



# PLAYER PARAPHERNALIA

NOVEMBER SPECIAL

THE FETID STRIDER  
A SHIFTER ARCHETYPE

 **PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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# PLAYER PARAPHERNALIA

## NOVEMBER SPECIAL

BY THE KNOTTY-WORKS



Welcome to the November special issue of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.).

Given the release of the new Shifter class found in Paizo's *Ultimate Wilderness*<sup>™</sup>, the potential for the class is as far reaching as the creatures found in all six Bestiaries. So we present the Fetid Strider, an archetype for the Shifter that focuses on vermin as well as fourteen vermin aspects to choose from. So if you wish to become a true spider man or buzz forth as a fly, this issue gives you that ability.

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### THE FETID STRIDER (SHIFTER ARCHETYPE)

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While seen as a parasitic branch, barely any better than those creatures that the fetid strider emulates, the truth is that much of the natural world is populated, protected, and fueled by creatures considered inconsequential by most. The fetid strider has unlocked her potential and understanding of vermin, able to channel their essence abilities through her own body. The power of the collective flows in her veins, allowing her to connect to a world much ignored by others.

#### Hive Mind (Sp)

The fetid strider may communicate with creatures of the vermin type up to 3 times per day plus her Charisma modifier. This functions as the *Speak with Animals* spell, but only functions with creatures of the vermin type, including swarms. This effect does not alter the vermin's attitude towards the fetid strider and any answers she gleans will be based on the collective intelligence of the vermin and its attitude towards her.

This replaces the shifter's Bonus Languages. Though the fetid strider still gains the ability to speak Druidic.

#### Hive Empathy (Ex)

The fetid shifter may attempt to improve the attitude of a vermin (including swarms) by making a Charisma check, adding her level to the roll. This functions as a Diplomacy skill check to improve the attitude of a person, only the fetid shifter affects the attitude of the vermin.

The vermin and fetid strider must be within 30 ft. of each other and neither being overtly threatened. The attitude of the vermin is based on the situation, but generally it



ranges from indifferent (if the fetid strider can communicate with the vermin) to unfriendly (if she cannot communicate with the vermin). Influencing a vermin or vermin swarm requires 1 minute, but the time may vary based on the situation as determined by the GM.

This feature replaces the shifter's Wild Empathy.

### Vermin Focus (Su)

The fetid strider chooses a vermin as her aspect at 1<sup>st</sup> level, being bonded with the spiritual connection to the vermin type. The fetid strider may shift into the minor form of her vermin aspect as a **swift action**, and may maintain her minor form for a total number of minutes per day equal to 3 + her class level per day. This time must be taken in 1-minute intervals, but it need not be consecutive. The fetid strider may end the minor form aspect as a **free action** during her turn. The fetid strider may only assume a single minor form at a time.

The minor form of the fetid strider's aspect is not a **polymorph** effect, and she does not lose the benefits of the minor form while affected by a **polymorph** effect. The fetid strider may choose another vermin aspect at 5<sup>th</sup> level and every five levels thereafter to a maximum of five aspects at 20<sup>th</sup> level. Once a vermin aspect is chosen, it cannot be changed. The fetid strider cannot assume the minor form of all five aspects at 20<sup>th</sup> level.

At 4<sup>th</sup> level the fetid strider can turn herself into the major form of her vermin aspect as the **Vermin Shape II** (except as noted here) spell once per day for up to a number of hours equal to her class level. Changing into the major form or back require a **standard action** that does not provoke **attacks of opportunity**. Generally, the aspect's major form also offers altered or additional effects for the **polymorph** effect from the spell.

The fetid strider loses her ability to speak while in her vermin form, though she can



communicate with other vermin of the same general grouping as her current form. She may find ways to communicate with allies through other means.

The fetid strider gains one additional use of the vermin shape per day at 6<sup>th</sup> level and every 2 levels thereafter. This does not affect the total amount of time that she may assume a major form per day, but does give her the ability to split the transformation into manageable intervals as needed. The fetid can take feats and other abilities that require the wild shape class feature, treating her class level as her effective druid level for purposes of prerequisites.

This feature replaces the shifter's Shifter Aspect, Wild Shape, and Final Aspect features.

