Pathfinder race/class grunk

Race: Grunk

Grunk are dark purple amorphous but sentient blobs

Aberration (4)

Size: medium (0)

Speed: normal (0)

Standard (0) (con+2, int+2, wis-2)(grunk are smart and sturdy, but not very observant)

Reactionary Mitosis (10)

The unusual biology of some aberrations make them very resilient, when a grunk take damage to their hit points, their body reacts to try and protect itself, causing them to gain temp hp equal to ¼ the damage they took(min 1), these temp hp decay at a rate of 1 per minute, but count as healing for the purpose of stopping bleed damage, these temp hp will not stop the grunk from falling unconscious if they fall below 0 hp

Total point cost: 14

Class: World Shaper

Class requirements:

Race: grunk

Attributes: con 15+, int 15+

Unique: must be taken at 1st level, or not at all

Alignment: any

Hit die: d8

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Level | Bab | Fort | Ref | Will | Special |
| 1 | 0 | 2 | 0 | 2 | Humanoid Façade, Liquid Power, Limited Neurology |
| 2 | 1 | 3 | 0 | 3 | Tentacles |
| 3 | 2 | 3 | 1 | 3 | Anatomy Anomaly |
| 4 | 3 | 4 | 1 | 4 | Devour |
| 5 | 3 | 4 | 1 | 4 | Decisive Evolution |
| 6 | 4 | 5 | 2 | 5 | Anatomy Anomaly |
| 7 | 5 | 5 | 2 | 5 | Other-Worldly Ability |
| 8 | 6 | 6 | 2 | 6 | Decisive Evolution |
| 9 | 6 | 6 | 3 | 6 | Anatomy Anomaly |
| 10 | 7 | 7 | 3 | 7 | Efficient Mitosis |
| 11 | 8 | 7 | 3 | 7 | Other-Worldly Ability |
| 12 | 9 | 8 | 4 | 8 | Anatomy Anomaly |
| 13 | 9 | 8 | 4 | 8 | Dimension Splitter |
| 14 | 10 | 9 | 4 | 9 | Other-Worldly Ability |
| 15 | 11 | 9 | 5 | 9 | Anatomy Anomaly |
| 16 | 12 | 10 | 5 | 10 | Dimension Splitter |
| 17 | 12 | 10 | 5 | 10 | Other-Worldly Ability |
| 18 | 13 | 11 | 6 | 11 | Anatomy Anomaly |
| 19 | 14 | 11 | 6 | 11 | Dimension Splitter |
| 20 | 15 | 12 | 6 | 12 | World Ender |

Skill points 2 + int

Proficiencies: world shapers are proficient with simple weapons and light armor

**Humanoid Façade**

At first level the grunk has learned to twist and contort its body to be the shape of a humanoid, they can even create thin folds to mimic some clothing, however the color will remain the same shade of dark purple as the grunk. This allows the grunk to more easily blend into humanoid societies, increasing the DC to identify them as a grunk by 5 + their total world shaper levels. While maintaining a Humanoid Façade, the world shaper may be affected by effects normally restricted to humanoids(such as enlarge person). A Humanoid Façade may be created as a standard action and dropped as a free action.

**Liquid Power**

The unique form of the grunk allows them to apply force in unique and sometimes exceptional ways, the grunk gains the improved unarmed strike feat and their unarmed strike damage increases as if their world shaper levels were ¼ as many monk levels. Additionally any natural or unarmed attacks the grunk performs deal additional damage equal to half the grunk’s con mod(round down, min+1).

