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Pathfinder mutant template

Is there a set of rules anywhere for Pathfinder to handle mutations? EG: things like players or monsters exposed to radiation or raw chaos, and get things like extra limbs or deformities, etc. Or do I need to look at adapting something from D&D 3.5? Home > Bestiary > (Bestiary) By Type > Templates > When long-term exposure to radiation or strange magical terrain does not result in the creature's death, it may mutate the creature into a crooked version itself. Some of these mutations can be beneficial, while others are undoubtedly obstacles. Mutants often band together into loosely affiliated robber roving bands, circling the ground in search of food, shelter, or whatever motivates their fractured minds. Making Mutant Mutants is an acquired template that can be added to living and corporeal creatures. A mutant retains basic creature statistics and special abilities except as located here. Challenge Rating: CR+ 1 basic creature. Type: The type of creature turns into an aberration (augmented). Don't recalculate his Hit Dice, bonus basic attacks, or save. Attack: A mutant retains all the natural weapons, the weapons attacks produced, and the weapon and armor prowess of the basic creatures. Special Abilities: Mutants retain the extraordinary and supernatural abilities of basic creatures. Ability: A mutant gets a +4 bonus for his two preferred ability scores and takes a -2 penalty for his two preferred ability scores. Skills: A mutant gets Climbing, Intimidating, Knowledge (anything), Perception, Sensory Motives, Survival, and Swimming skills as class skills. Deformity: Each mutant has one of the following deformities. It can take a second deformity to obtain a mutation as detailed in Mutation on page 181. Deformities cannot be taken otherwise it will harm mutants. Mutants cannot see, and get blind unless they have the means to see other than normal vision, darkvision, or low-light vision. This blindness cannot be miraculously eliminated. Deaf (Former) mutants can't hear, and get deaf. This deafness cannot be miraculously eliminated. Fragile (Former) When a mutant fails to save Fortitude, it staggers for 1 round. Cracked Mind (Ex) When mutants fail will save, confused for 1 round. Paralyzed (Ex) A stunted mutant leg reduces its base speed to 10 feet. This deformity cannot be picked up if the mutant's base speed is slower than 20 feet. Mutant Light Blindness (Ex) has special abilities of mild blindness. This deformity cannot be taken along with blind deformities. Mindless (Ex) Mutants get mindless properties. A mutant without it lacks intelligence scores, loses all achievements and skills, and is immune to effects that affect the mind. Mutants with class levels retain hit points, basic attack bonuses, and basic storage of their class levels, but lose all weapons and armor skills and other class abilities. This deformity can prevent mutants from qualifying certain special abilities, at GM's discretion. Misshapen (Ex) Mutant Humanoid only. Mutants cannot wear armor (including magic armor) made for humanoid creatures. Armor is made to fit twice the cost of mutants. Bad Ability (Ex) Mutants take a -4 penalty for one ability score in addition to the normal penalty score ability applied by the template. Mutant Spasms (Ex) When a mutant fails to save reflexes, for 1 round cannot take an opportunity attack or immediate action and loses his Dexterity bonus to the air conditioning, on the range attack reels and attack reels made using skill weapons, and on skill checks and skill checks. Useless Arm (Former) One of the mutant arms is deformed and useless. The vulnerability of (Ex) Mutants is susceptible to one type of energy. If a basic creature has innate resistance or immunity to that type of energy, it loses that ability. Mutation: Mutants get one of the beneficial mutations below when acquiring this template, plus additional mutations for every 4 Hit Dice it has. By taking an extra deformity (see above), mutants can add additional mutations. Only the first extra deformity provides this benefit. Mutants who get additional Hit Dice after acquiring this template don't get additional mutations. The bonus of mutant natural armor to his air conditioning increased by 2. This ability can be taken several times. Bulbous Eyes (Ex) Mutants have darkvision with a range of 60 feet and low light vision. Celerity (Ex) As a quick action, mutants benefit from haste for 1 round. This capability can be used once every 104 rounds. Mutants get a +2 bonus on initiative checks. Echolocation (Ex) Mutant has blindsense with a range of 30 feet and gets Blind-Fight as a bonus feat. Extra Arm (Ex) Mutant has an extra arm and earns Multiweapon Fighting as an achievement bonus if this mutation carries the total number of arms above two. This ability can be taken several times, adding arms each time. Quick Healing (Ex) Mutants get a quick cure 5. Feral (Ex) Mutants get bite attacks and get one claw attack for each arm or front leg. This natural weapon handles damage based on mutant size. If you already have this attack, the damage increases by one category of size. The Mutant Gills (Ex) have the same water subtype, amphibian ability, and swimming speed as the base speed. Speed Increase (Ex) One mutant speed increases by 10 feet. If this mutation is taken multiple times, apply it to different speeds each time. Jumping (Ex) Mutants get Acrobatics as a skill class and +10 bonuses on Acrobatic checks to jump. Mutants are always considered to have a running start when jumping. Mental Armor (Su) Mutant protective terrain (as mage armor) when conscious. If the mental armor is