receive a +1 trait bonus on Computer Use and Craft (electronics) checks as well as a +3 trait bonus on Diplomacy checks when interacting with Anthros who have chosen Skill Focus in either of these skills.

### **Urban Fur**

**Ability Type** Extraordinary

Anthro cities are staggeringly diverse, and having grown up among a multi-breed Anthro settlement, you're comfortable with all sorts of Anthro cultures. You speak and are literate in all the following Anthro-specific languages: *Clomp*, *Furroar*, *Fursong*, *Highchirp* and *Skale*.

### **Xenophile**

**Ability Type** Extraordinary

Already wildly diverse in itself, the Anthro race truly enjoys interaction with other species and discovering other ways of life. You receive a +1 trait bonus on Diplomacy, Sense Motive and Perform (sexual) checks against intelligent creatures from species different from your own.

# ANTHRO FEATS

1. *Additional Gifts of Nature* – Anthro
2. *Alchemical Synthesis* – Anthro, Specialized Herbivore disadvantage, WIS 11+
3. *Anthro Summoner* – Anthro, Summoner class levels
4. *Cryptid* – Anthro, Skill Focus (stealth)
5. *Destiny's Spotlight* – Anthro, Mark of Destiny trait
6. *Dreamlike Energy* – Anthro, Breath Weapon or Elemental Fury trait
7. *Hypnotic Wings* – Anthro, Winged Flight and Eyespots traits, CHA 15+
8. *Human Shifter* – Anthro race, CHA 13+
9. *Intimidating Roar* – Anthro
10. *Jammin' Anthro* – Anthro, Extreme Anthro template
11. *Merformer* – Anthro, CON or CHA 13+
13. *Painted Tunnels* – Anthro, Tooned Anthro template, INT 13+
  - a. *Painted Trains* – Painted Tunnels
14. *Planetary Adaptation* – CON 13+, character level first
15. *Swiftwing* – Winged Flight trait or similar ability
  - a. *Transonic Flier* – Swiftwing
16. *Tauric Morph* – Anthro, Quadruped racial trait
17. *Venom Spray* – Anthro, Venom trait
18. *Wallow* – Anthro, WIS 13+
19. *Wishing Beast* – Anthro, CHA 17+, Wish Granting Anthro trait

## Additional Gifts of Nature – Racial

You gain some extra survival adaptations.

**Requires** Anthro race

**Benefit** You may select an additional two Gifts of Nature. Note that you cannot purchase this feat as a racial bonus feat via the Gifts of Nature system, nor can you give up one feat slot by taking this feat to gain two bonus feats.

**Ability Type** Extraordinary

## Alchemical Synthesis – Racial

Your hind-gut is specially evolved to flood your bloodstream with magical energy.

**Requires** Anthro race, Specialized Herbivore disadvantage, WIS 11+

**Benefit** Once per day, as a full round action you may synthesize and be affected as if by any 0 – 2<sup>nd</sup> level

potion of your choice, chosen from the cleric, druid or ranger spell-lists.

The caster level of the effect is the minimum necessary to cast the spell; you must have a WIS score that would allow you to cast a spell of the chosen potion's level to synthesize it.

**Ability Type** Supernatural

## Anthro Summoner – Racial

Your eidolon is as exotic as you are, and shares your animalistic gifts.

**Requires** Anthro race, Summoner class levels

**Benefit** Your eidolon gains the Anthro subtype. It gains your Gifts of Nature, including any additional Gifts purchased by accepting Drawbacks. In this case, it gains the Drawback as well. Your eidolon's appearance is always reflective of your own.

**Ability Type** Supernatural

## Cryptid – Racial

Some Anthros are representatives of unknown species for which no real evidence exists. Cryptids are creatures of the deepest, most shadowed parts of old growth forests, natives of the deepest ocean trenches. They hunt during fog shrouded evenings, and move silently. Cryptids are mysterious and subtle, only ever glimpsed out of the corner of the eye.

**Requires** Anthro race, Skill Focus (Stealth)

**Benefit** You cannot be photographed or recorded. Recordings made of your voice or image are glitchy and pixilated or distorted to the point of uselessness. In areas of dim illumination or worse, enemies attempting to target you with ranged attacks suffer a 25% miss chance, or a 50% miss chance if either the attacker's senses, or the weapon used, is especially high tech. This larger miss chance applies to attacks made by creatures with the Cyborg subtype, robotic opponents, opponents wielding high tech weapons such as rail guns or energy pistols, and the like.

**Ability Type** Supernatural

## Destiny's Spotlight – Racial

The colorful *Mark of Destiny* you bear can flare into a brilliant geyser of rainbow luminescence, bringing hope and inspiration to your friends.

**Requires** Anthro race, Mark of Destiny

**Benefit** As a full round action, you can target any ally within 60 ft who you have line of effect to and shine *destiny's spotlight* upon them. The chosen ally receives a +1 morale bonus on all attack rolls, skill checks and saving throws (except for with the



Stealth skill), and when making the skill check enhanced by your *Mark of Destiny* rolls 2d20 and takes the better result. This spotlight produces bright illumination to the length of the effect. This is a mind-affecting effect.

**Ability Type** Supernatural

### **Dreamlike Energies – Racial**

It is nearly impossible to predict what type of energy you'll unleash when you're threatened.

**Requires** Anthro race, Breath Weapon or Elemental Fury racial traits

**Benefit** Once per day, upon awakening, you may make a decision which changes the type of energy you discharge with your Breath Weapon and/or your Elemental Fury ability. Your energy types reset to their default types when you sleep or rest.

**Ability Type** Supernatural

### **Human Shifter – Racial**

You can assume a fully human form at will, but your heart is always that of an Anthro.

**Requires** Anthro race, CHA 13+

**Benefit** As a full round action, you can assume the form of a specific Medium Human of your gender. If you are a Hermaph, choose a single human gender, or retain the Hermaph trait in your human guise. While in Human form, you cannot use gifts of nature dependant on your natural form. You gain the Human Blood racial quality and the Shapechanger subtype.

**Ability Type** Supernatural

### **Hypnotic Wings – Racial**

You can allow a shifting array of colors and unearthly, mind-blasting lights to play over your wings.

**Requires** Anthro race, Winged Flight racial trait, Eyespots trait, CHA 15+

**Benefit** As a standard action, you can display your wings to use *confusion* as a spell-like ability as a 10<sup>th</sup> level bard, or a bard of your total character level, whichever is greater. You may use this ability once per day per five character levels.

**Ability Type** Spell-Like



### **Intimidating Roar – Combat – Racial**

You can unleash a terrifying roar.

**Requires** Anthro race

**Benefit** When you make an Intimidate check, you can affect all enemy targets within a 30 ft cone, rather than a single creature.

**Ability Type** Extraordinary

### **Jammin' Anthro – Combat – Racial**

Nobody rocks out harder than a teenaged Anthro!

**Requires** Anthro race, Extreme Anthro template

**Benefit** You are proficient with all weapons with the Musical or Superior Musical quality, and inflict an additional point of sonic damage with successful attacks with weapons of these types.

**Ability Type** Extraordinary

### **Mauling Bite – Combat - Racial**

Whether sabertoothed cat or shark, your bite is lethal!

**Requires** Anthro race, Biter trait

**Benefit** Your bite attack becomes a primary natural weapon, inflicting damage appropriate to an Anthro one size category than your own + your full STR modifier.

**Ability Type** Extraordinary

### **Merformer – Racial**

When you submerge yourself, your body naturally adapts to its new aquatic environment, transforming you into a beautiful and agile mer-folk fur.

**Requires** Anthro race, CON or CHA 13+

**Benefit** When fully submerged, your body undergoes a dramatic transformation. Your fur transforms into sleek scales or water-tight fur, skin or down, but retains its coloration and basic appearance, and your lower body fuses into a fish-like or eel-like tail. Fins sprout between your paws, and across your body to make you more hydrodynamic.

When fully submerged you gain the Amphibious racial trait and the Depth Tolerance gift of nature. You gain the Aquatic subtype and a Swim speed equal to your base landspeed.

When you return to dry land, this transformation reverses, and you return to your natural shape and capabilities. You gain the Shapechanger subtype.

**Ability Type** Supernatural

### **Painted Trains – Racial**

If somebody steps into a tunnel you paint, they might just get a steam locomotive to the face.

**Requires** Painted Tunnel

**Benefit** As an immediate action, you may expend an additional daily use of your Painted Tunnels ability to send a huge, cartoon locomotive steaming down an existing painted tunnel. All creatures within the tunnel and within a 60 ft line outside the Painted Tunnel suffer 1d6 points of bludgeoning damage per level (maximum 10d6) and are subject to a bull rush attempt, using your total character level and your INT modifier in place of your CMB.

**Ability Type** Supernatural

### **Painted Tunnels – Racial**

That old cartoon stand-by of painting a tunnel onto the side of a wall really, really works. At least for Toons like yourself.

**Requires** Anthro race, Tooned Anthro template, INT 13+

**Benefit** As a full round action, you can attempt a DC 20 Craft (visual arts), check to paint a realistic tunnel onto the side of a flat surface, such as a wall or cliff face. If the check is successful, you create a tunnel through the flat surface large enough to accommodate a creature of your size.

The tunnel is 5 ft long plus 5 ft per two points you beat the check DC by, and does not otherwise change or impair the structural stability of the surface. The tunnel remains in existence until you pass through it, or for 1 round per point of your INT modifier. If you are within the tunnel when it winks out of existence, you are shunted to the nearest open square and take 1d6 points of damage per 5 ft square traveled. You may use this ability once per day per four character levels.

**Ability Type** Supernatural

### **Planetary Adaptation**

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.

**Requires** CON 13+, character level first

**Benefit** You gain one of the benefits listed below, depending on your planet of origin.

- *Barren World:* You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.
- *Cold World:* You gain a +4 bonus on FORT saves against extreme cold, as well as cold resistance 5.
- *Dark World:* You gain Darkvision out to a range of 60 feet.
- *Hot World:* You gain a +4 bonus on FORT saves against extreme heat, as well as Fire Resistance 5.
- *High-G World:* You gain a +2 bonus to your STR score. You are shorter and more compact than an unmodified member of your species, and are substantially heavier.
- *Low-G World:* You gain a +2 bonus to your DEX score. You tend to be significantly taller and more graceful than an unmodified member of your



species, with less muscle mass and lower bone density.

- *Water World:* You gain a +4 bonus on Swim checks and gain the Amphibious racial quality.
- *Toxic World:* You hail from a polluted world, or one filled with highly toxic flora and fauna. You become immune to all forms of poison.
- *Radioactive World:* You gain a +4 bonus on FORT saves made to resist radiation poisoning, and treat an irritated area, creature or object as being one step less radioactive than it is.
- *Necklace World:* You hail from a world on the fringes of Phallus Space (the galactic core), and have adapted to survive in a Lifespawn-dominated ecosystem. You receive a +4 bonus on FORT saves made to resist the exotic natural attacks and toxins of Lifechained creatures. If you possess Lifechain feats, you are treated as having one fewer Lifechained feat for the purposes of predatory Lifechain abilities. You may select the Awakened Heritage feat at any point in your career, not just at first level.

**Ability Type** Extraordinary

#### **Swiftwing**

You fly with raptor-like speed.

**Requires** Winged Flight trait or similar natural flight ability

**Benefit** Your flight speed increases to 4x your base landspeed. At 10<sup>th</sup> level, it increases to 5x your base landspeed, and increases again to 6x your base landspeed at 15<sup>th</sup> level.

**Ability Type** Extraordinary

#### **Tauric Morph – Racial**

You can shift from four (or more) legs to two with just a few seconds effort.

**Requires** Anthro race, Quadruped racial trait

**Benefit** As a standard action, you can suppress your Quadruped racial trait (or multiple selection of this trait) and become bipedal. You may resume your Quadruped state as a standard action just as easily. Armor, clothing or items that cannot easily be worn in your current shape slips off your body and appears in an adjacent open square to you when you transform.

**Ability Type** Supernatural

#### **Transonic Flier**

You are among the fastest living creatures on the planet, able to achieve transonic speed under your own power.

**Requires** Swiftwing

**Benefit** Your flight speed increases by an additional 2x, which stacks with the escalating increase from the Swiftwing feat and your maneuverability increases by one category. Your out of combat speed increases to Mach 2 or greater. At 10<sup>th</sup> level, it increases to Mach 4, and to Mach 5.5 at 15<sup>th</sup> level. You can reach virtually any place on the planet in a matter of hours.

**Ability Type** Extraordinary

#### **Venom Spray – Combat – Racial**

You can spit a spray of your venom to affect multiple targets.

**Requires** Venom

**Benefit** A number of times per day equal to 3+ your CON modifier, you may spray your Venom in a 10 ft cone, affecting all targets within range. At 10<sup>th</sup> level, this increases to a 15 ft cone, and to a 20 ft cone at 15<sup>th</sup> level.

**Ability Type** Extraordinary

#### **Wallow – Racial**

Nothing soothes your pains like a nice long soak in a healing mud pool. Your injuries melt away into the warm muck. Birds, pigs, hippo and crocodile Anthros, among others enjoy this naturalistic method of healing.

**Requires** Anthro race, WIS 13+

**Benefit** If you spend at least ten uninterrupted minutes bathing in a mud pool, you gain the benefit of a *cure light wounds* or greater spell, as cast by a cleric of your total character level and WIS modifier. You gain access to greater *cure wounds* spells at the same time as a cleric of your level would, and benefit from these greater spells instead.

When you reach 10<sup>th</sup> level, you may extend the benefit of *mass cure light wounds* to allies who bathe in the mud pool with you. You may only benefit from a wallow once per day.

**Ability Type** Spell-Like



### **Wishing Beast – Racial**

You are a mystical creature forced by the gods or fate to grant the happiest wishes of others.

**Requires** Anthro race, CHA 17+, Wish Granting Anthro trait

**Benefit** You gain new spell-like abilities which, as with the spells granted by your Wish Granting Anthro trait, can never be cast to directly benefit yourself and can only be cast when directly commanded to do so by an ally with a CHA score that would allow that character to cast the spell themselves, were they a sorcerer.

Once per month, you may cast *major creation*.

When you reach 10<sup>th</sup> level, once per month you may cast *limited wish* instead. When you reach 15<sup>th</sup> level, you gain an additional spell-like ability. Once per year, you may cast *wish*, but only to duplicate the effects of an existing spell.

**Ability Type** Spell-like

## ***ANTHRO TEMPLATES***

Anthro Templates offer a further customization option for Anthro characters. Players are allowed, though not required to choose one or more of these templates when they create their character. Each Anthro template has several advantages but corresponding disadvantages, and can be applied without adjusting the resulting creature's Challenge Rating.

Players can choose multiple Anthro Templates with gamemaster approval, as long as the templates are not mutually contradictory. In addition, Anthros can choose *cultural templates* from Otherverse Games' signature settings, and mix and match these with Anthro specific templates. There's nothing stopping you from creating an *Anthroid Otaku* or *First Wave Colonizer Eco-Witch* for example.

The following Anthro Templates are available to Anthro characters:

- Anthroid
  - Anthrix Warrior
- Beast of Tindalos
- Bumbler
- Eroticized
- Extreme
- First Wave Colonizer
- Gamer
- Neo-Animalist
- Tooned
- Transfigured
- Xeniform

Anthro Templates include ability score modifiers, which stack with racial ability score modifiers.

### **Revision Note**

In many cases, concepts that were pre-packaged templates in earlier editions of Fursona, such as *Domesticated* and *Vixen*, have become Gifts of Nature, racial traits or other abilities that any Anthro can choose to take. Only Anthro Templates that offer some meaningful and major game-play change remain.

## ***ANTHROID***

Anthroids are products of bleeding-edge ultra-technology. They are fully artificial lifeforms whose mechanical bodies closely resemble living organ systems and which are designed to resemble purely organic Anthros. Some Anthroids are virtually indistinguishable from living Anthros thanks to complex silicon skin and nano-scale faux fur, while others are obviously cybernetic. Likewise, some Anthroids have advanced AI matrixes modeled on animal behavior installed. Others are uplifted from actual animals, which are upgraded to human-like sentience at the same time their bodies are bio-cybernetically upgraded.

The Anthroid template is ideal for players wishing to blend the natural aptitudes of furry adventurers with the near limitless potential of cybernetics.

### **Ability Score Modifiers**

+2 STR, +2 CON

An Anthroid's dense pseudo-tissue musculature and light but strong alloy endo-skeleton makes the





artificial Anthros extremely durable, and far stronger than comparably sized organics.

### Type

Anthroids are Monstrous Humanoids with the Anthro and Cyborg subtypes. They are considered Monstrous Humanoids rather than Constructs for the same reason Light and Heavy Cyborgs are. Though their bodies are artificial, their internal structures closely replicate humanoid anatomy with all its inherent weaknesses.

### Anthroid Immunities (EX)

Anthroids are immune to suffocation, drowning, vacuum, thirst and hunger. Anthroids are immune to the *sickened* and *nauseated* conditions.

They are immune to environmental heat and cold, death effects, ability drain and energy drain.

