

adamantoise are giant turtles, known for their extremely strong shells, they are normally quite difficult to hurt

size: large(7)(str+2 dex-2)

standard(dex-2 con+2 wis+2)(0)

language normal(0)

slow movement(-1)

natural armor(2)

improved natural armorx2(3)

4 legs and no arms(+2 against trip, may not use normal weapons or somatic components(-2)

turtle up(4)

as a standard action an adamantoise may hide in its shell, during which time its actions are restricted to taking a full defense action, or exiting its shell as a swift action, however while hiding in its shell, the adamantoise gains fast healing 1

total :13 points

alternate racial traits

high density shell

some adamantoise are smaller, but made of sterner stuff, this means adamantoise with this trait are medium size and increases their native natural armor from 3 to 5, the trait replaces the large size category bonuses

ancient turtle

some turtles are just big and old, adamantoise with this trait lose their +2 strength, constitution, and wisdom bonuses and gain an additional -2 dexterity penalty, but are huge size category instead of large, this replaces the normal effect of large size category

mattamatta descendant

adamantoise with this trait have lost the ability to hide in their shell, but gain improved coordination and balance, they replace their slow move with normal move speed, and their dexterity penalty is 2 less than normal, this trait replaces turtle up and slow movement

race specific feats

shell power

requires: adamantoise, turtle up racial trait

while using turtle up, double the adamntoise's native natural armor bonus

harden shell

requires: adamantoise, turtle up racial trait, shell power

while using turtle up, double the adamantoise's total natural armor, this bonus replaces that from shell power

legendary shell(mythic)

requires: adamantoise, turtle up racial trait, shell power, harden shell, first mythic tier

the adamantoise gains its total natural armor as DR/- that stacks with DR from all other sources, also when targeted by an attack that ignores or bypasses damage reduction, it ignores or bypasses only half the admantoise's total DR(ex. if you had DR10/bludgeoning and DR3/adaman and got hit by a bludgeoning attack, it would still be effected by 5 of the DR10/bludgeoning)

turtle song

requires: adamantoise, caster level 1+

may cast spells without their somatic components as long as can speak uninhibited

defensive shell casting

requires: adamantoise, caster level 3+, turtle song, shell power

while using turtle up, the adamantoise may also cast defensively

tortoise song(joke feat)

requires: adamantoise, caster level 10+, defensive shell casting

as a standard action the adamantoise may let out a loud bellow that crushes all active bard spells within 30 ft

tortoise song(mythic joke feat)

requires: adamantoise, tortoise song, 1st mythic tier

extends the range of tortoise song to 60ft, additionally, any target in range(excluding the user) that has no bard spells active has up to 2 enhancement effects randomly dispelled, this cannot dispel passive/support abilities, however any beneficial effect with a finite duration is fair game(ex. this can cause a barbarian to end her rage immediately, but it cannot remove a paladin's aura of courage), this will only dispel beneficial effects, it will not remove, stun, fatigue, paralyze, or other similar harmful effects, even if the character afflicted gains some benefit from having it

adaman shell

requires: adamantoise

the adamantoise gains DR/Adaman equal to its native natural armor bonus, stacks with DR from other sources

improved adaman shell

requires: adamantoise, adaman shell

the adamantoise gains DR/Adaman equal to its total natural armor bonus, this DR replaces that from adaman shell, but still stacks with DR from other sources

turtle weapon proficiency

requires: adamantoise

provides proficiency with turtle weapons. Turtle weapons are much like their normal counter parts, however are designed to be gripped in the mouth of an adamantoise, due to these odd adjustments, turtle weapons are somewhat rare, and making the adjustment to an existing weapon costs twice the base value of the weapon

see turtle

requires: adamantoise

the adamantoise gains a bonus to perception or sense motive(pick one) as if she had skill focus in the respective skills, however this bonus stacks with skill focus, this feat may be taken a second time for the skill not picked the initial time

sea turtle

requires: adamantoise, must be taken at 1st level

the adamantoise gains a 40 ft water move, but speed on land is reduced by 5 ft

race specific traits

turtle of society

provides a +1 trait bonus to total natural armor

turtle stance

provides a +1 trait bonus to CMD against trip

turtle magic

provides a +2 trait bonus to concentration checks when casting defensively

turtle breath

provides a +1 trait bonus to fortitude saves when holding breath while swimming

turtle stare

provides a +1 trait bonus to bluff checks, also anyone trying to make a sense motive check against you that isn't an adamantoise takes a -1 penalty