removed, the mutant can return it as a quick action. Anger (Former) Mutants gain the ability to enter manic rage, according to the features of the barbaric anger class. Mutant uses his Dice Dice Hit the barbaric level. If it also has a barbaric level, it adds a racial Hit Dice to the barbaric level to determine the number of rounds of anger per day. Mutant Resistance (Ex) has resistance of 10 to one type of energy. These special abilities can be selected multiple times, for the same or different types. Selecting it twice for one type of energy provides 20 resistance; take it three times for the same type of energy it provides immunity. Rough (Ex) Mutant has DR 5/—, Sealed Mind (Ex) Mutants are immune to effects that affect the mind. Slam (Ex) Mutants get slam attacks for each arm or front leg. This attack delivers damage based on the size of the mutant. If a mutant already has a slam attack, the slam damage increases by one category of size. Mutant Spelling(Sp) abilities have one of the following spell-like abilities, can be used handover unless otherwise stated: charm monster, charm person, cold metal, deep sleep, dimensional door (3/day), dominating people (dominating new characters liberating previously dominated creatures), hot metal, mirror image, memory modification, anger, surprising grip, shouting, sleep, advice, telekinesis. The mutant caster level is the same as his Hit Dice. Mutants can only choose spells with a level no higher than half his Dice Hits. This ability can be taken several times, choosing different spells each time. The foul smell of (Former) Mutants has the ability to smell foul, with a duration of 1 minute. Telepathy (Su, Sp) Mutants have telepathy with a range of 100 feet as a supernatural ability and detect the mind as a spell-like ability, can be used wherever possible. Mutant wings (Ex) grow wings, gaining a flying speed of 40 feet with average maneuverability. Part 15: Pathfinder Roleplaying Game Bestiary 5 Copyright Notice © 2015, Paizo Inc., Writers: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. S Humanoid. Making Mutants Beyond Outer Mutants is an acquired template that can be added to living things, corporeal. Outside mutants retain basic creature statistics and special abilities except as located here. Challenge Rating: Cr + 1 Basic creature type: The type of creature turns into an aberration (augmented). Don't recalculate his Hit Dice, bonus basic attacks, or save. AC: The meat of the outer mutant is tough and alien in nature, giving it a +4 upgrade for the basic creature's natural armor bonus. Defensive Ability: Mind twisted and curved. It is immune to confusion and madness effects and gets a +2 bonus on everything Will will keep. Attack: The outside mutant defends all of it weapons, attack weapons produced, and weapons and armor prowess of basic creatures. In addition, all outer mutants have proboscis or mouth stalked somewhere on their bodies that they can use to feed on blood. These extra limbs serve as bite attacks and have universal monster special abilities. The damage to this bite depends on the size of the outer mutant (1d6 points of damage to the outer mutant Medium). Special Attack: The outside mutant has the following special attacks. The outer mutant feed (Ex) drains blood and spiritual essence through its bile. At the end of the turn, if grappling with the enemy, the outer mutant inflicts 1d2 points of damage to the Constitution (through the draining of blood from the victim) as well as 1d2 points of wisdom damage (through sucking up spiritual energy and undermining the sanity of the victim). Grab (Ex) The outer mutant bite attack has universal grab monster capabilities. Special Qualities: All outside mutants get the following: Disabled (Former) Mutant body beyond terrible defects, but not entirely so. Given the time and adequate disguise (usually baggy clothing) the outer mutant can pass to members of the basic creature race. An outside mutant suffers a -6 penalty on an Undercover examination for appearing as a creature of a basic creature race. The outer mutant cannot wear armor unless the armor has been specially made due to its unique and unpleasant shape. Magical Adept (Ex) All the outer mutants are adept at magic, improving the DC saved, if applicable, from any spells they cast by +1. The outside mutant can remember the prepared spell he cast in the previous round or regain the spell slot he issued in the previous round as a quick action up to three times per day. Ability Score Changer: Outside mutants grow quickly, and as they grow, they tend to reach a larger size than the norm for basic creatures. Normally, outer mutants are a few feet larger than basic creatures, but the oldest of them can be larger than that, growing into a new size category. You can create older mutants like this by manually adjusting the mutant size or applying a simple template of giant creatures, but most mutants that survive this long instead turn into outer abominations. In any case, all outside mutants get a +4 bonus for constitution and power, and a +4 bonus for one mental ability score of their choice (e.g. outside mutants above choose Wisdom). Skills: The deformity of the outer mutant improves some of his skills. It earns Climb, Intimidate, Knowledge (one), Perception, Sensory Motives, Survival, and Swimming as a class skill and earns a +2 racial bonus on all these skills. Achievements: Outside mutants get Great Fortitude and Toughness as bonus achievements. Part 15: Copyright Cthulhu Myth Sandy Petersen, © 2017, Petersen Games; Writers: Sandy Petersen, Arthur Petersen, Ian Starcher. Starcher, what's going on? Happen?

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