### Cybernetics (EX)

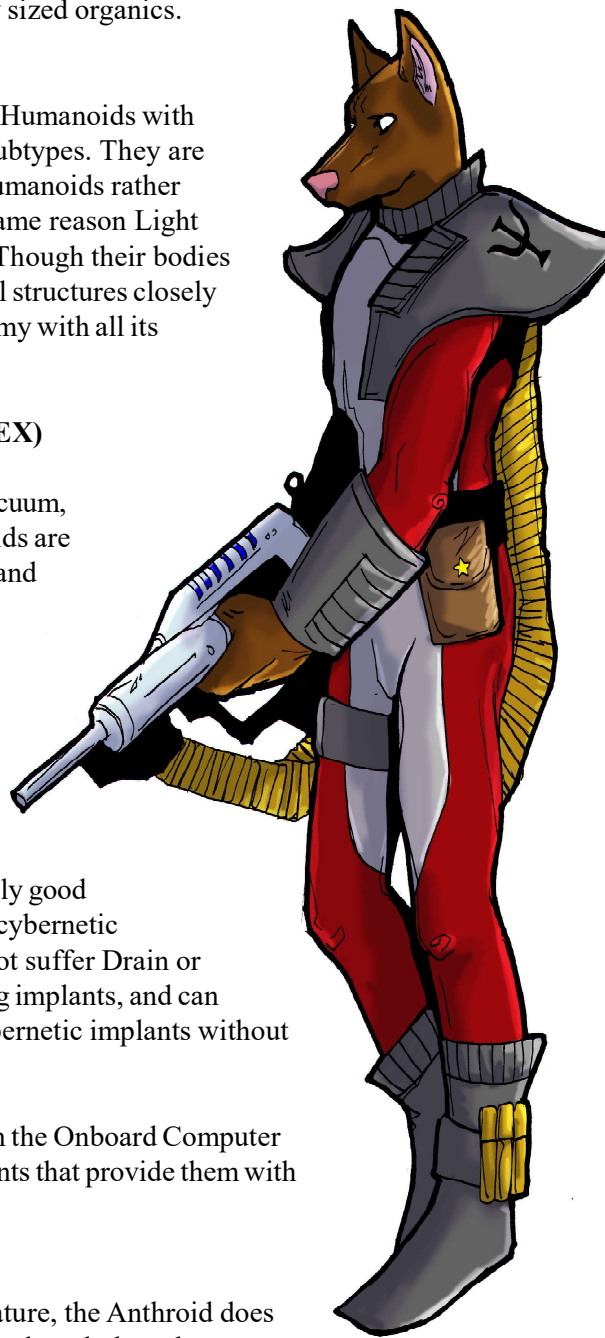
Anthroids are exceptionally good candidates for additional cybernetic augmentation. They do not suffer Drain or negative levels for gaining implants, and can accept any number of cybernetic implants without harm.

Anthroids begin play with the Onboard Computer implant and optical implants that provide them with Darkvision 60 ft.

### Unhealing (EX)

As a fully cybernetic creature, the Anthroid does not heal damage naturally, though the cyborg can be repaired like any other high tech device. Healing spells and effects have half their usual effect when benefiting a Anthroid. A DC 20 Craft (mechanical or electronic) check, and approximately an hour of work restores 1d8 HP to a damaged Anthroid.

All Anthroids require extensive maintenance, performed by a competent cyber-mechanic in a well equipped shop. Each month of active service, the Anthroid must undergo extensive diagnostics and



repairs. Doing so requires the Anthroid to receive a DC 30 Craft (mechanical or electronic) check, which requires at least 16 hours in a well equipped repair bay.

If the Anthroid doesn't receive these repairs, he suffers a -1 penalty to his STR and DEX scores, and is considered *fatigued* until he receives these necessary refits. These penalties increase by one per week (maximum -10) until the Anthroid receives repairs. If the Anthroid performs nothing but rest or light activity during a month, he does not require maintenance, but any stressful activity puts a strain on his cyber-systems and increases the likelihood of a catastrophic system failure.

## ANTHRIX WARRIOR

Anthrix Warriors are a race of highly evolved Anthroids, whose home-world Andyr lies on the outer fringes of the Steel Sector. Like the Emulators, these creatures have reverse-engineered Battlechanger technology, and in doing so have bootstrapped their evolution into machine lifeforms. Their

culture is divided into three tribes, which wage constant war against their others. Even more than the Battlechangers, the Anthrix are brutal and savage, and seem to enjoy combat. Occasionally, though a few will ally with heroes.... If they can be convinced that doing so will provide a tactical advantage in their war against their own species.

Anthrix are gigantic humanoids with the heads of various animals, resembling Terran lions, wolves, spiders, owls, deer, and other beasts. Their bodies are enhanced with cybernetic weapons systems and heavy armor similar to the body styling of many Battlechangers. The aliens proudly display their factional symbol on their breast plate.

The Anthrix Warrior Anthro Template can be applied to any Anthro with the Anthroid template to further customize the creature.

### **Battlechanger Subtype (EX)**

Anthrix Warriors gain the Battlechanger subtype.

### **Factional Warfare (EX)**

Anthrix society is divided into three nations: the Sword Nation, the Shield Nation and the Spear Nation. “Shield deflects Sword, Sword cuts Spear, Spear pierces Shield”.... This bit of doggerel embodies an ancient truth of warfare, and defines the relationship between the world’s three competing empires.

Each Anthrix chooses one of the three nations: Sword, Shield or Spear. The Anthrix Warrior receives an attack roll bonus against one other nation, but suffers an equivalent penalty on attack rolls against members of another tribe. This is considered a morale bonus and penalty.

- **Shield:** +5 against Sword, -5 against Spear.
- **Sword:** +5 against Spear, -5 against Shield
- **Spear:** +5 against Shield, -5 against Spear

## ***BEAST OF TINDALOS***

Though the fearsome Hounds are the best known creatures of the extra-dimensional eco-system, a variety of predatory, stalking Anthros are bound by the dark blood of Tindalos. Beasts of Tindalos are implacable hunters, unbound by three dimensional geography. The race is determined and focused to a level no other species in the cosmos can match- once a Beast of Tindalos fixates on a goal, it will pursue that goal to death and beyond.

Beasts of Tindalos are marked by bulbous, soul-less ebony eyes, and long slashing tongues that constantly dart to taste the air. Their hides and pelts are a drab greenish-brown, and light seems to react strangely around them. A Beast of Tindalos’ body is covered in

shadow patterns that ambient lighting cannot normally produce.

The Beast of Tindalos template can be applied to any Anthro with the Ghost Angles gift of nature.

### **Ability Score Modifiers**

+2 *CON*, -2 *INT*, +2 *WIS*.

Beasts of Tindalos are durable and hard to kill, with minds like tempered steel. But while their sense are keen, Beasts of Tindalos have strange thought processes and alien senses of logic.

### **Type**

Beasts of Tindalos are Outsiders with the Anthro and Chaotic subtypes.

### **Otherworldly Mind (EX)**

Any non-Outsider attempting to read the thoughts of a Beast of Tindalos or communicate with it telepathically suffers 2d6 points of non-lethal damage and must succeed at a WILL Save (DC 10 + the Beast’s *WIS* modifier) or become *shaken* for 1d6 rounds. This is a mind-affecting effect.

### **Ripping Hiss (SU)**

The Beast of Tindalos can emit an eerie hiss that sounds like splintering glass as a standard action once per day per five character levels. All creatures within a 15 ft cone suffer 3d6 slashing damage (WILL DC 10+ the Beast’s *WIS* modifier) negates. Damage caused by a ripping hiss can be defeated by damage reduction, but it bypasses DR/magic and slashing.

### **Strange Mental Angles (EX)**

The Beast of Tindalos is uncomfortable in areas without angles. The Beast of Tindalos suffers a -1 morale penalty on all attack roll, skill checks and saving throws in areas with curved, non-angular architecture or in undeveloped natural environments.



# 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.

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*, +2 *CHA*

Bumbler Anthros are physical weaklings, and watching them struggle under a heavy load or swing a man-size weapon is a comedy treat. They are friendly enough, though.

## Lightning Reflexes (EX)

Bumbler Anthros are pretty good at getting out of the way of incoming fire. They receive Lightning Reflexes as a racial bonus feat; if they already have this feat, they gain Improved Lightning Reflexes instead.

## Often Overlooked (EX)

Most enemies overlook Bumbler Anthros, 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 Anthro in combat must succeed at a WILL

Save (DC 8 + the Bumbler's CHA modifier) or will simply forget the Bumbler Anthro is there. If another target is present, the adversary will attack that target in preference to the Bumbler Anthro. If no other target is present, the adversary may attack the Bumbler Anthro normally.

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

## Small Body, Big Heart (EX)

Once per day, a Bumbler Anthro can overcome his or her inherent limitations and save the day! When activating this ability, the Bumbler Anthro 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 Anthro can use this last aspect of this trait at any time, as an immediate action.



## ***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. Finally, the game master may simply declare that this template only remains in effect until the character reaches a predetermined level. Deciding that at 4<sup>th</sup> 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.

## ***EROTICIZED***

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.

Eroticized Anthros 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. Eroticized Anthros dress for seduction and decoration, and are often stunningly vain creatures.

### **Ability Score Modifiers**

+2 CHA

Eroticized Anthros are extremely charming, confident and sexually attractive examples of their species, some of the most beautiful of an already impressive breed.



### **Charming (EX)**

Eroticized Anthros receive a +2 template bonus on sexually oriented Bluff and Diplomacy checks, and if they fail an ordinary Bluff or Diplomacy check, they may retry the check at no penalty. They must incorporate a sexual component to the retried check, either as a bribe, an enticement or a distraction.

### **Horny and Hot (EX)**

The Eroticized Anthro is an extremely sexual being, needing sexual attention on a constant basis. Time spent in sexual activity counts as both rest and light



activity and complete bedrest for the purpose of resting, recovering spells/spell slots or power points.

However, if the Eroticized Anthro goes 24 hours without a sexual encounter, he or she suffers a cumulative -1 morale penalty to all skill checks saving throws and attack rolls (to a maximum -10 penalty after 10 days without a sexual encounter). These penalties vanish after the Eroticized Anthro engages in sexual behavior with at least one other intelligent creature must be involved.

### **Gifts of Ecstasy (EX)**

Eroticized Anthros receive Gifts of Ecstasy as a racial bonus feat.

### **Omnisexuality (EX)**

Eroticized Anthros are always considered to be sexually attracted to any creature whose powers or abilities are based on their target's sexual orientation. Outside of tactical considerations, most Eroticized Anthros are not only bisexual, but pan- or omni-sexual, joyfully so.

## ***EXTREME!***

Extreme Anthros are young, boisterous and flashy mutant athletes and heroes seemingly trapped in the early 1990s. They talk the slang, and bust radical moves on their neon surfboards, skateboards or roller blades. These teenaged mutant Anthros with attitude like nothing better than a pizza after using their mad surfing skills to fight furry mutant criminals.

Extreme Anthros are some of the most colorful of any Anthro breed, and that's saying a lot. Their feathers, fur and scales are an assortment of Day-Glo colors, and they wear neon purple Mohawks and sport huge gold chains and even bigger earrings or nose rings. Most seem to have a skateboard surgically grafted to their feet- sometimes even literally, depending on who and what created the Anthro. Their clothing and armor are equally colorful and clashing. Few carry real weapons, but most might do some damage with an assortment of extreme sports gear used to bash skulls.



### **Ability Score Modifiers**

+2 *DEX*, +2 *CON*, -2 *INT*

Extreme Anthros are healthy and fast on their feet, but nobody will ever call one of these super-tough teenagers a 'deep thinker', dude.

### **Junk Food Junkies (EX)**

Select a specific national fast food chain, one readily available in the campaign; this prepackaged, barely nutritious and delicious food is the Extreme Anthro's favorite. For an hour after eating a fast food meal (cost: 2-5 gp) from their favorite food joint, the Extreme Anthro is at the top of his game, in a great mood and ready to take some really stupid risks.

During this time, the Extreme Anthro rolls 2d20 on all *DEX* based skill checks and *REF* Saves, and takes the better of the two results.



### **Mad Skillz (EX)**

Extreme Anthros are nimble natural athletes and now the best places to hang out. They receive a +2 template bonus on Acrobatics and Knowledge (local) checks.

### **Voracious (EX)**

Extreme Anthros put away a ton of food- they are hyper-stereotypical teenagers after all. They gain the *Voracious* Disadvantage, but do not gain an additional Gift of Nature for taking it.

## ***FIRST WAVE COLONIZER***

Especially tough, self-reliant and bold Anthros make excellent first wave colonists, taming hostile worlds so less rugged Anthros and non-genetically engineered humanoids can then follow. First Wave Colonizers are often genetically engineered by terraforming and aerospace mega-corps, custom grown for the mission at hand. Often, these tough Anthro explorers are not free- their creation, early development and specialized technical training are all debts they must repay to their makers, leaving them in near-perpetual indenture.

### **Ability Score Modifiers**

+2 *CON*, +2 *WIS*, -2 *CHA*

First Wave Colonizers are tough and blessed with a degree of common sense and environmental awareness that other Anthros can't match, but they're more comfortable out on the rugged frontier than in the cities.

### **Colonizer Training (EX)**

First Wave Colonizers are given a top-notch technical education, which gives them the diverse skill set needed by a growing colony. The First Wave Colonizer receives a +2 template bonus on the following skills: Craft (mechanical and structural), Heal, Pilot, Survival.



When making Survival checks to find sustenance in the wild, the First Wave Colonizer's minimum die result is 10. Treat results of 1-9 as 10 instead.

### **Colonizer Proficiencies (EX)**

First Wave Colonizers are proficient with simple and martial firearms, and gain Personal and Advanced Firearms proficiency. They are also proficient with all armor with the Space Suit property.

### **Indenture Contract (EX)**

First Wave Colonizers are considered indentured to the mega-corp that created them. They gain the *Hunted* and *Traceable* disadvantages, without gaining additional Gifts of Nature for them, and are considered employees of their creator mega-corp,



and must undertake potentially hazardous missions on the company's behalf. The First Wave Colonizer can buy off their contract, by repaying the company the cost of their creation (plus interest and fees), removing these disadvantages and becoming a fully free sentient.

The total cost of the Anthro's indenture is 25,000 gp plus 1,000 gp x the sum total of all the Anthro's ability score modifiers. Add 5,000 gp if the Anthro has spellcaster or psionic manifester levels. If the Anthro takes actions that cost their creator money, such as by destroying or damaging corporate facilities or equipment during a mission, the associated costs are added to his indenture.

### Planetary Adaptation (EX)

First Wave Colonizers gain the Planetary Adaptation feat.

### Size Restriction (EX)

First Wave Colonizers are always size Medium, though Colonizers with the Quadruped racial trait can instead be size Large. This standardization of size and body morphology saves the megacorps' some money when creating and equipping their Anthro explorers.

## GAMER

You are animalistic, but are no natural animal.

You are a creation of pixels, mathematics and electromagnetism and artwork. Like a Tooned Anthro, you are a creature of imagination, but unlike nearly indestructible cartoon furies, you are as easily and permanently killed as any mortal humanoid. The imagination-plane 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.

Gamer Anthros resemble ordinary Anthros, but subtle differences between the two breeds become obvious on close inspection. Gamer 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, Gamer Anthros are charming and athletic.

When a Gamer Anthro is injured, aroused or enraged, she will occasionally 'glitch.' For fractions of a second, energy discharges ripple through the Gamer Anthro's body. A small patch of fur might turn transparent, or her claws might pixilated for just a second.

### Ability Score Modifiers

+2 *DEX*, -2 *WIS*, +2 *CHA*

Gamer Anthros are likable and athletic, despite their slightly unreal nature, make top-flight traveling companions and exciting lovers. However, they are impulsive and prone to rash decisions.

### Type

Gamer Anthros are Outsiders with the Anthro subtypes; they are native to a quasi-electronic, dangerous reality most commonly known as R-Kayed.

### Cheat Codes (SP)

Gamer Anthros can use the innate electro-magic of their home reality to wrap the laws of the physical reality they find themselves traveling through, in effect making our reality conform to the tropes of the video game that spawned them.

The Gamer Anthro chooses one genre of games, representing her fictional origins, and gains either a selection of three lower level spells or a single more powerful spell. In either case she can use any combination of available spells 3x/day as a spell-like

| Genre                | Spell-Like Abilities Granted                   |
|----------------------|--|
| Action/Adventure     | Acid Splash, Detect Magic, Purify Food & Drink |
| Brawler              | Mage Armor                                     |
| First Person Shooter | True Strike                                    |
| J-RPG                | Detect Magic, Ghost Sound, Virtue              |
| Kid's Adventure      | Enlarge Person                                 |
| Monster Trainer      | Charm Animal                                   |
| Puzzle               | Light, Mage Hand, Prestidigitation             |
| Racing               | Expeditious Retreat                            |
| Sports               | Daze, Guidance, Resistance                     |
| Survival Horror      | Detect Undead                                  |

ability. She casts these spells as a sorcerer of her total character level.

### **One-Up (SU)**

Each time the Gamer Anthro inflicts a confirmed critical hit, the player should keep a record of the critical hit, which takes the form of a glowing token that appears in the air near the Gamer Anthro and then soon transforms into a streak of light that zips towards the Gamer Anthro. After one hundred confirmed critical hits, the Gamer Anthro Sprite receives a 'one-up'.

A small floating energized star floats around the Gamer Anthro's head until needed, shedding about as much light as a firefly. If the Gamer Anthro is killed while the one-up is active, the Gamer Anthro returns to life one round after its death, adjacent to its carcass. The one-up acts as a *True Resurrection* spell, save that it always works on the Gamer Anthro. The Gamer Anthro can only have a single one-up active at any given time.

If a Gamer Anthro is slain by another Anthro with this feat, any one-ups possessed by the slain Anthro pass to the killer, adding to the killer's total, and the slain Gamer Anthro is not automatically resurrected.

### **Vulnerability to Electricity (EX)**

As partially electrical, data-based lifeforms themselves, Gamer Anthros are especially at risk from electrical hazards. The Gamer Anthro gains Vulnerability to Electricity, and loses any resistance or immunity to Electricity gained from other sources.