**Limited Neurology**

The world shaper’s control over their body is limited due to its unstable nature and as a result may never perform more natural attacks in a turn than her natural iterative attacks(bab 0-5:1, 6-10:2, 11-15:3, 16-20:4)

**Tentacles**

From second level onward, the world shaper is treated as having tentacles, these tentacles may be used as extra limbs and can perform actions such as grapple or a natural whip attack(1d8, bludgeoning or slashing, 15ft range) the tentacles may also be used to perform unarmed attacks at a 10ft range by taking a -1 penalty on the attack. If used while the world shaper is maintaining a Humanoid Façade, the increased DC to identify them is decreased by -2 for each visible tentacle (to a min of -2). The maximum number of tentacles the world shaper can manifest at once is 3 + con mod + ¼ their world shaper level. Additionally each visible tentacle beyond 8 provides a +1 circumstance bonus to intimidate

**Anatomy Anomaly**

At 3rd level and every 3rd level after, the world shaper gains an Anatomy Anomaly off the following list that they meet the requirements for, unless noted within its description, each Anatomy Anomaly may only be taken once. Additionally, each Anatomy Anomaly the world shaper has grant them a cumulative +5% chance to ignore critical or precision damage

Adrenal Cyst

Part of your body holds a reserve of adrenaline and endorphins for emergency use, once per day when you drop below 50% of your max hp, you gain the benefit of +4 str, +1 Fast Healing, +3 on saving throws, +5ft movement and +5 perception for a number of rounds equal to your con mod (min 1). Adrenal Cyst may be taken multiple times, each additional time increases the number of times per day these benefits may be gained by 1 and the bonus strength gained by +2

Cancerous Regrowth

Your cells divide faster than they need to sometimes, this results in Fast Healing +1

Chameleon

You can shift the pigment of certain parts of your body, if maintaining a humanoid form, you can make your fake clothes into realistic clothing colors, doing so provides a +1 to the increased DC for every 3 world shaper levels you have. You can also try to blend into your surroundings, during so provides a +10 bonus to stealth when not moving. Changing the pigments of your body is a free action

Convincing Form

Your bonus to increase the DC to identify you as a grunk from Humanoid Façade also applies to charisma based skill checks to convince someone you are of a specific humanoid race

Elastic Tentacles

The range of your tentacles is doubled(30ft whip attack, 20ft unarmed strike)

Energetic Absorption

Choose an energy type from acid, cold, electric, fire, force, holy, profane or sonic; you gain energy resistance to that type equal to your world shaper level, if that energy resistance is at least double the damage of that energy used against you, you absorb it instead, healing for that amount up to your max hp. Energetic Absorption may be taken multiple times, taking the same element as a previous time increase the elemental resistance by half as much as the previous time the same element was taken

Fluidic Organs

Your internal workings are even more malleable and versatile than normal, this increases your max hp by your con mod per hit die (in addition to the normal)

Intelligent Design

Choose between your initiative, AC, CMB, or CMD, you can add your intelligence mod to it. Intelligent design may be taken multiple times, its effects do not stack, but you may gain the bonus to a previously unselected stat

Kinetic Capacitor

You slowly absorb and store energy around you, when you take or deal damage or are healed, the capacitor fills by that amount. The capacitor’s max is equal to your max hp. As a swift action you may siphon energy from the capacitor to do one of the following things

1. Increase the damage of your next attack (+1 per 3 capacitor energy)
2. Increase the DC or CMB of your next ability (+1 per 5 capacitor energy)
3. Self-Heal (+1 per 10 capacitor energy)
4. Increase your next skill check (+1 per 7 capacitor energy)

You may siphon any amount of energy as long as it is evenly divisible by the cost of the action you are taking and you have enough energy stored

Kraken essence

When attempting to grapple, you may commit additional tentacles to it, each tentacle committed in this way is considered occupied and cannot be used for other things and provides a +2 bonus to the check, committing more than 8 tentacles provides an additional +1 per tentacle

Layered Skin

You’ve managed to stretch your skin into many thin protective layers, this grants +3 natural armor plus an additional +1 natural armor per 3 world shaper levels. Layered Skin may be taken multiple times, its effect stacks

Macro Flagella Tissue

Your skin is covered in microscopic tendrils you can manipulate. This results in a 10 ft swim speed, a 5 ft climb speed, and the ability to move an extra 5ft while prone