favored class bonuses

monk +1/6 ki points

barbarian +1/6 AC while raging

fighter +1/8 CMD vs trip

druid +1/6 natural armor

sorcerer +1/4 vs spell resistance

wizard +1/8 effective caster level for favored school

cleric +1/6 channels per day

oracle +1/4 vs spell resistance

rouge +1/6 damage on sneak attack

ninja +1ft move while using stealth

cavalier +1/2 bonus when using aid another

inquisitor +1/8 intimidate checks

bard +1/4 bardic performance rounds per day

ranger +1/4 favored enemy bonus

paladin +1/6 caster level

anti paladin +1/6 caster level

witch +1/8 hex known

samurai +1/4 resolve

summoner +1/8 evolution points

malefactor +1ft range aura of misfortune

magister +1/4 spells known

raider +1/6 war point gained on a killing blow

new sorcerer bloodlines:

turtle blooded

skills: swim

bonus spells: hydraulic push(3rd) hydraulic torrent(5th) cure light wounds(7th) water clear focus(9th) dragon turtle shell(11th) water breathing(13th) water shield(15th) tsunami(17th) world wave(19th)

bonus feats: spell focus, combat casting, toughness, defensive shell casting, shell power, mage's tattoo, maximize spell, heighten spell, intensified spell, empower spell, fleet, improved natural armor

bloodline arcana:

Unlike most sorcerers whose innate magic is powered by force of personality, you use pure willpower to master and fuel your magic. You use your wisdom, rather than your charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells.

Bloodline powers

arcane shell(1st) the turtle blooded sorcerer may sacrifice 1 point of natural armor to cast any spell known, spells cast in this manner may not be effected by meta magic, natural armor sacrificed in this manner is recovered after 8 hours of rest. Additionally, if they do not have natural armor upon gaining this ability, they gain +1 natural armor

intense voice(3rd) the turtle blooded sorcerer may double the casting time of a spell that has a verbal component to treat it as if it was effected by the extend spell or lingering spell metamagic feat with no other penalty nor increase spell slot

native magic(9th) the turtle blooded sorcerer may select spells known off the turtle magic spell list as if it were their native spell list and their caster level was their sorcerer level – 8

water affinity(15th) the turtle blooded sorcerer gains a water move speed of 40 ft and all magic with the water descriptor are cast as if caster level was 3 higher than normal

oceans 11(20th) the turtle blooded sorcerer becomes so attuned to the sea she can cast magic with the water descriptor without expending spell slots as long as she is submerged in water up to at least her waist

tortoise blooded

associated bloodline: turtle blooded

bloodline spells: howl of agony(7th) unadulterated loathing(9th)

these replace the bonus spells of the same level from turtle blooded

bloodline arcana:

unlike normal, tortoise blooded seethe with an irrational, deep rooted hate for almost all things, as a result, spells that deal damage and offer half damage upon successful saving throw no longer offer a saving throw, additionally the tortoise blooded sorcerer gain a +2 bonus vs spell resistance if applicable for spells that deal damage

this power replaces that from turtle blooded

bloodline powers:

Ferrous rage(9th) the magic of the tortoise blooded is tainted by their irrational anger, any target of their magic must make a will save(DC equal to the save of the spell cast) or be inflicted with rage(as the barbarian class feature) and confuse for 1 round per 3 caster levels the tortoise blooded has, barbarians effected by this do not count these rounds toward their max rage rounds per day.

this ability replaces native magic

unreasonable(15th) the tortoise blooded is extremely stubborn and sometimes it's willpower is enough to actually change reality, the tortoise blooded sorcerer gains spell resistance equal to twice its base will save

this ability replaces water affinity

Ferramantoise crown(20th) the tortoise blooded sorcerer starts to grow boney horns out of her forehead, these horns grow at a rate of 1 per 24 hours the sorcerer goes without casting magic, these hours need not be continuous, each horn inflicts a cumulative -2 penalty to charm, disguise and handle animal. The practical application of them being, the sorcerer can break them off to release pent up magic, each horn broken allows them to cast an extra spell per day, the spell level of this bonus spell can be up to the number horns broken at once(breaking one horn is a 1st level spell, 2 horns is ether a 2nd level spell or 2 first level spells etc) meta magic may be applied to these bonus spells as long as enough horns are broken to allow for the adjusted spell level, braking more than 9 horns allows adjusted spell level to exceed 9. if the horns are broken accidentally the energy backfires, causing the horn to explodes, dealing 10d4 force damage to the sorcerer and anyone else occupying the same square, additionally, any detect magic type effects register an extremely intense aura from the sorceror's position

this ability replaces oceans 11