## ***NEO-ANIMALIST***

Neo-Animalist Anthros are a proud, disciplined and strongly communistic breed of Anthros that utterly reject humanity. To Neo-Animalists, all humans are the enemy, and human greed, arrogance and shortsightedness is responsible for most of the universe's ills. Neo-Animalists are not atavists, as doing so wouldn't be practical, and they use modern tools and technology whenever their natural gifts are insufficient. However, the serious-minded and ideologically-strident Neo-Animalists absolutely reject 'decadent human luxuries' and 'symbols of animal enslavement'. Everything is for the ultimate good of the Neo-Animalist revolution.



### **Ability Score Modifiers**

+2 to either STR, CON or CHA

Hard work and stoic endurance is prized in Neo-Animalist culture, but some Anthro comrades get by on charm and public speaking ability rather than actual labor.

### **"Fur Good, Naked Skin Evil" (EX)**

Neo-Animalists receive a +1 racial bonus on attack and damage rolls against all creatures with the Human subtype due to special training against these hated foes.

Neo-Animalists also receive a +2 dodge bonus to AC against all creatures with the Human subtype.



### Neo-Animalist Ideology (EX)

Neo-Animalists attend weekly educational sessions and political lectures from the leaders of their movement. Neo-Animalists receive a +2 racial bonus on Knowledge (civics) and Knowledge (history) checks.

### Rejection of Symbols of Bondage (EX)

Neo-Animalist culture rejects collars, bridles, nose-rings, chains and ribbons in the hair, mane or tail (among other taboos) as symbols of animal bondage. As a result of their cultural conditioning, several magical chakras on a Neo-Animalist's body are deadened. Magic items placed in a deadened body slot simply fail to function.

A Neo-Animalist character can place magic items only in the following body slots, and of course, they can use magical weapons and non-slotted items normally.

- Armor
- Belt
- Chest
- Feet
- Shield
- Weapon

## 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 Anthros 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 Tooniverse with them when they arrive.

Tooned Anthros cannot easily pass for mortal humans. Even the most realistic, well drawn Tooned Anthro glows faintly with a strange inner light, and looks 'painted' against the backdrop of consensus reality. Other Tooned Anthros are sketchy, three dimensional, brilliantly colored enigmas, or grey scale relics from older animated realities. 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.

### Type

Tooned Anthros are Outsiders with the Anthro and Chaotic subtypes.

### Ability Score Modifiers

-2 *STR*, +2 *DEX*, +2 *CHA*

Tooned Anthros are weaker and less durable than 'ordinary' Anthros, as their hold on reality is a bit weaker, but they are quick, nimble and entertaining.

### Bounce Back (SU)

Tooned Anthros can't be squashed by falls or clobbered by bludgeoning weapons. Tooned Anthros 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 or stars encircling their head, their legs wobbling like spaghetti, or a panoply of short lived bumps and bruises springing up on their damaged parts.

### Hijinx (EX)

Tooned Anthros are mercurial, whimsical and a little madcap- emphasis on *mad*. They are especially vulnerable to chaotic and illogical magic. Tooned Anthros suffer a -2 racial penalty on saving throws against illusions and spells and effects with the chaotic descriptor.

If the Tooned Anthro willingly fails a saving throw against one of these effects, in addition to the spell's ordinary effects, the Tooned Anthro is treated as being under a *haste* and *cat's grace* effect at the same caster level and duration as the initial effect.

### Ink Doesn't Bleed (SU)

As living cartoons, Tooned Anthros are immune to many of the failings of true flesh. They are immune to poison, sleep, fatigue, paralysis, stunning, disease, the sickened condition, death effects, energy drain, and necromantic effects. Tooned Anthros are immune to any effect requiring a FORT save, unless the effect also works on objects. They are also immune to non-lethal damage.

However, healing spells and effects have the minimum numerical effect when used to benefit a Tooned Anthro. Beneficial transmutation and



psychometabolism effects cast or manifested to benefit the Tooned Anthro have only half the usual duration.

## ***TRANS- FIGURED***

Transfigured Anthros were never intended to be creatures of fur or feathers. Instead, they are examples of another species, who became partially animalistic as a result of some divine curse, magical accident or occult transformation. In any case, this transformation is unwanted, and though the Transfigured Anthro might come to accept his or her animal gifts, they are never truly comfortable in their new shape.

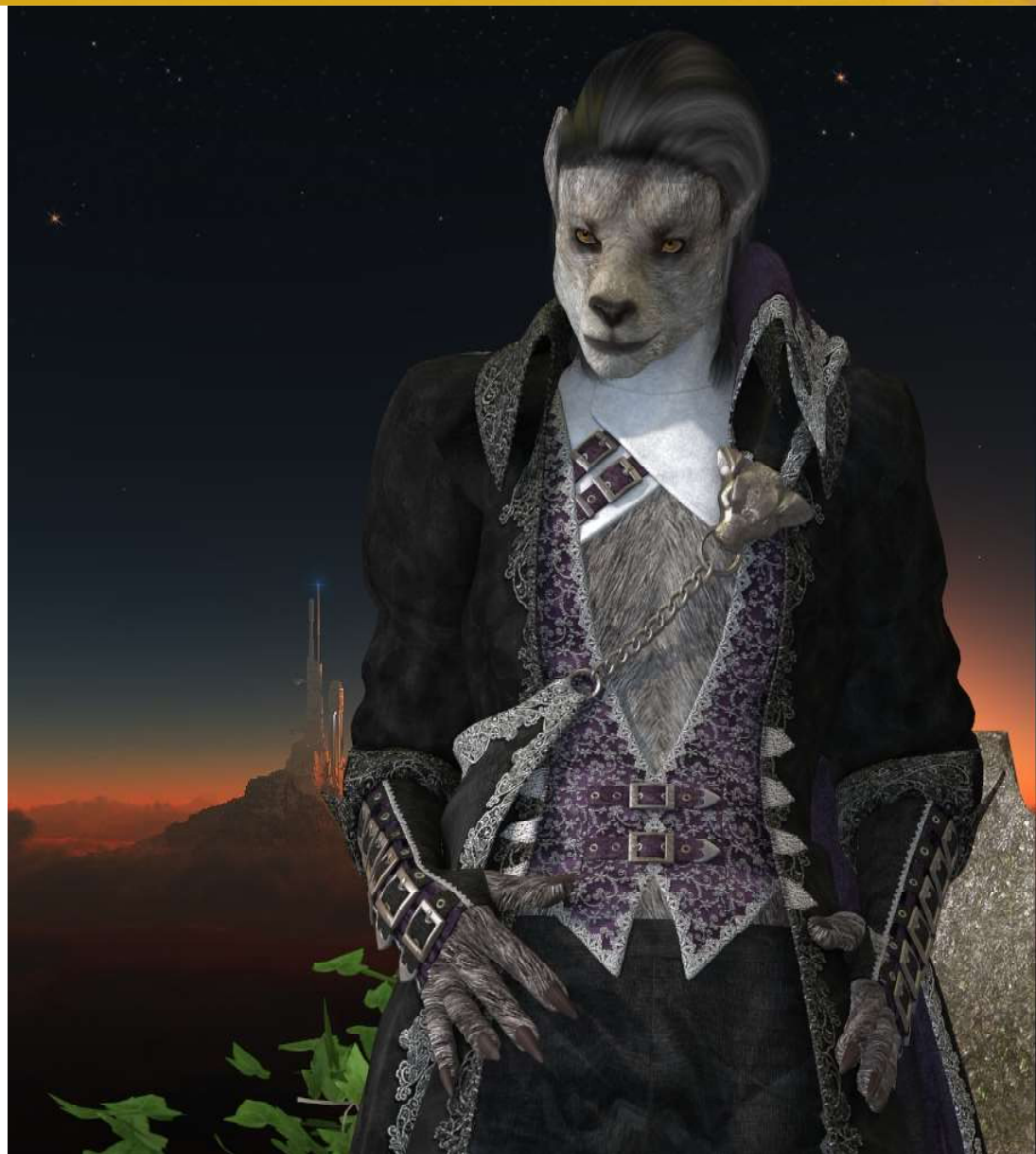
### **Ability Score Modifiers**

+2 *CON* or +2 *WIS*, -2 *CHA*

Transfigured Anthros are indomitable and strong-minded, because they've had to be to survive the pain of their transformation, but they lack confidence and self assurance. Their body language is passive and retiring- they keep to the rear of crowds and prefer the shadows.

### **Only One Transformation Lasts (SU)**

Created by powerful transmutational magicks, the Transfigured Anthro has a degree of immunity to other, lesser harmful transfiguration effects. The Transfigured Anthro gains Spell Resistance 10 + his total character level or Hit Die against spells and effects of the Transmutation school only. The Transfigured Anthro cannot drop this Spell Resistance to benefit from positive transmutation effects, however.



Even if a transmutation effect manages to effect the Transfigured Anthro, permanent effects are reduced to temporary ones when used against the Transfigured Anthro. If the effect's caster level is 10<sup>th</sup> or greater, it lasts for one hour per level, if less than 10<sup>th</sup> level, its duration is 1 minute per level.

### **Self Loathing (EX)**

Transfigured Anthros gain the Self Loathing disadvantage, and do not receive an additional Gift of Nature for doing so.

### **Weird Origin (SU)**

The Transfigured Anthro's origins determines how he was created and why, and grants an additional minor



power. Choose one ability for your Transfigured Anthro.

#### *Accidentally Transformed*

You were transformed by a magical mishap and one day you're gonna find the spellcaster who made the mistake and force him or her to fix it. Choose a single spellcaster in the campaign, who may be an NPC or fellow PC; you gain a permanent *status* effect against this spellcaster.

#### *Cursed by the Gods*

You were transformed into an animalistic being for great sins. You receive a +3 template bonus on Knowledge (religion) checks and Sense Motive checks against Outsiders with a particular alignment subtype chosen when this ability is gained.

#### *Mystical Mishap*

Fumbling with a cursed artifact earned you your fur or feathers. You receive a +3 racial bonus on Spell Craft and Use Magic Device checks and these are always class skills for you.

#### *Were-Fur*

You were cursed by the bite of an animalistic creature that passed some of its curse onto you. You receive a +2 morale bonus on attack rolls against creatures with the Shapechanger subtype.

#### **Ending This Template**

Unlike other Anthro Templates, it's possible, but should be very difficult, for Anthros with this template to return to their original forms. Doing so requires epic quests and difficulties, but at the end the Anthro stands at a crossroad. Through sorcery, willpower and courage, they can undergo a ritual of the gamemaster's devising to eliminate their Anthro racial traits and replace them with the racial traits of another race chosen by the player. The quest, and the ritual at its climax, are for the gamemaster to devise.

However, if the Transfigured Anthro rejects this ritual, and accepts their Anthro form as their new normal, they lose the Self Loathing disadvantage, and can voluntarily lower their Spell Resistance to benefit from beneficial Transmutation effects. In addition, they may immediately choose a new Gift of Nature to reflect their newfound acceptance of their Anthro gifts.

## ***XENOFORM***

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 template builds a cunning predator comfortable in darkness, able to survive virtually any challenge. Xenofomia anthros are primarily urban predators, who prefer to lair in sewers, abandoned ruins and disused basements and cloisters.

Xenofom Anthros are sleek, chitinous ebony bipeds, whose body is sheathed in a smooth, roach-like exoskeleton. Most Xenofoms 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. These creatures are slender and spindly, often appearing as emaciated as a hunting cheetah. Xenofom Anthros are faster and more agile than they are strong, and most gravitate to the stealth and expertise demonstrated by rogues, monks and magus.

#### **Type**

Xenofom Anthros are Monstrous Humanoids with the Aberration subtype.

#### **Ability Score Modifiers**

+2 *DEX*, +2 *CON*, -2 *CHA*.

Xenofoms are agile and hard to exterminate, but have an insect's dispassion and coldness. Normal humanoids are unnerved around these creatures.

#### **Dark Reproduction (EX)**

Xenofoms gain the Ovipositor Gift of Nature at no cost. Xenofom Anthros are immune to effects based upon the target's sexual orientation, as in most senses they are asexual.

#### **Eyeless (EX)**

Xenofoms are eyeless creatures that perceive the world through a complex combination of scent cues, sonar and empathic impressions. Their featureless skulls are sheathed in glossy natural armor.

Xenofoms are blind and born eyeless, yet they possess Blindsense with an impressive 120 ft range as their default sensory mode.

### Fire Vulnerability (EX)

One of the few things capable of driving back a Xeniform Anthro is naked flame. The Xeniform gains Vulnerability to Fire but may not choose an additional Gift of Nature to compensate for this disadvantage.

### Weird Metabolism (EX)

Xeniform Anthros are a form of life incompatible with most known theories of biology and metabolism. Xeniforms do not need to eat or drink to sustain themselves and are immune to starvation and thirst. However, Xeniforms cannot benefit from potions, nor from magically created food or drink, such as that produced by spells such as *goodberry* or *heroes feast*.

## ANTHRO MAGIC

The following new spells and magic items are common in any campaign involving Anthros. Spells not described here and not already present in the *Pathfinder Roleplaying Game* rules are detailed fully in *Technology Unleashed* (Otherverse Games, 2016).

### Alchemist Formula

#### First Level

*Danger Scent* – urinate in terror to provide nearby allies with Scent an early warning of danger

*Ibis' Brilliance* – receive a +20 insight bonus on your next Heal check

*Mating Perfume* – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration

*Sex Stink* – cloud of pheromones make creatures more vulnerable to sexual effects

*Sexy Furover* – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day

#### Second Level

*Anthro Adaptation* – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

*Bear's Slumber* – the spell's recipient can hibernate for 1 month per point of CON modifier

*Diversity of Form* – make minor but permanent cosmetic changes to an Anthro's anatomy

#### Third Level

*Trans-Furmentation* – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro

*Village of Paper and Saliva* – construct a small village resembling an enormous wasp's nest

#### Fourth Level

*Anthro Adaptation, Superior* – as *Anthro Adaptation*, but bestow multiple gifts

*Overdesign* – multiple, random *Gifts of Nature* cripple a targeted Anthro for 1 round/two levels

#### Fifth Level

*Anthro Adaptation, Mass* – as *Anthro Adaptation*, but affects multiple targets

### Bard Spells

#### Zero Level

*Sexy Furover* – restyle a felinoid's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day

*Universal Greeting* – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

### Cleric Spells

#### Zero Level

*Ibis' Brilliance* – receive a +20 insight bonus on your next Heal check

*Rodent's Fecundity* – touched Anthro becomes hyper-fertile and if female gives birth to large litters

#### Second Level

*Anthro Adaptation* – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

*Danger Scent* – urinate in terror to provide nearby allies with Scent an early warning of danger

#### Third Level

*Bear's Slumber* – the spell's recipient can hibernate for 1 month per point of CON modifier

#### Fourth Level

*Anthro Adaptation, Superior* – as *Anthro Adaptation*, but bestow multiple gifts

*Trans-Furmentation* – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro

#### Fifth Level

*Anthro Adaptation, Mass* – as *Anthro Adaptation*, but affects multiple targets

*Lion's Roar* – ear splitting roar inflicts sonic damage and deafens the target, the intensity of which increases as the spell's casting time increases

#### Seventh Level

*Anthro Perfection* – as *Superior Anthro Adaptation*, but affecting multiple targets

### Druid Spells

#### Zero Level

*Ibis' Brilliance* – receive a +20 insight bonus on your next Heal check



*Rodent's Fecundity* – touched Anthro becomes hyper-fertile and if female gives birth to large litters

#### **Second Level**

*Anthro Adaptation* – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

*Danger Scent* – urinate in terror to provide nearby allies with Scent an early warning of danger

*Mating Perfume* – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration

*Sex Stink* – cloud of pheromones make creatures more vulnerable to sexual effects

#### **Third Level**

*Anthro Adaptation* – bestow a single Anthro Gift of Nature upon a target for 1 minute/level

*Bear's Slumber* – the spell's recipient can hibernate for 1 month per point of CON modifier

#### **Fourth Level**

*Anthro Adaptation, Superior* – as *Anthro Adaptation*, but bestow multiple gifts

*Foxfire Tail* – your tail becomes a whip of flame that inflicts 1d6 fire damage/level with a successful ranged touch attack

*Overdesign* – multiple, random Gifts of Nature cripple a targeted Anthro for 1 round/two levels

*Trans-Furmentation* – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro

*Village of Paper and Saliva* – construct a small village resembling an enormous wasp's nest

#### **Fifth Level**

*Anthro Adaptation, Mass* – as *Anthro Adaptation*, but affects multiple targets

*Anthro Awakening* – as *awaken*, but transforms a non-magical animal into an Anthro

#### **Seventh Level**

*Anthro Perfection* – as *Superior Anthro Adaptation*, but affecting multiple targets

#### **Tenth (Epic) Level**

*Speciate* – grant a geographically distinct population the Anthro subtype and new racial abilities, creating a unique new sub-species

#### **Magus Spells**

##### **Second Level**

*Anthro Adaptation* – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

##### **Third Level**

*Foxfire Tail* – your tail becomes a whip of flame that inflicts 1d6 fire damage/level with a successful ranged touch attack

##### **Fourth Level**

*Anthro Adaptation, Superior* – as *Anthro Adaptation*, but bestow multiple gifts

*Lion's Roar* – ear splitting roar inflicts sonic damage and deafens the target, the intensity of which increases as the spell's casting time increases

##### **Fifth Level**

*Anthro Adaptation, Mass* – as *Anthro Adaptation*, but affects multiple targets

#### **Paladin Spells**

##### **First Level**

*Universal Greeting* – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

##### **Fourth Level**

*Lion's Roar* – ear splitting roar inflicts sonic damage and deafens the target, the intensity of which increases as the spell's casting time increases