Metabolism Spike

You can kick your metabolism into overdrive briefly as a swift action, a number of times per day equal to your int mod, you can increase in size category by +1 for a number of rounds up to your con mod. In addition to the normal bonuses and penalties of increasing size, you gain 1d8 temp hp for each size category you end up above medium. This effect can be ended early as a free action. Metabolism spike may be taken multiple times, each additional time after first increase the number of uses per day by +2, max size you can increase by +1, and the max duration of each use by +2 rounds. Running out of uses for Metabolism Spike causes you to become exhausted until you rest for 8hrs

Predator

Requires: Devour

If you swallow whole a recently dead(within 1 min) creature, or a creature dies while you have swallowed it whole, you absorb part of its essence; each hit die the creature had grants you a permanent +1 to max hp, every 5 hit dice the creature had permanently increases the negative hp needed to kill you by +1, every 10 hit dice the creature had grants a permanent +1 natural armor, every 15 hit dice the creature had grants a permanent +1 fast healing(benefits from multiple hit dice must be from a single creature, you cannot absorb multiple hit dice from multiple creatures to gain the benefits)

Redundancy

Your organs and internals may shift around to keep you alive better than most, the negative hp required to kill you is double normal

Rigid Membrane

Requires: Layered Skin

You can firm up sections of your body to better absorb impact, for attacks you can perceive before they strike you, you can gain DR/- equal to your con mod

Storage Vacuole

You’ve developed an internal storage, this storage counts as a sealed container and can hold the same amount as a backpack. Storage Vacuole may be taken multiple times, each additional time increases the storage capacity by an additional backpack

Viscous Excretions

You can exude a number of fluids from your skin that produce different effects. You may excrete one of the following fluids as a move action. You may only excrete one fluid at a time and each fluid may only be excreted 2 times per day. Each excretion lasts until cancelled(swift action) or until a new fluid is excreted

-Aphrodisiac Fluid

After excreting this fluid, any creature you come in contact with will become much more susceptible to chr based skill checks, such checks gain a +2 bonus against them per round of contact

-Coagulating Fluid

After excreting this fluid, open wounds you touch seal instantly, stopping any bleeding

-Lubricating Fluid

After excreting this fluid, you are treated as being affected by the grease spell

-Sticky Fluid

After excreting this fluid, any grapple check you make will be much easier to maintain, providing a +3 bonus per round of continued contact

-Toxic Fluid

After excreting this fluid, any living thing that comes in contact you must make a fort save(DC 10 + world shaper level + your con mod) or suffer 1d6 acid damage and 1d4 con damage; objects that come in contact with you automatically take 4 acid damage

**Devour**

At 4th level onward, the world shaper gains a natural bite attack (2d6, slashing, 10ft range). They also gain the ability to devour whole at a 10ft range, due to their unique biology they can devour whole targets up to 1 size category larger than themselves, devouring whole a target more than 2 size categories below your current size will negate the DC increase provided by Humanoid Façade. While devoured whole, targets take damage each round based on the world shaper’s hit die and con, for each hit die from the world shaper class, the consumed target takes 1d4 + con mod acid and 1d4 bludgeoning damage each round, the grunk is healed equal to the actual hp loss of the target(up to the grunk’s max hp, excess hp is lost)

**Decisive Evolution**

The world shaper chooses how they want their biology to progress, at levels 5 and 8 they choose one of the following, once chosen the same choice may not be taken again

Alien Horror

While Not maintaining a Humanoid Façade, you increase your effective size category by 1, and gain a bonus to attack, CMB and damage equal to 2 + your world shaper level

Dichotomic Existence

You gain bonuses based on whether or not you are maintaining your humanoid façade as follows

Humanoid Façade: + ½ level to skill checks, + ¼ level to int, wis, and chr

Non-Humanoid Façade: + ½ level to attack and CMB rolls, + ¼ level to str, dex, and con

Eater of Millions

Every time you use your bite attack or swallow a creature whole, you gain 1 essence stack, you may spend 100 essence stacks to permanently raise one of your attributes by 1