### Lesser Swarm (Su)

At 9<sup>th</sup> level, the fetid strider may transform into a swarm of tiny creatures based on one of her chosen aspects as a **swift action**. The fetid strider gains a +2 **natural armor bonus** and a +2 **size bonus** to her AC and may move up to 10 ft. per round, gaining tiny swarm traits. This includes the ability to move into another's space, provoking an **attack of opportunity**, causing 2d6 points of bludgeoning, piercing, and slashing damage plus an additional 1d6 points of damage at 12<sup>th</sup> level and 16<sup>th</sup> level to the creature in the swarm's space. The fetid strider is immune to critical hits and cannot be bull rushed, flanked, grappled, or tripped. While in the form of a swarm,



the fetid strider only suffers half damage from slashing and piercing weapons. Spells directed at a single target that cause damage only cause ½ damage to the fetid strider while area based spells that cause damage cause 1.5 times the normal damage, including splash effects.

The fetid strider's Strength drops to 1, but it does not affect the damage caused by her swarm attack. As a polymorph effect, the fetid strider's armor, weapons, and equipment meld into the swarm and she gains no benefit from worn armor and cannot use items or speak with others while transformed into a swarm.

If the fetid strider is reduced to 0 or less hit points or is rendered unconscious, she immediately reverts back to her normal form. She may spend a free action to change back to her normal form on her turn.

This feature replaces the shifter's Chimeric Aspect feature.

### Greater Swarm (Su)

At 14<sup>th</sup> level, the fetid strider may transform into a swarm of diminutive creatures based on one of her chosen aspects as a swift action. The fetid strider gains a +2 natural armor bonus as well as a +4 size bonus to her AC and she may move up to 20 ft. per round, gaining the diminutive swarm traits. The fetid strider is immune to critical hits and cannot be bull rushed, flanked, grappled, or tripped. She is immune to weapon damage. The fetid strider is immune to spells directed at a single target that cause damage while area based spells that cause damage cause 1.5 times the normal damage, including splash effects.

The fetid strider's Strength drops to 1, but it does not affect the damage caused by her swarm attack. As a polymorph effect, the fetid strider's armor, weapons, and equipment meld into the swarm and she gains no benefit from worn armor and cannot use items or speak with others while transformed into a swarm.

If the fetid strider is reduced to 0 or less hit points or is rendered unconscious, she immediately reverts to her normal form. She may spend a free action to change back to her normal form on her turn.

This feature replaces the shifter's Greater Chimeric Aspect feature.

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## VERMIN ASPECTS

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The following aspects are available to the fetid strider.

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### Ant

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No other objectifies the working colony than the trusted ant. This aspect represents the ability to work in tandem with others for the greater good of the collective.

#### Minor Form

You gain a +2 competence bonus to Perception. At 8<sup>th</sup> level, this competence bonus increases to +4, and at 15<sup>th</sup> level the bonus increases to +6.

#### Major Form

Your shape changes to that of a medium sized Ant Drone (Bestiary™) and you gain a fly speed of 20 ft. with poor maneuverability, darkvision 60 ft., and scent. If you are on the ground, you gain a +4 bonus to your CMD versus any maneuvers meant to move or topple you. At 8<sup>th</sup> level, you gain a free grab attack when you successfully bite another and your fly speed increases to 30 ft. with average maneuverability. At 15<sup>th</sup> level, your sting attack is poisonous, requiring a Fortitude save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their Fortitude save, it suffers no more damage from the poison.





## Bee

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Industrious and devoted to the core, the bee is truly devoted to the cycle of life and nature. This aspect represents the belief that devotion is enough to serve and protect nature.

### Minor Form

You gain a +2 competence bonus to Knowledge (engineering) skill checks and may even make such checks untrained. At 8<sup>th</sup> level, this competence bonus increases to +4 and at 15<sup>th</sup> level it becomes +6.

### Major Form

You assume the form of a medium sized Giant Bee (Bestiary 2™) with a fly speed of 30 ft. with good maneuverability and a natural armor bonus of +2. At 8<sup>th</sup> level, you increase to a large Giant Bee, increasing

your fly speed to 60 ft., a +3 natural armor bonus, your sting causes 1d6 points of damage, and you gain the effects of the Hover feat. At 15<sup>th</sup> level, your sting becomes poisonous, requiring a Fortitude save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their Fortitude save, it suffers no more damage from the poison.