#### **Ranger Spells**

##### **First level**

*Anthro Adaptation* – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

*Ibis' Brilliance* – receive a +20 insight bonus on your next Heal check

*Mating Perfume* – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration

*Rodent's Fecundity* – touched Anthro becomes hyper-fertile and if female gives birth to large litters

##### **Second Level**

*Bear's Slumber* – the spell's recipient can hibernate for 1 month per point of CON modifier

##### **Fourth Level**

*Anthro Adaptation, Superior* – as *Anthro Adaptation*, but bestow multiple gifts

*Village of Paper and Saliva* – construct a small village resembling an enormous wasp's nest

#### **Sorcerer/Wizard Spells**

##### **Zero Level**

*Rodent's Fecundity* – touched Anthro becomes hyper-fertile and if female gives birth to large litters

*Sexy Furover* – restyle a feline's pelt to grant a +1 bonus on sexually oriented Diplomacy checks for a day

*Universal Greeting* – communicate a message of either peace or war to any creature capable of understanding language with just a simple phrase

##### **First Level**

*Ibis' Brilliance* – receive a +20 insight bonus on your next Heal check  
*Sex Stink* – cloud of pheromones make creatures more vulnerable to sexual effects

#### **Second Level**

*Anthro Adaptation* – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level  
*Custom Fur-nishings* – adapt ordinary technology to accommodate an Anthro's unique anatomy  
*Mating Perfume* – pheromones force a single Anthro to be attracted to the caster, regardless of gender, for the spell's duration

#### **Fourth Level**

*Anthro Adaptation, Superior* – as *Anthro Adaptation*, but bestow multiple gifts  
*Foxfire Tail* – your tail becomes a whip of flame that inflicts 1d6 fire damage/level with a successful ranged touch attack

#### **Fifth Level**

*Anthro Adaptation, Mass* – as *Anthro Adaptation*, but affects multiple targets

#### **Seventh Level**

*Anthro Perfection* – as *Superior Anthro Adaptation*, but affecting multiple targets

#### **Witch Spells**

##### **Second Level**

*Anthro Adaptation* – bestow a single Gift of Nature and the Anthro subtype to a subject for 1 round/level

##### **Fourth Level**

*Anthro Adaptation, Superior* – as *Anthro Adaptation*, but bestow multiple gifts  
*Overdesign* – multiple, random *Gifts of Nature* cripple a targeted Anthro for 1 round/two levels  
*Trans-Furmentation* – permanently transforms a Humanoid or Monstrous Humanoid into an Anthro  
*Village of Paper and Saliva* – construct a small village resembling an enormous wasp's nest

##### **Fifth Level**

*Anthro Adaptation, Mass* – as *Anthro Adaptation*, but affects multiple targets

##### **Seventh Level**

*Anthro Perfection* – as *Superior Anthro Adaptation*, but affecting multiple targets

## ***NEW SPELLS***

#### **Anthro Adaptation**

**School** transmutation **Level** alchemist 2, cleric 2, druid 2, magus 2, ranger 1, sorc/wiz 2, witch 2

**Casting Time** one standard action

**Components** V, S, M (fur, scales or feathers from an Anthro, given willingly)

**Range** touch

**Duration** one minute/level (D)

**Saving Throw** WILL negates (harmless) **Spell**

**Resistance** Yes (harmless)

This highly versatile spell allows non-Anthros to experience the infinite diversity and adaptability of the Anthro species. When this spell is cast, the caster chooses a single Gift of Nature that has no prerequisites; the recipient gains this Gift of Nature for the spell's duration.

The recipient's features change dramatically, hinting at the Gift of Nature bestowed. For instance, a character imbued with the Lightfingered gift would display mask like raccoon markings over their eyes, or a character given a bite attack would grow a muzzle and elongated fangs.

#### **Anthro Adaptation, Mass**

**School** transmutation **Level** alchemist 5, cleric 5, druid 5, magus 5, sorc/wiz 5, witch 5

**Range** close (25 ft + 5 ft/level)

This spell functions identically to *Anthro Adaptation*, save that it affects one creature per caster level, no two of which can be more than 30 ft apart.

#### **Anthro Adaptation, Superior**

**School** transmutation **Level** alchemist 4, cleric 4, druid 4, magus 4, ranger 4, sorc/wiz 4, witch 4

This spell functions identically to *Anthro Adaptation*, save that the caster can either designate a Gift of Nature that counts as two gifts, or bestow two Gifts of Nature upon the recipient. If this meets the requirement of an advanced Gift of Nature, the caster can bestow a Gift of Nature that has another gift as its prerequisite.



### **Anthro Awakening**

**School** transmutation **Level** druid 5

**Casting Time** 24 hours

**Components** V, S, M (herbs and oils worth 2,000 gp/DC 20)

**Range** touch

**Duration** instant

**Saving Throw** WILL Negates **Spell Resistance** Yes

Anthro Awakening is a primeval spell that functions identically to *awaken* with the following caveats. The spell can only be cast upon an animal, as unlike *awaken* it does not affect plants. The *awakened* creature gains sentience normally, gaining INT 3d6, and +1d3 CHA. The creature's type then changes to humanoid with the Anthro subtype and is rebuilt as an Anthro character with a single heroic class level of the caster's choice.

The spellcaster chooses the awakened Anthro's new powers, which typically (but not always) are extrapolations of the animal's natural gifts.

### **Anthro Perfection**

**School** transmutation **Level** cleric 7, druid 7, sorc/wiz 7, witch 7

**Range** medium (100 ft + 10 ft/level)

This spell functions as *Superior Anthro Adaptation*, save that it affects one target/level, no two of which can be more than 30 ft apart.

### **Bear's Slumber**

**School** abjuration **Level** alchemist 2, cleric 3, druid 2, ranger 2

**Casting Time** One hour

**Component** V, S, M (bear fat painted on the recipient's breast)

**Range** touch

**Duration** One month per point of the recipient's CON modifier

**Saving Throw** WILL Negates (harmless) **Spell Resistance** Yes

When this spell is cast, the recipient enters a deep, hibernation trance. Bodily processes slow to a crawl, allowing the spell's recipient to safely slumber for up to one month per point of her CON modifier (minimum 1 month). While in the hibernation trance, the recipient needs no food or water and only about 10% of the atmosphere normally required of a creature of her size and type. During the hibernation trance, afflictions such as spells, curses and poisons



do not harm the creature, though their durations continue to expire.

The spell's recipient will sleep until the spell's maximum duration ends or until she suffers 5 points of damage while sleeping. If awakened before the maximum duration, the character is considered *stunned* for one hour after awakening.

### **Custom Fur-nishings**

**School** transmutation **Level** sorcerer/wizard 2

**Casting Time** one minute

**Component** V, S, M (a bit of fur or feathers from the beneficiary of the spell)

**Range** all furnishings in a single room no more than 30 x 30 ft

**Duration** instant

**Saving Throw** FORT negates (object) **Spell**

**Resistance** No

For Anthros with a distinctly nonhuman shape, finding bedding, chairs, tables and other furnishings can be an impossible task. Human craftsmen just don't understand that a tail makes sitting normally just about impossible! This spell changes that.

This spell transforms all non-magical furniture, bedding and other household articles within range to accommodate the need and physiology of a single Anthro, chosen when this spell is cast. Furniture changes style and appearance to correspond to the designated Anthro's needs, including changing size by as much as one category if necessary. The caster designates which Anthro's definition of comfort defines the new appearance of the furniture at the moment of casting and may cast this spell to benefit him/herself or another Anthro.

### **Danger Scent**

**School** conjuration (creation, *skatto*, water) **Level** alchemist 1, bard 2, druid 2

**Casting Time** one immediate action

**Components** V, S, M (the caster's urine)

**Range** personal

**Effect** a 60 ft burst, centered on the caster

**Duration** instant

**Saving Throw** None **Spell Resistance** No

A quick splash of fear-piss can provide just enough of a warning to keen-nosed allies to save their lives.

When you cast this spell, all allies with the Scent quality who are within a 60 ft burst gain a +4

circumstance bonus on Initiative checks for one round, and during a surprised round, are not considered flat-footed, and thus retain their DEX bonus to AC.

### **Diversity of Form**

**School** transmutation **Level** alchemist 2

**Casting Time** one minute

**Components** V, S, M (a tiny vial of blood taken from a living Anthro), racial (caster must have the Anthro subtype)

**Range** touch

**Duration** instant

**Saving Throw** None **Spell Resistance** No

Anthros come in an almost diversity of shapes and phenotypes- even Anthros uplifted from the same animal species might display radically different anatomies. With this spell, you transform the body of a willing Anthro, permanently changing the Anthro's appearance.

Diversity of Form makes relatively minor changes to the Anthro's shape and anatomy, but the subject is still recognizable as the same creature, simply altered in ways both subtle and radical. None of the changes produced by this spell have any gameplay effect. Each casting of the spell allows the caster to make one change; 10<sup>th</sup> level and greater casters can produce two changes.

Example changes a caster might impose include:

- Alter the texture, coloration or pattern of an Anthro's pelt
- Alter the shape and configuration of horns, crests, antlers, beaks, or other display appendages.
- Alter the feet from human-like to digitigrade or vice versa.
- Alter the breast structure from human like mammae to multiple small breasts running down the milkline, or vice versa.
- Alter the shape or length of ears, tail, mane, ect.

### **Foxfire Tail**

**School** evocation (fire) **Level** druid 4, magus 3, sorc/wizard 4

**Casting Time** 1 standard action

**Component** V, S, M (a pinch of sulfur)

**Range** touch

**Duration** 1 minute/level

**Saving Throw** WILL Negates (harmless) **Spell**

**Resistance** Yes



Invented by proud vulpine sorcerers, this spell transforms an Anthro's flesh and blood tail into a fabulous creation of blazing, sun-bright plasma. This energized tail grows to impressive length, up to 5 ft long per 2 caster levels.

The spell's recipient can use this impressive tail to make ranged touch attacks with reach up to the tail's length. On a successful hit, the tail slap inflicts 1d6 points of fire damage per caster level (10d6 maximum). On a critical hit, the target is also *blinded* for one round. The Foxfire Tail sheds bright illumination along its length, and while the spell is active, provides a +5 bonus on REF Saves against fire effects, whether magical or mundane. An especially nimble fox might use his fiery tail as a kind of flaming shield, blunting the effects of dragon's flame.

This spell can only be cast to benefit a creature with an existing, natural tail. If cast on a creature without a tail, the spell simply fails.

#### **Ibis' Brilliance**

**School** transmutation **Level** alchemist 1, cleric 0, druid 0, ranger 1, sorc/wiz 1

**Casting Time** 1 standard action

**Component** V, S, M (an ibis feather)

**Range** touch

**Duration** 1 minute/level or until discharged

**Saving Throw** WILL Negates (harmless) **Spell**

**Resistance** Yes

The ancient Egyptians believed that the ibis, in the guise of the bird-headed god Thoth, was the father of medicine. With this spell, you summon some of that brilliance and healing instinct into yourself. Your eyes become those of an ibis- wide, kind, and dark -for the duration of this spell.

When this spell is cast, you receive a +20 insight bonus on the next Heal check you make before the spell's duration ends. Once you make the Heal check, this spell ends.

#### **Lion's Roar**

**School** evocation (sonic) **Level** cleric 5, magus 4, paladin 4

**Casting Time** see text

**Components** S, racial (feline Anthro)

**Range** close (25 ft + 5 ft/level)

**Duration** instant



**Saving Throw** FORT partial (see text) **Spell**

**Resistance** Yes

Only Anthros of feline descent can cast this magic, and when this spell is cast, even the meekest house-cat suddenly taps into the ancestral power of the great cats, unleashing a roar that can be heard for miles.

The caster determines the spell's casting time, and the *lion's roar* has greater and more impressive effects the longer the casting time. Any version of the spell can be heard easily at a distance of several

miles, though its effects are limited to the spell's range.

If cast as a swift action, the *lion's roar* affects a single target within range, who suffers 1d6 points of sonic damage and must succeed at a FORT Save or be *deafened* for one round.

If *lion's roar* is cast as a standard action, all creatures within a spherical burst equal to the spell's range suffer 2d6+1 point per two caster levels (maximum 2d6+5) sonic damage, and must succeed at a FORT Save or be *deafened* for one minute.

If cast as a full round action, the lion's roar, all creatures within a spherical burst equal to the spell's range suffer 2d6 + 1d6 per two caster levels (maximum 5d6) sonic damage, and must succeed at a FORT Save or be *deafened* permanently.

### **Mating Perfume**

**School** enchantment (mind-affecting) **Level** alchemist 1, druid 1, ranger 1, sorc/wizard 1

**Casting Time** one standard action

**Component** V, S, M (a few drops of urine from an Anthro)

**Range** close (25 ft + 5 ft/two levels)

**Duration** 1 minute / level (D)

**Saving Throw** WILL Negates **Spell Resistance** Yes

When this spell is cast, a gust of violet smoke drifts from the caster's outstretched forepaws, delicately teasing the nasal passages of a specific Anthro character within range. For the duration of the spell, the Anthro's sexual orientation changes to match the caster's gender- regardless of normal desires, the target Anthro is considered sexually attracted to the caster on a failed save. The spell caster receives a +10 luck bonus on sexually oriented Bluff and Diplomacy checks made against the target for the duration of the spell.

### **Overdesign**

**School** transmutation **Level** alchemist 4, druid 4, witch 4

**Casting Time** one standard action

**Components** V, S, M (a vial of mutagenic or occult chemicals, worth 50 gp/DC 7)

**Range** close (25 ft + 5 ft/level)

**Duration** 1 round/ two levels

### **Saving Throw FORT partial (see text) Spell**

**Resistance** Yes

You twist a creature's genome, overloading their bodies with so many clashing beneficial mutations they become a crippling burden. Within seconds, your victim becomes a quivering and helpless mess of wings, additional limbs and incoherent new organs.

For the spell's duration, each round the target gains a randomly chosen *Gift of Nature* but also suffers 1d4 points of temporary DEX damage. A successful FORT Save prevents the target from acquiring a *Gift of Nature* or suffering DEX damage that round, but this save must be repeated on each round of the duration. A target reduced to zero DEX by these mutations becomes paralyzed and helpless, only able to take purely mental actions.

Despite their increasing clumsiness and disorientation, the spell's target can use any granted *Gifts of Nature* normally for the spell's duration.

### **Rodent's Fecundity**

**School** transmutation **Level** cleric 0, druid 0, ranger 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Component** V, S, M (blood or fur from a mouse or rat)

**Range** touch

**Duration** 1 hour /level

**Saving Throw** WILL Negates (harmless) **Spell**

**Resistance** Yes

This minor magic has allowed fast-breeding Anthros to dominate hundreds of evolutionary niches. While the magic is active, the recipient becomes ultra fertile, conceiving with any fertile partner, and after conception occurs, giving birth to a litter of up to a dozen young. The lingering effects of this magic last throughout the pregnancy, ensuring a safe and easy delivery.

### **Sex Stink**

**School** conjuration (creation) **Level** alchemist 1, druid 1, sorc/wiz 1

**Casting Time** 1 standard action

**Components** V, S, M (a drop of the caster's sexual fluids)

**Range** close (25 ft plus 5 ft/ 2 levels)

**Effect** a 30 ft + 5 ft / 2 levels burst

**Duration** 1 minute / level



**Saving Throw** FORT Negates (see text) **Spell Resistance** No

This spell conjures a pale amber mist that fills a sphere that is 30 ft plus 5 ft/2 levels in diameter. These vapors stink of pheromone risk sweat and sexual musk, and incite an instinctive lust.

Any creature of the caster's creature type entering the area must succeed at a FORT Save or suffer a -2 penalty on INT and WIS based skill checks and saving throws against sex-based illusions and mind-influencing effects. These effects last as long as the character remains in the cloud and for 1 minute afterward. Creatures of the same species as the caster suffer a -5 penalty on their saving throws.

### **Sexy Furover**

**School** transmutation **Level** alchemist 1, bard 0, sorc/wiz 0

**Casting Time** 1 standard action

**Components** V, S, racial (caster must be a feline Anthro or member of another felinoid species)

**Range** touch

**Duration** 1 day

**Saving Throw** FORT Negates (harmless) **Spell**

**Resistance** Yes (harmless)

This spell only affects furred, mammalian creatures, and is a common grooming cantrip among cat-Anthro and feline Shipper Modern Spellcasters. A few castings before a Shipper docking party is always a decent moneymaker for a working mage.

This spell trims and radically restyles the feline's fur pattern, in ways that make the feline more attractive and sexual. The target's pelt is partially and seductively denuded, revealing more of the chest and genitals than normal. For a day after the Sexy Furover the recipient receives a +1 circumstance on sexually oriented Diplomacy checks; after that the style fades out of being high fashion.

### **Speciate**

**School** transmutation **Level** druid 10 (epic)

**Casting Time** one hour

**Components** V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/ DC 39)

**Range** a single continent or landmass

**Duration** instant

**Saving Throw** FORT negates (harmless) **Spell**

**Resistance** Yes (harmless)

This spell forces evolution in a new direction, creating a unique new species from a geographically isolated existing species. When this spell is cast, all creatures genetically related to the genome provided are transformed; the gamemaster determines whether hybrid creatures (such as Half-Elves when Elves are the intended target) are also transformed.

All genetically similar creatures within the target landmass who fail or forego a FORT save become a newly evolved species. The new species is genetically distinct and no longer interfertile with its parent species. When this spell is cast, the spellcaster grants the chosen species the Anthro subtype and a single Gift of Nature of the caster's choice. If the spellcaster expends at least 1 million gp (DC 42) constructing the spell's focus, the spellcaster can grant all recipients of this spell either two Gifts of Nature or a 2-slot Gift of Nature. The spell's recipients do not lose existing racial traits, merely gaining new ones.