Masquerade Existence

While maintaining a Humanoid Façade, you gain a bonus equal to 2 + your world shaper level to all charisma or wisdom based checks involving humanoids

Pursuit of Perfection

You gain a bonus to your attack, damage, CMB, CMD, initiative, AC, saving throws, skill checks and ability checks equal to 1 + 1/6 your world shaper level. Every time you fail a d20 roll, you gain 1 adaption stack, every 100 adaption stacks permanently increases the bonuses from this ability by +1

Reliability System

A number of times per day equal to your world shaper level, after you roll a d20 but before the result is known, you may roll again and take the better result

Uninhibited Mutation

Every world shaper level you have or gain grants you an additional Anatomy Anomaly

**Other-Worldly Ability**

The origins of the grunk are largely unknown, world shapers tap into this, granting them some potent if unusual abilities

At 7th level the world shaper realizes in order to change the world they have to know and understand how it works to begin with, the world shaper chooses one knowledge skill, they gain a +2 bonus to this skill and an additional +1 for every 2 levels they gain past when the skill was chosen, every level after 7th they pick an additional skill to gain a +2 with an additional +1 for every 2 levels after it is chosen, once all knowledge skills have been chosen, they may choose any skill

At 11th level the world shaper gains unique insight into those around them, the world shaper can hear the surface thoughts of any creature within 30 ft with a lower wisdom score then themselves, this is as clear to the world shaper as if they were being said aloud in conversation, and can be treated as a hearing perception check for crowded rooms, etc.

At 14th level the world shaper can break off parts of their body and send them off for certain tasks. Breaking off a part is a standard action and causes the world shaper to take 1 point of damage, they may then send that part somewhere to observe or track. The broken off part is diminutive size category and has a 10ft move. The world shaper may give it an instruction such as “follow this person” or “look for this” and it will be able to attempt to follow that instruction on its own, alternatively the world shaper can manually control it as a free action. When a part is broken off, it has 1hp, but a max of 10, it also is affected by all of the world shaper’s anatomy anomalies at the time of its creation. The part essentially serves as an extension of the world shaper’s senses and the world shaper always knows the exact location of all the parts they create. The parts can return to the world shaper, and when they do they restore her hp by their current hp(up to her max). The parts have no combat ability to speak of other than the information they provide the world shaper. The max number of parts a world shaper can have separated from her at any given time is equal to her max hp.

At 17th level the world shaper’s insight has granted them new power, after an 8 hour rest, the world shaper may then choose an number of 8th level spells equal to her intelligence mod, she may use these spells once per day as supernatural abilities using her world shaper level as caster level and intelligence mod as casting stat where applicable. She may choose the same spell multiple times if she wishes to use it more than once. The spells chosen can be from any spell list as long as they appear as 8th level on that spell list

**Efficient Mitosis**

At 10th level onward, the grunk’s Reactionary Mitosis ability grants temp hp equal to ½ the damage taken instead of ¼ as much

**Dimension Splitter**

At 13th level the world shaper gains the ability to bend reality around them, this functions as the gate spell but on a much more limited scale. As a swift action they can create a small portal they can extend their limbs thru, this can be used to increase the range of attacks or reach small objects; the maximum range of these portals is 10ft per world shaper level. At 16th level they can create a portal big enough that their entire body can pass through, creating this portal and immediately passing through it is a standard action and the portal closes behind them, not allowing anyone else through; the maximum range of these portals is 100ft per world shaper level. At 19th level they can hold portals open long enough that other people can go through them, creating a portal like this takes a full round action and requires a standard action to maintain it each round; the maximum range of these portals is 1000ft per world shaper level.

**World Ender**

At 20th level, the world shaper’s power is truly terrifying, they may spend a full round action to create an anti-matter version of something they can perceive, when an anti-matter version of something comes in contact with the regular version, there is a violent explosion, the radius of which is 10 times the size of the original target, everything in the radius takes force damage equal to twice the max hp of the original target