A particular species can only be affected by Speciate once during its evolution, but multiple enclaves of the same parent species on different landmasses (say, North American and Australian *homo sapiens*) can be affected by separate castings of the Speciate spell, becoming entirely new species. Only living creatures may be affected by Speciate. Oozes and many aberrations have such unusual anatomies and genomes they are not affected by this spell.

### **Trans-Furmutation**

**School** transmutation **Level** alchemist 3, cleric 4, druid 4, witch 4

**Casting Time** one hour

**Components** V, S, M (silk twine and powdered opals worth at least 1,500 gp/DC 19)

**Range** touch

**Duration** instant

**Saving Throw** None **Spell Resistance** No

This ritual allows an ordinary Humanoid or Monstrous 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 creature, who must actively participate in the ritual, thus it offers no saving throw.



The spell's recipient loses his or her original race, racial traits and ability score modifiers. The subject instead becomes an Anthro, rebuilt using the Fusona character creation system. The spell transforms the recipient into an Anthro creature with abilities and appearance somehow indicative of the recipient's original form and nature (such as a human with the Capricorn birth sign becoming a goat Anthro, a dog Anthro's fur and eye color reflecting their former human appearance, or a brutal killer becoming a savage wolf Anthro). The new form becomes the subject's true form.

### **Universal Greeting**

**School** divination **Level** bard 0, paladin 1, sorc/wiz 0

**Casting Time** one standard action

**Components** V, S

**Range** 30 ft burst

**Duration** instant

**Saving Throw** None **Spell Resistance** No

This spell is invaluable in first contact scenarios, and the words sound something like 'bow-weep-grannak-weep-niddybong'. Simply by varying intonation and pronunciation slightly, the caster can communicate any one of the following ideas, flawlessly, to any creature with an INT score of 3 or greater, that has any capacity for language at all. The listeners must be able to clearly see and hear the caster for this message to be communicated.

The three possible messages are:

"We/I come in peace."

"We/I want to trade with you."

"Surrender immediately or we/I will destroy you!"

### **Village of Paper and Saliva**

**School** conjuration (creation) **Level** alchemist 3, druid 4, ranger 4, witch 4

**Casting Time** ten minutes

**Components** V, S, M (roughly a pound of *constructor secretion* building material)

**Range** long (400 ft + 40 ft/level)

**Duration** instant

**Saving Throw** No (object) **Spell Resistance** No (object)

You call upon the industriousness and architectural mastery of insectoid Anthros and their non-uplifted insect kin to construct a beautiful yet feather-light city. When you cast the spell, glowing phantasms resembling insects and insectoid Anthros dance through the construction site, building a strange, alien village.

When you cast this spell, you create a tiny, cramped village or hamlet capable of accommodating more than a hundred small families, which has a footprint of several hundred square feet. This village resembles a wasp's nest or termite mound rather than a product of humanoid architecture, though it is scaled for human-sized and humanoid inhabitants. The structure's rooms are mazelike and the buildings built alongside each other, with no space between habitations and rooms. Doors, windows and other decorative elements can be conjured, all created from the same concrete-like mix of saliva and masticated paper.

The village has excellent airflow and is naturally comfortable in a wide variety of temperature extremes. The village has no high tech accoutrements, such as power or water infrastructure, though the caster can leave small openings and micro-corridors throughout the village to accommodate future installations if desired. The village is surprisingly light, with the thin walls roughly as durable as brick at a fraction of the thickness and weight. The paper-like walls have Hardness 2 and 8 HP, and are vulnerable to fire.

The village's central point can be anywhere within the spell's range. The spell does not displace existing structures or objects, and the village grows around them, incorporating features such as walls and rooftops into itself. Multiple castings of this spell can conjure even larger and more impressive nest-villages, including interlinked structures larger and more impressive than many humanoid-designed alpha cities.

### **Similar Spells**

**Beeswax Creation** functions identically to *village of paper and saliva*, save that the small village created resembles an enormous bee's hive. Chambers are roughly hexagonal, spherical or ovoid, and hexagonal motifs are common as decorative elements, window shapes and the like. Rather than grayish, concrete-like walls, villages constructed by this variant spell have translucent amber or golden walls with a waxy sheen.

Bee Anthros as well as Mantid spellcasters usually learn this variant spell rather than the standard, which they consider unacceptably crude and ugly. Other



variants exist: Beaver Anthros know a variant on this spell that produces a small village from light yet durable wood, and Avian Anthros build impressive, attractive nest-villages from twigs, twine and mud.

## NEW TECHNOLOGY

Any weapon, piece of armor or bit of equipment mentioned in this sourcebook that is not found in either the *Pathfinder Roleplaying Game* PRD or the *D20 Modern* SRD can be found in *Technology Unleashed* (Otherverses Games, 2016). If you don't recognize some new piece of gear, look at *Technology Unleashed* first.

## ITEM PRICING

Magic items here have both a GP value and a Purchase DC. The item's Purchase DC was calculated by converting the item's GP cost to modern wealth using a **1 GP: 1 US dollar: 1 galactic credit: approximately 100 yen ratio**.

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters' grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, usually hovering somewhere around 1:200 yen circa late 2015, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

This pricing conversion is used in all Otherverses Games products.

## WONDROUS ITEMS AND MAGICAL JEWELRY

### Anatomical Portrait

**Aura** moderate enchantment **CL** 10<sup>th</sup>

**Slot** none **Price** 18,000 gp (DC 28) **Weight** negligible

To give an allied spellcaster an Anatomical Portrait is perhaps the most tangible act of trust an Anthro can perform. Anthros are a proud and vain people, with a strong artistic tradition. An Anatomical Portrait is a masterfully executed triptych portrait, depicting a particular Anthro in the nude, with frontal, dorsal and profile views. On low-tech worlds, these intensely intimate, framed portraits are executed in oils and watercolor, while they are produced with advanced graphics software and laser-printed on more modern planets.

All Anatomical Portraits must incorporate small bits of the blood of the Anthro they depict in the creation process. Once created, an Anatomical Portrait is linked to that specific Anthro. While touching the Anatomical Portrait, any spellcaster can target the illustrated Anthro with any spell with a range of touch or longer regardless of the distance between the caster and the Anthro, as long as both creatures are on the same plane. The caster does not need line of sight or effect to the illustrated Anthro as long as the Anatomical Portrait is in hand.

**Special:** Only an Anthro can be the subject of an Anatomical Portrait.

### Construction

**Requirements** Scribe Scroll, creator must possess 5 ranks in Craft (visual arts) and be an Anthro

**Cost** 9,000 gp (DC 25)

### Anthro Adaptives

**Aura** faint or moderate transmutation **CL** 5<sup>th</sup> (lesser) 10<sup>th</sup> (greater)

**Slot** varies **Price** 6,000 gp (DC 24) lesser; 12,000 gp (DC 26) greater **Weight** varies from negligible to 2-3 lbs depending on style

Spellcasters know many ways to grant ordinary humanoids the diverse powers of the animal kingdom:

from enchanted bear pelts worn as cloaks to fox-paw leather gloves to cartoon animal knit caps and colorful pony tails designed to be clipped onto a belt. All these items are categorized as “Anthro Adaptives”.

Lesser Anthro Adaptives provide a single Gift of Nature to the wearer, chosen by the creator. Greater Anthro Adaptives provide two Gifts of Nature to their wearer, chosen by the creator. One gift can act as a prerequisite for the other. All Anthro Adaptives must be worn for at least four hours to attune to them before the wearer can gain access to their Gifts.

Anthro Adaptives come in a dizzying array of forms and technology levels, which occupy different body slots. (As long as worn Adaptives occupy different body slots and provide different powers, multiple Adaptives can be worn simultaneously.) Some examples of various Adaptives are described below:

#### ***Head or Face***

A tanned wolf’s pelt worn as a hood, a helm sculpted like an eagle’s beak, a ‘funny animal’ knit cap, a ceremonial ceramic mask resembling a snarling animal’s snout, a fearsome, animalistic samurai’s *mempo*, a cheap rubber snout held on by a nylon string

#### ***Torso or Shoulders***

A bear’s hide worn as a shirt or cloak, a long cloak of woven feathers, a partial fur-suit top, a leather bomber jacket with an Anthro sigil on the back



#### ***Hands or Wrists***

A pair of thin leather gloves with artificial claws and paw pads, ornate golden or silver bracelets with animalistic motifs, a leather fetish with feathers and wolf-fur amid beadwork

#### **Construction**

**Requirements** Craft Wondrous Items, *anthro adaptation* (lesser) or *greater anthro adaptation* (greater)

**Cost** 3,000 gp (DC 22) lesser; 6,000 gp (DC 24) greater

#### **Aerodyne Disk**

**Aura** strong  
**transmutation** CL 9<sup>th</sup>

**Slot** feet **Price** 60,000 gp (DC 32) **Weight** 5 lbs

A powerful occult-tech turbine powers this sleek, teardrop shaped flying wing. Quick release buckles, resembling the snap system on a high-end snowboard allow the rider to strap himself securely to the Aerodyne Disk, or unstrap, as a move-equivalent action.

While strapped into the Aerodyne Disk, the character gains a Flight speed of 120 ft (average), and gains a +10 competence bonus on Fly checks. However, the character loses access to all other movement modes while strapped in.

#### **Construction**

**Requirements** Craft Wondrous Items, *military flight*

**Cost** 30,000 gp (DC 30)



# DESIGN PHILOSOPHY:

## COLLARS

Anthros of all breeds, but especially Anthros uplifted from or resembling long-domesticated animal species, often enchant magical collars. If existing magic items can be re-shaped into a stylish collar and slid into the *neck* magic item slot by an Anthro occultist, you can bet they will be. Traditional magic items such as *bracers of natural armor* or a *cloak of resistance* are more likely to be found as *collars of natural armor* or a *collar of resistance* when sold in Anthro-held lands. Even Anthros who can't afford enchanted collars will wear something attractive and decorative around their throats.

The design philosophy for enchanted collars is they enhance Anthro specific gifts, augment natural talents or physically transform the wearer to become more animalistic in some way. Collars at a variety of price ranges are available to Anthro heroes of varying level. Most enchanted Collars are Anthro-locked, or offer little or no utility to non-Anthro wearers.

### Collar, Conjunx

**Aura** faint enchantment CL 5<sup>th</sup>

**Slot neck Price** 2,500 gp (DC 21) **Weight** negligible  
Conjunx Collars are always forged in matched pairs (or rarely, larger sets for more polyamorous Anthro cultures). Two fine collars of identical manufacture, accented with the same subtle touches of gold or other precious metals and hung with the same charms are worn as declarations of marriage and love.

The price given above is for a pair of Conjunx Collars. When created, Conjunx Collars are forged for specific creatures, whose names are inscribed on the collar charms. These collars have no effect if worn by other creatures, nor do they function if both collars are not worn by their designated owners.

While Conjunx Collars are worn properly, each wearer gains the *Strength of Loving Adventure* Gift of Nature as well as the *Mate for Life* trait in regards to the other creature wearing the linked Collar.

### **Construction**

**Requirements** Craft Wondrous Items, *charm person*

**Cost** 1,250 gp (DC 18)

### Collar, Friendly

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot neck Price** 2,500 gp (DC 21) **Weight** negligible  
This loose blue or black nylon collar fits jauntily around the throat and usually includes a cute little dog-bone charm (though Anthros of other species sometimes substitute other charms specific to their race.)

While wearing the Friendly Collar, the Anthro benefits from the Super Kawaii feat.

**Special:** Only Anthros with the Adaptable or Domesticated ability score package can benefit from the Friendly Collar.

### Similar Items

The cheetah spotted *Athletic Collar* provides Anthros with the Chase Predator ability score package access to the Run feat, and is built with *cat's grace*. The heavy brown leather *Draftsman's Collar* provides Anthros with the Enduring But Dim or Tough and Ponderous ability score packages access to the Endurance feat, and is built with *bull's strength*.

### **Construction**

**Requirements** Craft Wondrous Items, *eagle's splendor*

**Cost** 1,250 gp (DC 19)

### Collar, Life Support

**Aura** moderate conjuration CL 5<sup>th</sup>

**Slot neck Price** 2,400 gp (DC 21) **Weight** negligible  
Some Anthro spacers prefer to trust to occult-tech rather than bulky, restrictive and often badly fitting mundane space suits. This collar consists of two slender silver cords at the top and bottom of a thick rectangular clasp. When the collar's magic is active, a luminous web of amber threads appears and hangs suspended between the slender cords.

While wearing the Life Support Collar, the character is treated as wearing a Space Suit for the purpose of environmental effects (gaining all the benefits of a Space Suit's special qualities entry).

### **Construction**

**Requirements** Craft Wondrous Item, *emergency space suit* **Cost** 1,200 gp (DC 18)

### **Collar, Nature's Promise**

**Aura** moderate conjuration **CL** 9<sup>th</sup>

**Slot** neck **Price** 62,000 gp (DC 32) **Weight** negligible

This collar is only ever woven from natural fibers—silk, cotton, hemp and the like, and is dyed an irregular brownish-red that sometimes fades into bright splashes of orange and amber. The clasp is cunningly made from the teeth of small mammals.

While wearing the Nature's Promise Collar, anytime the character casts any *summon nature's ally* spell, the spell produced is one level greater than the spell or spell slot expended to cast it. For example, if the wearer expends a third level spell slot or casts *summon nature's ally III*, he would gain the benefit of *summon nature's ally IV* instead. This spell cannot produce a greater *summon nature's ally* spell than the 9<sup>th</sup> level version.

**Special:** Only characters who have chosen one of the following patron deities, or a similar animal/nature deity can benefit from this magic item: Breeder Oblix, the Horned Lord, or the Hunting Pack.

### **Construction**

**Requirements** Craft Wondrous Items, *summon nature's ally V*  
**Cost** 31,000 gp (DC 30)

### **Collar, Purpose-Giving**

**Aura** strong transmutation **CL** 9<sup>th</sup>

**Slot** neck **Price** 18,000 gp (DC 28) **Weight** negligible

A variety of Purpose-Giving Collars exist, all designed to bend an Anthro's body, mind and soul towards a particular way of life. Sometimes these items are marks of slavery, forced onto an Anthro against their will in order to transform that creature into something he or she is not. In other times and places, Purpose-Giving Collars are badges of office, willingly donned by Anthros of a particular caste. Style and coloration vary wildly.

All Purpose-Giving Collars function in the same manner. Once donned by a creature of the Anthro subtype, the wearer gains a specific Anthro Template

encoded in the Collar, immediately losing existing Anthro Templates, if any, and applying the Template's ability score modifiers and gaining its traits. Once donned, the Purpose-Giving Collar effectively fuses into the creature's body, and cannot be removed without *remove curse* or similar magic.

The appearance of a particular Collar is usually a clue to which Anthro Template the Collar will apply. Some templates are rarely, if ever offered as a Collar.

- *Anthroid*: Segmented silvery-grey metal links with circuit components on the underside.
- *Eroticized*: A tight choker of black lace.
- *Extreme*: Heavy day-glo nylon with a big lock, safety pin-studs or similar decorations.
- *First Wave Colonizer*: Breathable nylon in camo patterns with a military style dog-tag.

### **Construction**

**Requirements** Craft Wondrous Items, creator must be an Anthro with the appropriate template, *polymorph*  
**Cost** 9,000 gp (DC 25)

### **Collar, Superiority**

**Aura** moderate evocation **CL** 7<sup>th</sup>

**Slot** neck **Price** 9,600 gp (DC 26) **Weight** negligible  
This full-metal collar is an intricate silver and platinum puzzle, each piece of which forms a link of the throat-chain. Each link in the collar is a jagged sigil resembling a cat's claw, interspersed occasionally with wing-like links.

While wearing the Superiority Collar, your natural weapon attacks gain the **axiomatic** property and **Mutt-bane** properties. This unusual property functions as typical for Bane but only against creatures of the Anthro subtype that have chosen the Mutt as their patron deity.

**Special:** Only characters who have chosen Species Superiority as their patron deity/philosophy can benefit from this magic item.

### **Construction**

**Requirements** Craft Wondrous Items, creator must be a lawful Anthro with the Species Superiority patron deity/philosophy, *detect chaos*, *detect good*, *order's wrath*, *summon monster I*  
**Cost** 4,800 gp (DC 23)



### Collar Charms, Various

**Aura** faint enchantment CL 3<sup>rd</sup>

**Slot** neck (see text) **Price** 850 gp (DC 17) **Weight** negligible

Anthros often accessorize their collar with particular little charms. Usually these thumb-sized charms are made from metal or wood, and are shaped to represent a particular skill the Anthro wants to excel at. A Collar Charm designed to enhance Acrobatics might be shaped like a big paw, one designed to enhance a Perform skill might resemble a musical note or performer's top hat and so on.

A Collar Charm provides a +3 competence bonus on a specific skill, chosen by the creator and reflected in the Charm's shape. Collar Charms only function when attached to and worn on a Collar. Though both Collar and one Charm occupy the neck slot, they can be worn simultaneously.

#### **Construction**

**Requirements** Craft Wondrous Items, creator must have 3 ranks in the chosen skill, creator must be an Anthro

**Cost** 425 gp (DC 15)

### Extreme Bandanna

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** headband **Price** 1,200 gp (DC 18) Torn, 1,800 gp (DC 20) Pristine **Weight** negligible

These brightly colored cloth ribbons come in almost every color of the rainbow. The better the quality of cloth, the more effective the magic is.

When donned, the Torn Extreme Banana provides the wearer with Weapon Focus in a particular weapon chosen by the creator and symbolized by the colors of the bandanna (red for sai, blue for katana, and so on). When donned, the Pristine Extreme Bandana provides both Weapon Focus and Weapon Specialization with the chosen weapon.

**Special:** Only Anthros with the Extreme Anthro cultural template may benefit from this magic item.

#### **Construction**

**Requirements** Craft Wondrous Items, creator must be proficient with the chosen weapon

**Cost** 600 gp (DC 16) Torn, 900 gp (DC 17) Pristine

### Furgonomic Designer

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** none **Price** 4,300 gp (DC 23) **Weight** 1-2 lbs

This slim-line laptop has contours designed to easily slip into pawed hands. Loaded into the hard-drive are occult-tech design programs intended to make the devices of the modern world more comfortable for Anthros in all their myriad forms.

The Furgonomic Designer is acts as an upgraded (+2) laptop computer. In addition, the owner can use the device to cast *custom fur-nishings* up to three times per day as a full round action.

#### **Construction**

**Requirements** Craft Wondrous Items, *custom furnishings*

**Cost** 2,150 gp (DC 21)

### Grooming & Pampering Kit

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** none **Price** 3,500 gp (DC 22) **Weight** 5 lbs

Anthros can be a vain, sybaritic race. Skilled barbers, groomers and personal attendants can earn a good wage tending Anthro clients. With this enchanted hygiene kit, which is a fine walnut box small enough to fit on a dresser and contains dozens of combs, picks, perfumes, oils and ointments, they can command truly legendary wages.

The Grooming & Pampering Kit allows the user to use *sexy furover* at will, though doing so requires about five minutes of work. The user makes a DC 10 Profession (groomer, beautician, barber, similar) check. Every five points the check DC is beat by extends the duration of the *sexy furover* by an additional hour. Failing the check prevents the Grooming & Pampering Kit from being used for 1d4 days.

Additionally, once per day, the user can cast *eagle's splendor* upon any recipient, including themselves. The duration of this effect is one hour, though it takes five minutes of effort to cast the spell.

#### **Construction**

**Requirements** Craft Wondrous Items, *eagle's splendor*, *sexy furover*

**Cost** 1,750 gp (DC 20)

### Lapine Gauges

**Aura** faint transmutation CL 1<sup>st</sup>

**Slot** head **Price** 2,500 gp (DC 21) **Weight** negligible

These mid-sized, polished ivory ear gauges are sculpted with a rabbit's head in profile.

When placed in the external ears of any creature living creature, it transmutes the creature's ears into long, floppy and extremely keen rabbit's ears. The wearer's ears return to normal just a few seconds after the gauges are removed. Lapine Gauges provide the wearer with a +5 competence bonus on sound-based Perception checks. The wearer gains the Anthro subtype, if they do not possess it already, while the Lapine Gauges are worn.

### **Construction**

**Requirements** Craft Wondrous Items, Alertness

**Cost** 1,250 gp (DC 19)

### Mate's Blessing

**Aura** faint transmutation CL 1<sup>st</sup>

**Slot** neck **Price** 1,000 gp (DC 17) **Weight** negligible

This popular charm is often presented to young Anthro lovers who have chosen a mate with a radically different morphology. The Mate's Blessing is a small, erotic silver or gold charm on a simple chain of the same metal.

When worn by a creature who has chosen the Mates as a patron deity, the character is under a constant *fertility control* and *comfortable act* effect, allowing them to safely and enjoyably take lovers of a variety of species.

### **Similar Items**

This item might also be found as a ring, genital or nipple piercing (belt or body slot), or as a facial piercing or nose-ring (face slot). Sexually positive occultists worshipping other deities might manufacture similar items for their co-religionists.

### **Construction**

**Requirements** Craft Wondrous Items, *comfortable act*, *fertility control*, creator must have chosen the Mates as a patron deity

**Cost** 500 gp (DC 15)

### Mouse Ribbons

**Aura** faint illusion CL 3<sup>rd</sup>

**Slot** belt **Price** 1,600 gp (DC 19) **Weight** negligible

Many mouse and rat Anthros wrap their long, naked tails in white gauze, for good luck on all the jobs that require them to hide in the shadows.

If actually worn as a belt, or threaded through belt loops or at the waist, Mouse Ribbons provide the character with a +3 competence bonus on Stealth checks. If actually worn by an Anthro with a functioning tail, the competence bonus on Stealth checks is +5 instead.

### **Construction**

**Requirements** Craft Wondrous Items, *silence*

**Cost** 800 gp (DC 17)

### Ramming Wraps

**Aura** faint transmutation CL 3<sup>rd</sup>

**Slot** headband **Price** 4,500 gp (DC 23) **Weight** negligible

These heavy, durable wool, leather or even rubber tubes are usually brightly colorful, and come in a matched pair designed to fit over a pair of horns or antlers. When donned, the horns or antlers become even heavier, sharper and more impressive.

While wearing Ramming Wraps, the Anthro's Gore natural weapon attack inflicts damage as if he were a creature two size categories larger than his base size.

**Special:** Only Anthros with a Gore natural weapon described as horns or antlers can benefit from this magic item.

### **Similar Items**

Equine Anthros with hoof stomp (bludgeoning) natural weapons sometimes wear **Fighting Wraps** which function similar, enhance that attack form and occupy either the hands or feet magic item slot.

**Tiger's Wraps** occupy the same slots but enhance claw (slashing) natural weapons, and are popular with feline, canine and ursine Anthros.

### **Construction**

**Requirements** Craft Wondrous Items, creator must be an Anthro, *bull's strength*

**Cost** 2,250 gp (DC 21)



### **Second Womb of the Animals**

**Aura** moderate transmutation **CL** 10<sup>th</sup>

**Slot** none **Price** 46,000 gp (DC 31) **Weight** 600 lbs

This enormous, ancient cauldron is forged from old, heat-scarred black iron, with faintly raised reliefs depicting man, animal and Anthro in harmony around its circumference. In many places, the images are worn down by generations upon generations of fingers touching the icons in supplication.

Any Large or smaller Humanoid or Monstrous Humanoid corpse, dead less than a week, that is placed in the cauldron is affected by a very specific form of the *reincarnation* spell. This version of the spell requires the cauldron and the corpse inside to be buried completely in the earth or within a natural cavern, and left overnight; if the magic functions the cauldron and transfigured being within rise through the ground at the next dawn. This spell also requires that one or more animals be sacrificed and their remains placed wholly or partially (depending on the sacrifice's size) with the corpse, along with 100 gp worth of occult herbs and anointing oil per HD of the creature to be *reincarnated*. This spell otherwise functions normally.

The slain creature always returns to life as an Anthro, whose form and abilities are determined by the animals sacrificed to the cauldron. For example, a corpse interred with a ritually slaughtered dog would emerge as a canid Anthro, while one buried with the corpses of several birds would return to life as an avian Anthro. Hybrid Anthros or those with especially strange powers require equally exotic creatures to be sacrificed.

The Second Womb of the Animals will only function once per month.

### **Construction**

**Requirements** Craft Wondrous Items, *reincarnate*, creator must be an Anthro

**Cost** 23,000 gp (DC 29)

*The following artifact-level wondrous item is responsible for the birth of Anthro species on myriad worlds throughout the multiverse.*

### **White Star Monolith**

*Common Major Artifact*

**Aura** overwhelming transmutation **CL** 30<sup>th</sup>

**Slot** none **Weight** nearly immeasurable

These Worldseeder artifacts have been unearthed on hundreds of worlds. If one White Star Monolith is found upon a world, there are usually more, at least one upon every other major continent upon the planet. Most such Monoliths are buried under tons of topsoil and rubble, buried beneath the weight of centuries, just waiting to be discovered and unleashed. Many species of Anthro owe their creation to these monoliths.

The White Star Monolith is a three meter tall rectangle of smooth, absolutely flawless and brilliantly white stone, which resembles fine marble. An sixty-sided geomorph of the same ivory substance floats exactly 36 centimeters above the top of the pylon, slowly rotating. Once the White Star Monolith is activated the blunt facets of the floating star become flame-like points stretching in all directions, symbolizing infinite genetic possibilities.

It requires a DC 30 Use Magic Device check and one hour of effort to activate a White Star Monolith; creatures with the Anthro subtype gain a +5 competence bonus on this check. If the check is failed, the White Star Monolith cannot be activated again for a lunar month.

Once activated, all humanoid or monstrous humanoid creatures of a single species within a geographically isolated area (usually the continent upon which the Monolith is located) are affected by *speciate*, gaining the Anthro subtype and gaining two Gifts of Nature.

The transformations created by the White Star Monolith follow a system of internal logic, and have a certain consistency. Transformations usually follow a pattern based upon the transformed creature's original race, faith, profession or other traits. For example, all soldiers and police officers transformed become Doberman Pinscher Anthros, all characters with a Christian patron deity become lamb or sheep Anthros, an Anthro's pelt color is reflective of her original skin tone, and so forth.

### **Destruction**

White Star Monoliths cannot be destroyed by any known force, and even moving the Monolith presents major logistical challenges. A species that wishes to preserve its genome has only one alternative if a White Star Monolith is discovered- lift the indestructible pylon off world somehow. The Monolith is immune to effects from the *conjunction (teleportation)* subschool and the *psychoportation* discipline, and despite its relatively small size, the Monolith has an apparent mass of more than a hundred million tons. It is heavy enough that it warps gravity around it in minor ways: poured-out beer flows uphill towards the Monolith, coins tossed gravitate towards the Monolith, and so on. Ordinary humans can feel a palpable heaviness around the Monolith.

Ejecting a White Star Monolith directly into the core of a sun *might* destroy the Monolith, but it would likely just wait, inert, within the star's heart for aeons.

### **Wing Piercings**

**Aura** faint transmutation **CL** 3<sup>rd</sup>

**Slot** shoulders **Price** 3,200 gp (DC 22) **Weight** negligible

These heavy golden rings can be pierced through the musculature of Anthro wings without impeding flight, and are popular decorations among avian and bat Anthros, though they remain fairly niche among insect-blooded Anthro fliers.

While wearing Wing Piercings, an Anthro with the Winged Flight trait gains the ability to fly while wearing up to Medium armor and carrying up to a Medium load.

### **Construction**

**Requirements** Craft Wondrous Items, *bull's strength*

**Cost** 1,600 gp (DC 19)

## ***CONSUMABLE ITEMS***

(Cn) indicates a Consumable item

### **Anthro-Gen Mutagen (Cn)**

**Aura** moderate transmutation **CL** 7<sup>th</sup>

**Slot** none **Price** 1,100 gp (DC 18) **Weight** 1 lb

This powerful mutagen glows a pale blue, like a clear summer sky. The mutagen's injector is kept in a relatively heavy, refrigerated metal tube until the chemical is needed. A QR code stamped into one end of the cylinder provides full data on the mutagen, safety precautions and prescriptions for use when scanned.

After injecting the Anthro-Gen Mutagen, a character becomes unconscious for 2d6 hours, during which time they are transformed into an Anthro as per the *trans-furmutation* spell.

This mutagen can be injected into a willing target as a full round action. If the target is not bound or otherwise helpless, it requires a melee attack (with the needle acting as an improvised weapon) to inject the chemical. In either case, an unwilling target gains a FORT Save to resist the mutagen's effect.

### ***Similar Items***

The *Elixir of the Zodiac* is a tiny iron and leaded glass jug sealed with a removable iron stopper. Glowing blue fluid fills the small amphora. A sign of the animal Zodiac is stamped into the metal stopper, indicating what kind of Anthro drinking this luminous fluid will create. This elixir is common on lower tech worlds, and functions identically to *Anthro-Gen Mutagen*.

The *Transformative Pelt* functions identically, and is a thick blanket tanned from the hide of exotic animal species with intricate knot-work and stitching on the back. The Pelt is wrapped tightly around the body of the creature to be transformed while ritual oils and incense are poured over the creature's bound form. The Transformative Pelt is common on lower tech worlds, and functions identically to *Anthro-Gen Mutagen*.

### **Construction**

**Requirements** Brew Potion, *trans-furmutation*

**Cost** 550 gp (DC 15)



### **Canned Mog-Food (Cn)**

**Aura** faint transmutation CL 1<sup>st</sup>

**Slot** none **Price** 250 gp (DC 13)

**Weight** 1 lb (per can)

Feed your half-man, half-dog best friend something special when he's toiling away overhauling your starship's warp engines. Canned Mog-Food is sold in small tins packed with high-protein meat chunks. Shippers and Anthros swear by the stuff, but nobody else can keep the crap down.

For 24 hours after eating a can, time spent working any Craft check counts as sleep as well as complete bed rest.

**Special:** All races except Shippers, Anthros and other animalistic humanoids must succeed at a DC 12 FORT Save to keep Canned Mog-Food down. Failure indicates they vomit the stuff back up messily and waste the dose.

### **Construction**

**Requirements** Brew Potion, *re-energize* or *yuppie workout*, creator must be a Shipper or Anthro

**Cost** 125 gp (DC 11)

### **Dead Dog Ale (Cn)**

**Aura** moderate conjuration CL 9<sup>th</sup>

**Slot** none **Price** 3,375 gp (DC 22) **Weight** negligible  
The all-canine and very appropriately named Dead Dog Brewing Company produces this fine dark beer. Dead Dog Ale is only sold in glass bottles, with a faux-Victorian lithograph of a canine Anthro centered on the label.

An Anthro who drinks a Dead Dog Ale (or an unconscious or slain one who has it poured down their throat) benefits from *breath of life*. Non-

Anthros receive no real benefit from drinking Dead Dog Ale. Note that *breath of life* is normally too high-level a spell to be made into a potion, but the Dead Dogs have used a few Anthro-specific brewing secrets to find a way around that limitation.

### **Construction**

**Requirements** Brew Potion, creator must be an Anthro, *breath of life*

**Cost** 1,688 gp (DC 20)

### **Extreme! Slice (EX)**

**Aura** moderate conjuration CL 5<sup>th</sup>

**Slot** none **Price** 3,300gp (DC 22)

**Weight** 2 lbs

Extreme! Slice pizzas come in a cheap white cardboard box with a snarling turtle Anthro in a chef's hat on the lid.

The best part, aside from the fact you can get any topping you'd ever want on one, is that the magic of the box keeps the pizza hot and fresh until the lid's lifted.

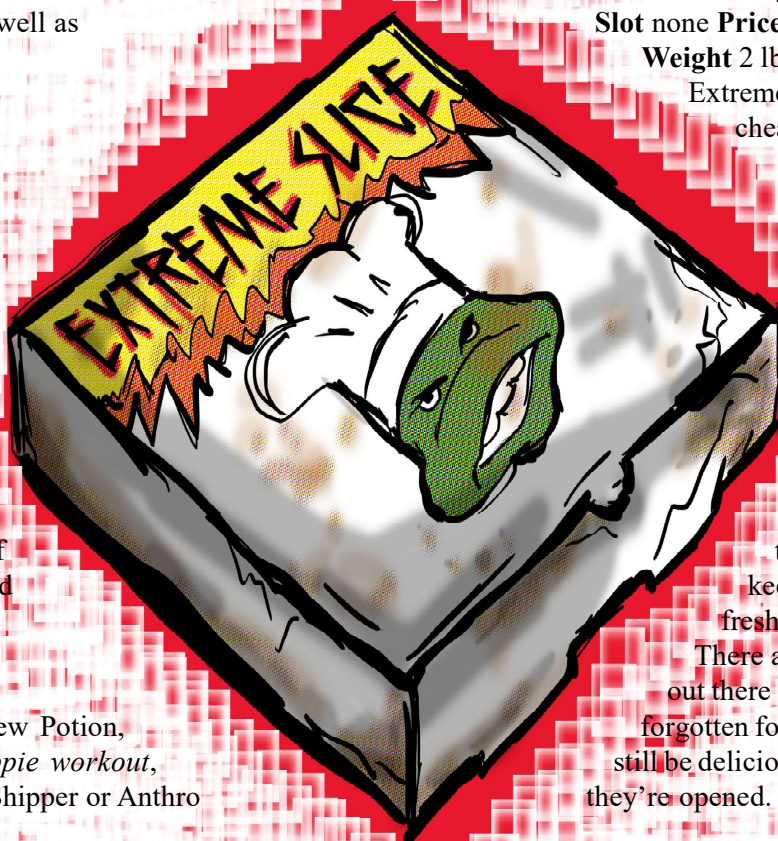
There are Extreme! Slice pies out there that have been sitting forgotten for centuries, and they'll still be delicious and fresh the moment they're opened.

Each Extreme! Slice contains enough pizza to feed up to four Medium creatures. If eaten by an Anthro with the Extreme Anthro template, a slice of the magical pizza acts as *heroes' feast*, save that the pizza takes only a full round action to consume. All other creatures eating a slice of Extreme! Slice treats the pizza slice as if it were a *goodberry*.

### **Construction**

**Requirements** Brew Potion, creator must be an Anthro with the Extreme Anthro template, *goodberry*

**Cost** 1,650 gp (DC 20)



### **Fur Treats (Cn)**

**Aura** faint transmutation **CL** 1<sup>st</sup>

**Slot** none **Price** 110 gp (DC 10) **Weight** negligible  
Fur Treats are a (delicious) constant throughout the Multiverse. In any reality where you can find native Anthros, you can probably find an airtight package of Fur Treats, though exactly what galactic mega-corp provides the Treats tends to vary from universe to universe. Fur Treats come in just about every flavor you can imagine. While most packs cater to the needs of meat-eating furs, there are plenty of herb, grass, fruit and berry Treats available to oblige herbivores.

Each unopened bag of Fur Treats contains 3d6 Treats. Eating a Treat functions as eating one of the berries produced by the *goodberry* spell, save that if the bag is re-sealed between uses, the Treats do not expire.

**Special:** Only Anthros can gain any magical benefit from eating a Fur Treat.

### **Construction**

**Requirements** Brew Potions, *goodberry*

**Cost** 55 gp (DC 7)

### **Greymuzzle's Tea (Cn)**

**Aura** moderate transmutation **CL** 7<sup>th</sup>

**Slot** none **Price** 5,600 gp (DC 24) **Weight** 1 lb  
This small, rectangular tea-tin has the design of a sad eyed cocker spaniel's head in profile, its muzzle dappled with grey cross-hatching.

Each tin of Greymuzzle's Tea includes enough tea to prepare 4 doses. It requires a full round action to mix the tea with water and drink it. For 24 hours after drinking the tea, or until the effect is dismissed, the drinker is affected by the *threefold aspect* spell, taking on the *elder* aspect.

**Special:** Only Anthros can benefit from drinking Greymuzzle's Tea. Though *threefold aspect* is normally too high a level to be prepared as a potion, Anthro brewers use racially specific techniques and enchantments to prepare Greymuzzle Tea.

### ***Similar Items***

**Cub's Candyfruit** is a cloyingly sweet, fermented berry juice sold in small, brightly colored gourds. Cub's Candyfruit can be drunk straight, as a normal

potion without requiring mixing. The drinker takes on the *youth* aspect of *threefold aspect*, but otherwise the two items function identically.

### **Construction**

**Requirements** Brew Potion, *threefold aspect*, creator must be an Anthro

**Cost** 2,800gp (DC 21)

### **Oil, Bright Nose**

**Aura** faint evocation **CL** 1<sup>st</sup>

**Slot** none **Price** 50 gp (DC 7) **Weight** 1 lb (vial)  
Bright Nose Oil is a tingly, waxy liquid popular among the Raver's devotees. Bathtub alchemists can brew this glowing potion by the gallon and sell it for a good price to Anthro revelers.

When rubbed on the nose and face, Bright Nose Oil grants the user the benefit of the *Bio-Luminescent* trait for 2d6 hours. The bio-lights usually manifest as a bright glow from the nose and cheeks...though that's only because that's where the oil is most often rubbed. There's nothing stopping a particularly adventurous Anthro from applying the oil creatively to make some other parts glow.

### **Construction**

**Requirements** Brew Potion, *light*

**Cost** 25 gp (DC 5)

### **Oil, White Tail (Cn)**

**Aura** faint transmutation **CL** 6<sup>th</sup>

**Slot** none **Price** 900 gp (DC 17) **Weight** 1 lb (vial)  
First brewed by skittish, nimble deer-Anthros, this mystical oil soon became popular with just about every tailed Anthro species out there. When rubbed on the rump, this oil permeates the fur, and temporarily bleaches the user's rump and tail a brilliant snow-white, making White Tail Oil as fashionable as it is tactically useful.

When White Tail Oil is applied as a standard action, the Anthro user gains a +30 ft enhancement bonus to their base land speed, a +6 improvement to their Initiative score for 6 rounds. During this time, the Anthro never provokes attacks of opportunity due to their movement.

**Special:** Only Anthros with a functional tail can benefit from this magic item.



### **Construction**

**Requirements** Brew Potion, *cat's grace*, *haste*, creator must be an Anthro

**Cost** 450 gp (DC 15)

### **Pheromone-Rich Perfume (Cn)**

**Aura** faint conjuration CL 2<sup>nd</sup>

**Slot** none **Price** 800 gp (DC 17) **Weight** negligible

Many Anthro perfumers and alchemists (especially skunks, surprisingly enough) manufacture unique and enticing scents whose recipes are closely guarded secrets. All of these Pheromone-Rich Perfumes are sold in slender, finger-sized crystal vials, usually decorated with a paw, tail or glyph label.

Each vial of Pheromone-Rich Perfume contains enough scent for 8 applications. For an hour after applying a dose of the perfume, the character gains a +2 luck bonus on CHA-based skill checks (except for Intimidate) against creatures with the Anthro subtype. If the user has the Eroticized Anthro template, this bonus increases to +1d4+1 per check if the check incorporates a sexual element, either as an enticement, bribe or distraction.

**Special:** Only Anthro characters can benefit from Pheromone-Rich Perfume.

### **Construction**

**Requirements** Brew Potion, *mating perfume* or *sex stink*

**Cost** 400 gp (DC 14)

## ***MAGICAL ARMOR, CLOTHING AND ACCESSORIES***

### **New Armor Weapon Qualities**

Several of the new magic armors in this section boast at least one of these new special qualities.

### **Anthro-Adaptive**

Anthros come in a wide variety of forms and morphologies, and Anthro-Adaptive armor reshapes itself to accommodate wearers of radically different shapes without compromising protection.

An Anthro character can physically manipulate and modify armor with this property, requiring one minute of physical contact with the armor. The Anthro-Adaptive enchantment reshapes the armor to accommodate the Anthro's new form, such as developing armor plating to cover wings, additional openings for limbs, the helmet reshaping to accommodate a muzzle or antlers, and so forth.

The armor can resize itself by one size category in either direction, so Anthro-Adaptive armor originally sized for a Medium Anthro can also be comfortably worn by a Large or Small Anthro. Other armor properties, including the *Space Suit* property, if present, do not change.

- Faint Conjuration (*instant armor*) or Transmutation (*make whole*); CL 3<sup>rd</sup>; Craft Magic Arms and Armor, *instant armor* or *make whole*, creator must be an Anthro; Price +1 bonus

### **Colonizer Armor**

**Aura** moderate conjuration CL 9<sup>th</sup>

**Slot** armor **Price** 28,000 gp (DC 29) **Weight** 12 lbs

Most First Wave Colonizers are issued standardized field uniforms that contain everything they might need when venturing into unknown, hostile ecosystems.

Colonizer Armor is a deep navy coverall reinforced with silvery-grey hardened polymer plating. The Anthro's megacorporate patron has their crest emblazoned on the breast plate or spinal plating, along with an identifier code unique to each Anthro. The Colonizer Armor allows the Anthro wearer to farther indenture themselves to their megacorp by taking advantage of nano-tech enhanced 'company store'.

Colonizer Armor is +1 **scout armor**.

**Special:** When Colonizer Armor is worn by an Anthro with the First Wave Colonizer template, its true abilities awaken. At any time, the Anthro can access a 'company store' nano-factory built into the right gauntlet's control panel to conjure a variety of small items. It requires one minute for the armor to produce a small item.

### ***Company Store Features***

The armor can produce any of the following

- An MRE sufficient to sustain a Medium creature for one day.



- Small, non-restricted technological items weighing less than 5 lbs (*such as a flashlight, multitool, wrench, smartphone, ect*). The items cannot be magical, unique or not available to the general public.
- Ammunition clips or energy cells for weapons provided by the Anthro's megacorp.

Each time the Anthro accesses the 'company store' the Anthro's indenture total is increased by 50 gp + twice the gp value of the item conjured. Conjured technology bears the creating megacorp's logo and branding. Occasionally the sponsoring megacorp will run 'specials' on particular items, charging significantly less indenture on specific items (particular flavors of MREs, specific hygiene items, toys or luxuries) to encourage additional spending.

#### ***Company Protective Features***

The Anthro can increase their indenture by +100 gp as an immediate action. Doing so allows the Colonizer Armor to act as **+4 scout armor** for one minute.

#### ***Company Life Support Features***

The Anthro can increase their indenture by +120 gp in order to grant the Colonizer Armor the *space suit* mundane armor property for four hours.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *emergency spacesuit, fabricate*

**Cost** 14,000 gp (DC 27)

#### **Furred Tunic**

**Aura** faint transmutation CL 5<sup>th</sup>

**Slot** armor **Price** 3,200 gp (DC 22) **Weight** 20 lbs

This heavy, tanned wolf or bear-pelt tunic is cunningly assembled and decorated with beads, fetishes and totems made from small bones and recovered talons.

The Furred Tunic is a **+1 expeditious hide armor**. While wearing the Furred Tunic, the wearer gains the Scent racial quality (if they do not already possess it) and gains Darkvision 60 ft. The Furred Tunic provides the wearer with a +2 competence bonus on Survival checks.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *anthro adaptation, expeditious retreat*

**Cost** 1,600 gp (DC 19)



### Fur Suit

**Aura** strong transmutation **CL** 13<sup>th</sup>

**Slot** head and armor **Price** 35,000 gp (DC 30)

**Weight** 5 lbs

For those dreaming of the virility, grace and physical gifts of the Anthro species, occult tailors and armorers can create bespoke and highly convincing fur suits. A well-made fur suit transforms an ordinary humanoid into a fairly convincing imitation of an Anthro thanks to theatrical flourishes, cunningly articulated jaw and faux-tongue, jointed false eyes and other puppet-like articulations. Dressed in a Fur Suit, the wearer is almost an Anthro!

Statistically, a Fur Suit functions as **+3 benevolent battle lingerie**, save that it also occupies the *head* magic item slot. (Battle lingerie was chosen as the armor's base because like a custom-fitted Fur Suit, it is expensive, inherently seductive and hard to move in. If you don't want the connotations, use *leather armor* as a base instead.)

While wearing a Fur Suit, the character gains Darkvision 60 ft and the Scent racial quality, if they lack these traits. The wearer gains two additional Gifts of Nature chosen by the creator when the armor is first constructed. While wearing the Fur Suit, the character is treated as possessing the Anthro subtype.

**Special:** The Fur Suit is merely considered masterwork battle lingerie if worn by a creature who already possesses the Anthro subtype.

### **Construction**

**Requirements** Craft Magic Arms and Armor, Craft (visual arts) 5 ranks, *aid*, *superior Anthro adaptation*, *limited wish* or *polymorph*  
**Cost** 17,500 gp (DC 28)

### Hardsuit, Rabbit Punch

**Aura** strong illusion and transmutation **CL** 12<sup>th</sup>

**Slot** armor **Price** 145,000 gp (DC 35) **Weight** 55 lbs

This suit of light infantry armor is designed to augment a wearer's speed, agility and mobility, transforming an ordinary Anthro soldier into a low-altitude skirmisher. The hull is usually a glossy smoke-grey, pale blue or mottled white and grey, giving the armor the edge in winter operations. A transparent helm allows for wide field of vision, while

rabbit-like antenna modules provide enhanced sensory and ECCM capabilities.

The Rabbit Punch Hardsuit is a set of **+3 grade-II powered armor**. Unlike traditional powered armor, the Hardsuit provides a greater bonus to DEX rather than to STR, providing a +6 DEX and +4 STR enhancement bonus. The Rabbit Punch Hardsuit provides the wearer with a +10 competence bonus on Acrobatics checks made to jump, and the armor's check penalty never applies to these checks.

The Rabbit Punch Hardsuit provides the wearer with a Flight speed of 120 ft (good). The Rabbit Punch Hardsuit can only fly for up to five minutes continually, and the armor's thrusters must cool down for at least two minutes between any flight, no matter how short.

The Rabbit Punch Hardsuit provides the armor and its wearer with *greater machine invisibility* for up to 12 minutes per day. The duration need not be consecutive, but must be taken in 30 second (5 round) increments.

### **Onboard Weapons**

There are a set of laser emitters built into the armor's gauntlets which function as a **+2 smuggler's blaster of infinite ammunition**.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *jump*, *greater machine invisibility*, *infinite ammunition*, *military flight*  
**Cost** 72,500 gp (DC 33)

### Hardsuit, Riding Beetle

**Aura** strong conjuration **CL** 9<sup>th</sup>

**Slot** none **Price** 55,500 gp (DC 32) **Weight** 55 lbs

This glossy violet-black powered armor's hull is composed of genetically engineered chitin specially modified for durability. The bug-eyed helmet is crowned by an impressive, threatening set of short, jagged steel and gold antlers. The suit's under layer is a ribbed, rubbery ebony.

The Riding Beetle Hardsuit is a set of **+1 wild grade-I powered armor**, however, the wild property only functions when the wearer assumes any Vermin or insectoid form.

Once per day, the wearer may summon either a giant stag beetle or a top of the line Japanese racing bike (use the D20 Modern statistics for a *Ducati 998R motorcycle*, if necessary.) In either case, the summoned entity remains in existence for one hour, or until destroyed or dismissed. The summoned entity will shift between giant stag beetle and motorcycle form at the wearer's verbal command for the duration of the effect. If the summoned entity is destroyed in either form, it cannot be summoned again for 1d4 days; during this time the Riding Beetle Hardsuit's *wild* property is suppressed.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *baleful polymorph*, *ghost chassis*, *summon nature's ally IV*

**Cost** 27,750 gp (DC 29)

### **Hardsuit, Troodon Strike**

**Aura** strong transmutation **CL** 10<sup>th</sup>

**Slot** armor **Price** 64,800 gp (DC 32) **Weight** 58 lbs

The Troodon Strike Hardsuit is modeled on *velociraptor* anatomy, placing the pilot in a low fighting crouch that maximizes the directions she can launch a kick from while minimizing her profile. The armor is molded in dun, desert colors and is often worn beneath a ragged ghile cloak, giving the armor an almost (and appropriately) feathered appearance.

The mostly-transparent helmet is thrust forward to accommodate the muzzle of an Anthro wearer, and the armor can easily be reconfigured for tailed or tailless wearers with just a few minutes effort and a standard tool kit. The most impressive feature of the eminently pragmatic armor are the twin, sickle like blue-titanium spurs emerging from the heavy treaded boots.

The Troodon Strike Hardsuit is a set of **+2 creeping, expeditious grade-II powered armor**. Unlike traditional powered armor, the Hardsuit provides a greater bonus to DEX rather than to STR, providing a +6 DEX and +4 STR enhancement bonus. The armor's check penalty never applies to Stealth checks.

### ***Weapons***

The Troodon Strike is equipped with a pair of boot-mounted fighting talons that function as **+2 keen sickles**. The armor's wearer is treated as possessing

the Two-Weapon Fighting and Improved Two-Weapon Fighting when attacking with her boot-blades.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *cat's grace*, *expeditious retreat*, *keen edge*

**Cost** 32,400 gp (DC 30)

### **Iron Scales**

**Aura** faint abjuration **CL** 3<sup>rd</sup>

**Slot** armor **Price** 48,200 gp (DC 31) **Weight** 50 lbs

This bulky armor has a high, angular gorget and pauldrons protruding from the body like short, blunt spines. The armor itself is roughly forged, with a scale-like texture to the dull grayish-black metal. These bulky suits of armor are popular among especially strong reptilian Anthros, as it helps regulate body temperature as well as provide solid protection.

The Iron Scales is a **+2 half plate of cold and fire resistance**. If worn by an Anthro with the Reptilian Torpor disadvantage, the disadvantage is suppressed as long as the Iron Scales are worn.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *anthro adaptation*, *resist energy*

**Cost** 24,100 gp (DC 29)

### **Pain Dancer's Corset**

**Aura** moderate transmutation **CL** 5<sup>th</sup>

**Slot** armor **Price** 10,950 gp (DC 26) **Weight** 2 lbs

If you can feel the sharpness of a blade or the heat of a bullet the moment the edge touched your fur, and knew you could nimbly twist yourself clear, would you bother with bulky, restrictive body armor? Or would you wear something as eye-catching as this tightly laced, traditional ebony and violet corset over your pelt? Style has to count for something.

The Pain Dancer's Corset is a set of **+1 brawling, expeditious battle lingerie**.

Once per day, the wearer can reduce the damage of a successful attack against her to the minimum. For instance, if hit with an attack inflicting 2d6+3 damage, this attack would inflict 5 points of damage against the target. The wearer must decide to activate this feature, as an immediate action, before damage dice are rolled.





### **Construction**

**Requirements** Craft Magic Arms and Armor, *anticipate peril*, *bull's strength*, *expeditious retreat*  
**Cost** 5,475 gp (DC 24)

### **Raven's Steel**

**Aura** moderate illusion and transmutation **CL** 9<sup>th</sup>  
**Slot** armor **Price** 8,950 gp (DC 25) **Weight** 25 lbs  
 A cunningly jointed breast plate of night-black steel has been elaborately (and ostentatiously) decorated with scenes of the night sky. A low-relief moon hidden behind clouds peeks out from the armor's shoulder pauldrons, and the flexible abdominal plating bears similar reliefs sketching out the skyline of some fantastical city. Despite the armor's weight and bulk it is specifically designed for avian wearers, and includes easily removable and replicable protective plates on the spine and upper shoulders to accommodate even the most impressive wingspan.

Raven's Steel is a +1 **agile breastplate of shadow**. Though the Raven's Steel is medium armor, it may be worn by an Anthro with the Winged Flight trait (or similar creatures) without impeding the wearer's flight ability. The armor's check penalty never applies to Fly checks.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *invisibility*, either *military flight* or *overland flight*, *silence*, creator must possess the Winged Flight trait or a similar natural flight ability  
**Cost** 4,475 gp (DC 23)

### **"Tail High!" Tee**

**Aura** faint abjuration **CL** 3<sup>rd</sup>  
**Slot** body **Price** 2,000 gp (DC 20) **Weight** negligible  
 "Tail high!" or "Keep your tail high!" are common phrases of encouragement and good cheer among pretty much every mammalian Anthro species. This sky-blue t-shirt has the catch phrase in small white English letters superimposed over larger navy blue *Fursong* script bearing the same message.

While wearing the "Tail High!" Tee, a character with the Bravery class feature treats its benefit as being +2 better than normal. If the character lacks the Bravery class feature, they are treated as possessing Bravery +1 while wearing this t-shirt.

**Special:** An Anthro with Cavalier levels can treat this t-shirt as his or her Banner, if desired.

### ***Similar Items***

The "**Tail Higher!**" **Jacket** is a heavy bomber jacket with the iconic slogan worn as a colorful patch across the back and shoulders, usually with the retro-sexy pinup-style image of a cute Anthro vixen as well. The "Tail Higher!" Jacket functions as a +1 **buff coat** in addition to the properties above, and occupies the armor slot. It is created with Craft Magic Arms and Armor and has a purchase price of 4,800 gp (DC 23).

### **Construction**

**Requirements** Craft Wondrous Items, *remove fear*

**Cost** 1,000 gp (DC 18)

### **Universal Plate**

**Aura** faint conjuration or transmutation (if *make whole* is used) CL 3<sup>rd</sup>

**Slot** armor **Price** 6,250 gp (DC 24) **Weight** 50 lbs

A species as diverse as Anthros has its noble knights, questing lords, tyrannical warlords and would-be emperors. Despite their diversity of form, all must be attired in proper, knightly raiment. Anthro smiths across the land can produce fine, gleaming full plate capable of magically reshaping itself to the quirks of the wearer's anatomy.

Universal Plate is simply +1 Anthro-adaptive full plate.

### **Similar Items**

Anthro rogues, highway-men and dashing adventurers often make do with the significantly cheaper *Universal Leathers*, which are +1 *Anthro-adaptive studded leather armor*. Universal Leathers have a purchase price of 4,800gp (DC 23). Other Universal Armors common on high fantasy worlds might use a chain-shirt, half-plate or o-yoroi as the base armor with slightly varying costs.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *instant armor* or *make whole*, creator must be an Anthro

**Cost** 3,125 gp (DC 22)

### **Universal Space Suit**

**Aura** faint conjuration or transmutation (if *make whole* is used) CL 3<sup>rd</sup>

**Slot** armor **Price** 5,200 gp (DC 23) **Weight** 60 lbs

Megacorps and governments that do business with Anthro populations make it a point to have plenty of Universal Space Suits available to accommodate the many anatomical quirks possessed by Anthro spacers. These space suits come in a variety of colors and styles, but all are modular and designed for easy modification and field-repair.

The Universal Space Suit is a simple +1 Anthro-adaptive space suit.

### **Similar Items**

More expensive and only slightly-less-common variants of this armor use an *Advanced Space Suit*, *Armored Space Suit* or *Heavy-Grav Space Suit* as the armor's base, increasing the purchase price and construction cost appropriately. *Universal Powered Armor* is prohibitively expensive for most spacers, but well worth the price for the relatively few Anthro soldiers with access.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *instant armor* or *make whole*, creator must be an Anthro

**Cost** 2,600 gp (DC 21)

### **War Rover Armor**

**Aura** faint enchantment CL 5<sup>th</sup>

**Slot** armor **Price** 7,500 gp (DC 25) **Weight** 25 lbs

Once genetic engineering is weaponized, every nation-state and NGO that can afford it begins custom-breeding Anthro super-soldiers. War Rover Armor is an American armor system fairly typical of the gear provided to trusted, battle-tested Anthro operatives. War Rover is a matte gunmetal grey hardsuit with a burst of patriotic red, white and blue detailing painted on the left pauldron. The modular armor is designed to be worn by a variety of Anthros of different sizes and breeds, though the armor is especially prized by uplifted canids.

War Rover Amor is a set of +1 Anthro-adaptive, benevolent MP tactical armor. Special occult-tech systems built into the armor allow an Anthro wearer with the *scent* special quality to retain use of this ability even when the armor is fully environmentally sealed without compromising its protective *space suit* armor quality.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *aid*, *Anthro adaptation*, *instant armor* or *make whole*, creator must be an Anthro

**Cost** 3,750 gp (DC 22)



# MAGICAL WEAPONS

## New Magical Weapon Qualities

Several of the new magic weapons in this section boast at least one of these new special qualities.

## Omens

Weapons with the Omens property give their wielders a split-second's edge. Both the glowing, round-cut crimson gemstone set into the weapon's pommel, guard, or grip and the wielder's eyes flash with an intense red spark of ferocious tactical insight, as a blood-red aura surrounds the weapon, making it seem to grow in the wielder's hands.

Once per day, the wielder of a weapon with the Omens property can call upon its power as part of an attack action. For one round, anytime the wielder makes an attack roll with the Omens weapon, she rolls 2d20 and takes the better result. When making a damage roll with the Omens weapon, the wielder treats any 1s and 2s rolled for damage as 3s instead, and treats damage rolls of 3+ normally.

Omens Weapons are common and highly prized by Anthro warriors; both Psionic and Magical versions of these weapons exist.

## Psionic Version

- Moderate Clairsentience; ML 10<sup>th</sup>; Craft Magic Arms and Armor, *Offensive Precognition*, *Offensive Prescience*, creator must be an Anthro; Price: +1 bonus

## Magical Version

- Moderate Divination; CL 10<sup>th</sup>; Craft Magic Arms and Armor, *Anticipate Peril*, *True Strike*, creator must be an Anthro; Price: +1 bonus

## Alpha Majesty's Blade

**Aura** moderate divination CL 10<sup>th</sup>

**Slot** weapon **Price** 96,500 gp (DC 33) **Weight** 8 lbs

This heavy and extensively decorated double edged great sword has baroque and angular cross guard and a large crimson gemstone cut and polished into a smooth ovoid inset just beneath the tang of the blade. Genealogical heritage written in the *Furroar* script runs the six foot length of the blade- this is a sword of feline kings and queens!

The Alpha Majesty's Blade is a +3 **greatsword of omens**. The wielder may call upon the blade's power to cast *lion's roar* up to three times per day. If any casting of *lion's roar* is cast as a full round action by the wielder, both the wielder and any feline Anthro allies within 30 ft gain the benefit of the weapon's Omens property. This allows the wielder to potentially gain additional daily uses of the normally once daily Omens power.

While wielding or carrying the Alpha Majesty's Blade, you gain a +10 competence bonus on Diplomacy and Intimidate checks made against feline Anthros and other cat-like hominids.

**Special:** Only Anthro characters with a feline heritage can access the Blade's *lion roar* property.

## Construction

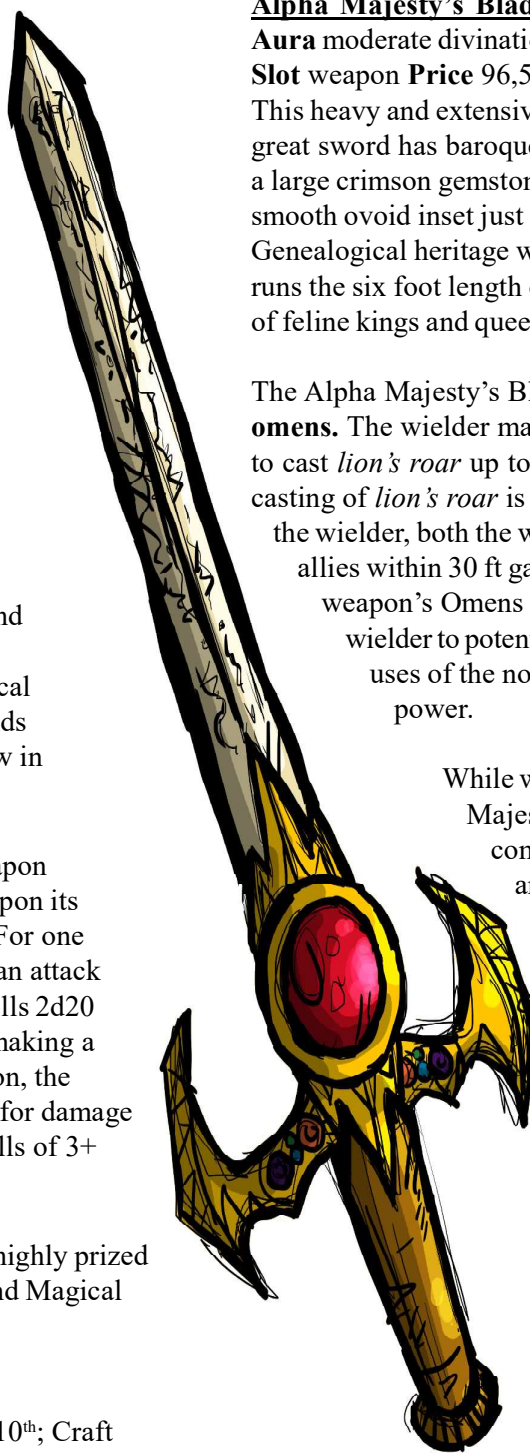
**Requirements** Craft Magic Arms and Armor, *anticipate peril*, *lion's roar*, *true strike*, creator must be an Anthro  
**Cost** 48,250 gp (DC 31)

## Anthro-Bane Scimitar

**Aura** moderate conjuration CL 8<sup>th</sup>

**Slot** weapon **Price** 3,130 gp (DC 22) **Weight** 4 lbs

This ornately carved and carefully polished silver scimitar glistens with cold lethality. The weapon's hilt is wrapped in burgundy leather tanned from mixed-



breed Anthro hide, and the abstract whorls and loops decorating the guard represent a pureblooded Anthro genome. Warriors of the Species Superiority faith often carry these deadly blades.

The Anthro-Bane Scimitar is a **+1 alchemical silver anthro-bane scimitar**.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *summon monster I*

**Cost** 1,565 gp (DC 20)

#### **Colonizer's Rifle**

**Aura** faint conjuration CL 5<sup>th</sup>

**Slot** weapon **Price** 6,500 gp (DC 24) **Weight** 10 lbs  
Veteran, trusted First Wave Colonizers are usually issued these superior weapons. A Colonizer's Rifle is a modern derivative of the venerable and dependable AK-47 identified as a mega-corporate weapon by the logo and ID tag built into the butt-stock.

The Colonizer's Rifle is a **+1 AK-47 of infinite ammunition**.

As a swift action, a wielder with the First Wave Colonizer Anthro template can choose to increase their indenture to their patron megacorp by +300 gp to gain an additional **+3 enhancement bonus** (making the weapon a **+4 AK-47 of infinite ammunition**) for one round.

#### ***Similar Items***

The mega-corps that create Colonizer-tech sometimes issue enchanted sidearms to their genetically engineered troops. A **Colonizer's Pistol** might be built on a Colt M1911, Desert Eagle .50 or Glock 17 action, with no major reduction in cost, nor change in capabilities.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *infinite ammunition*

**Cost** 3,250 gp (DC 22)

#### **Equalizing Hammer**

**Aura** moderate evocation CL 8<sup>th</sup>

**Slot** weapon **Price** 4,700 gp (DC 23) **Weight** 5 lbs  
This heavy, iron-shod warhammer is a popular weapon Neo-Animalist thugs and skull-splitters. The

head is carved with the motto "All Anthros Are Equal", etched in the thick, blocky *Clomp* script.

The Equalizing Hammer is a **+1 mighty cleaving warhammer**. For the purpose of melee attack bonuses and damage, all wielders of the Equalizing Hammer are treated as if possessing STR 15 (+2 bonus). Wielders with lower STR scores are not penalized, but wielders with higher STR scores can only bring STR 15 to bear with this weapon.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *bull's strength, divine power*

**Cost** 2,350 gp (DC 21)

#### **Great Bone**

**Aura** moderate evocation CL 8<sup>th</sup>

**Slot** weapon **Price** 13,000 gp (DC 27) **Weight** 18 lbs  
Carved from the mystically hardened femur of some predatory dinosaur, the Great Bone is a threatening and terrifying weapon. Jagged shards of steel-hard bone jut from the goliath club's striking surface. The entirety of the weapon is etched with violent runes promising death, agony and honor; fetishes and feather charms dangle from the long, leather-wrapped haft.

The Great Bone is a **+2 huntsman, mighty cleaving earth breaker**.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *detect animals and plants, divine power*

**Cost** 6,500 gp (DC 24)

#### **Ghost Whip**

**Aura** moderate illusion and necromancy CL 5<sup>th</sup>

**Slot** weapon **Price** 24,000 gp (DC 29) **Weight** 2 lbs  
This black leather whip is woven with brilliant blue leather twine and ends in three small leather barbs.

The Ghost Whip is a **+1 deadly whip**. Three times per day, the wielder can lash the whip around their body as a standard action. Doing so casts both *invisibility* and *machine invisibility* upon the wielder, both of which effects last for 5 minutes or until the effect is broken by the wielder's actions.



### **Construction**

**Requirements** Craft Magic Arms and Armor, *inflict light wounds, invisibility, machine invisibility*

**Cost** 12,000 gp (DC 26)

### **Herdsmen's Staff**

**Aura** faint conjuration CL 8<sup>th</sup>

**Slot** weapon **Price** 3,400 gp (DC 22) **Weight** 3 lbs

This simple shepherd's crook is carved from dark green wood streaked with vine-like bands of black. The crook swells into a complex wooden knot of enormous proportion. At night, bio-luminescent lichen blessed with a few fragments of Lifechained DNA makes the dark wood glow like a starscape.

The Herdsman's Staff is a **+1 animal-bane quarterstaff**. While wielding the staff, a Lifespawn creature adds her Lifecount as an insight bonus on Handle Animal and Ride checks.

### **Construction**

**Requirements** Craft Magic Arms and Armor, creator must have the Awakened Heritage feat, charm animals, summon monster I or summon natures ally I

**Cost** 1,700 gp (DC 20)

### **The Maker's Hammer**

**Aura** moderate abjuration and transmutation CL 10<sup>th</sup>

**Slot** none **Price** 12,500 gp (DC 26) **Weight** 5 lbs

This heavy, all-steel war hammer has a relatively short shaft, and a striking head resembling a mare's skull. The fine details of the horse's skull are chiseled carefully, and low quality, yet still-bright rubies adorn the eye sockets. The shaft is wrapped in dark, fragrant leather.

The Maker's Hammer is **+2 defending war hammer**. If wielded by an Anthro, the wielder gains a competence bonus on Craft (blacksmith) checks equal to twice their total amounts of Gifts of Nature, including Gifts purchased by choosing additional disadvantages.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *fabricate, shield of faith*, creator must have chosen the Maker as a patron deity

**Cost** 6,250 gp (DC 24)

### **Pavlov's Bell**

**Aura** moderate enchantment CL 7<sup>th</sup>

**Slot** weapon **Price** 15,100 gp (DC 27) **Weight** 4 lbs

The futuristic silvery-grey rocker has speakers capped with crimson mesh, accented by a matching nylon shoulder strap. The guitar-like weapon's interfaces are designed for the clawed fingers of Anthros, and many of the tones the Bell produces are beyond human hearing, but not the ears of an Anthro.

Pavlov's Bell is a **+2 basic rocker**, which has been enchanted to provide a +4 bonus on Perform (stringed) checks if played by a performer with the Anthro subtype. While carrying or wielding Pavlov's Bell, a character with bard levels and the Anthro subtype increases the WILL Save DC of her *distract* and *fascinate* bardic class abilities by +2.

### **Construction**

**Requirements** Craft Magic Arms and Armor, creator must be an Anthro, *smug narcissism*

**Cost** 7,550 gp (DC 25)

### **Plasma Fang**

**Aura** strong evocation CL 12<sup>th</sup>

**Slot** weapon **Price** 56,750 gp (DC 32) **Weight** 6 lbs

The Plasma Fang is a heavy weapon of barely contained flame and black steel. The hilt and bulky crossguard is dull, ebony metal, wrapped with thick, heat-resistant cabling. When activated, a double bladed axe formed from roiling plasma flames forms within an angular magnetic bottle.

The Plasma Fang is a **+4 flaming burst particle axe**. While actively wielding the Plasma Fang, the wearer benefits from the *Powerful Build* racial trait.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *bull's strength, fireball*

**Cost** 28,375 gp (DC 30)

### **Rabbit's Tooth**

**Aura** strong necromancy and transmutation CL 18<sup>th</sup>

**Slot** weapon **Price** 61,000 gp (DC 32) **Weight** 2 lbs

This magically hardened ivory dagger has a hilt wrapped in bloody white rabbit's fur. Run away!

Rabbit's Tooth is a **+3 advancing, mighty cleaving vorpal dagger**.





### **Construction**

**Requirements** Craft Magic Arms and Armor, *circle of death*, *divine power*, *feather step*, *keen edge*

**Cost** 30,500 gp (DC 30)

### **Southpaw**

**Aura** moderate divination **CL** 10<sup>th</sup>

**Slot** weapon **Price** 12,000 gp (DC 26)

**Weight** 10 lbs

The Southpaw is a bulky machine-augmented, powered gauntlet modeled on a lion or bear's paw. Most of these weapons are a dull bronze accented with red or polished golden striping. Each powerful articulated finger ends in a sharp metal talon. A sparkling crimson gemstone is set into the back of the hand.

The Southpaw is a +2 **valiant power cestus of omens**.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *anticipate peril*, *true strike*

**Cost** 6,000 gp (DC 24)

### **Vulpine Dagger**

**Aura** faint enchantment **CL** 3<sup>rd</sup>

**Slot** weapon **Price** 5,250 gp (DC 23)

**Weight** 1 lb

This slender stiletto embodies the cleverness, daring and more-than-occasional larceny of fox-folk. The well-worn wooden hilt is carved in the shape of a yipping fox's head.

The Vulpine Dagger is a +1 **courageous dagger**. The Vulpine Dagger grants a +2 competence bonus on Stealth and Sleight of Hand checks while the blade is worn or carried. In addition, the Vulpine Dagger is treated as a masterwork set of burglar's tools, as it has been enchanted for simple utility.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *fox' cunning*, *heroism*, *remove fear*, *summon instrument*

**Cost** 2,625 gp (DC 21)





The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, world-wide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability

with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Modern System Reference Document Copyright 2002-2003, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Fursona Vol I-IV, others.* Copyright 2008-2016 Otherverse Games. Author: Chris A. Field

*Neon in the Dark: The Heroes of the Black Tokyo Campaign Setting.* Copyright 2017. Author: Chris A. Field

*Fursona Unleashed.* Copyright 2017, Otherverse Games. Author: Chris A. Field