## Beetle

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Noted for their insatiable hunger of decaying plants, beetles generally appear more dangerous than they actually are; however, that quickly changes for those that get between a beetle and its next meal.



### Minor Form

You gain +2 competence bonus to your CMD versus Bull Rush, Overrun, Reposition, and Trip attempts. This competence bonus increases to +4 at 8<sup>th</sup> level and +6 at 15<sup>th</sup> level.

### Major Form

Your shape changes to that of a large Giant Stag Beetle (Bestiary™) and you gain a +8 natural armor bonus and a fly speed of 20 ft. with poor maneuverability. At 8<sup>th</sup> level, you can trample opponents for 1d6 points of damage plus your strength modifier using your highest base attack as a full-round action. Creatures that attempt to avoid the trample are allowed a Reflex save equal to 10 + ½ your class level + your Strength modifier. At 15<sup>th</sup> level, Your fly speed increases to 30 ft. with an average maneuverability and your bite attack causes 3d8 points of damage. Opponents you attempt to trample cannot choose to avoid you and you do not provoke attacks of opportunity while trampling over others.

## Centipede

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Known for their voracious appetites with little care as to what they consume, the centipede represents pure hunger. This aspect focuses on the ability to move quickly and quietly without attracting any attention.

### Minor Form

You gain a +2 competence bonus to Stealth checks. This competence bonus increases to +4 at 8<sup>th</sup> level and +6 at 15<sup>th</sup> level.

### Major Form

You may assume the shape of the medium sized Giant Centipede (Bestiary™). You gain darkvision 6 ft., a climb speed equal to your base movement rate, a +2 natural armor bonus, and you cannot be tripped. At 8<sup>th</sup> level, your base movement increases by 10 ft. and you become large as the Hissing Centipede (Bestiary™), increasing

our bite damage to 2d6 points and your natural armor increases to +4. At 15<sup>th</sup> level, your bite becomes poisonous requiring a Fortitude save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 6 rounds causing 1d2 points of Dexterity damage for each failed save. Once the victim successfully makes their Fortitude save, it suffers no more damage from the poison.

## Crab

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Slow to act but quick to move, the crab belies its speed and deft actions by its strange appearance. Those that take this aspect focus on appearing pacifistic while concealing a quick and deadly secret.

### Minor Form

You gain a +2 competence bonus to grapple attempts. This bonus increases to +4 at 8<sup>th</sup> level, and +6 at 15<sup>th</sup> level. Unless you have Improved Grapple, you still provoke an attack of opportunity when you attempt to grapple.

### Major Form

Your shape changes to that of a medium sized Giant Crab (Bestiary™) and you gain a swim speed equal you're your base movement rate, darkvision 60 ft., and the natural armor bonus is +6. At 8<sup>th</sup> level, your size increases to that of a large crab, and your claw damage causes 1d6 points of damage and you gain a free grab attempt with a successful claw strike, and your natural armor bonus increases to +8. At 15<sup>th</sup> level, you can constrict a grappled target for an additional 1d6 points of damage and your natural armor bonus increases to +10.

## Dragonfly

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While many see only the graceful nature of the dragonfly, its true nature is one of deadly hunting prowess. The dragonfly's





aspect is one of beauty overshadowing it more menacing demeanor.

### Minor Form

You gain **Step Up** as a bonus feat. At 8<sup>th</sup> level you gain **Following Step** as a bonus feat. At 15<sup>th</sup> level, you gain **Step Up and Strike** as a bonus feat.

### Major Form

You can take on the form of a medium sized **Giant Dragonfly** (Bestiary 2<sup>TM</sup>), gaining a fly speed of 30 ft. with good maneuverability, and a bite attack that does 1d8 points of damage. At 8<sup>th</sup> level, your fly speed increases to 60 ft. with perfect maneuverability, you may make a free grab attempt upon a successful bite, and you gain the effects of the **Hover** feat. At 15<sup>th</sup> level, your bite causes 2d8 points of damage and you gain the effects of the **Flyby** feat.

## Fly

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While grubbing for a living seems disgusting to most, the fly doesn't take its responsibilities lightly. This aspect focuses on completing the cycle of life, consuming that which would only rot otherwise.

### Minor Form

You can sense rotting flesh or vegetation within 60 ft. This includes corporeal undead that have flesh. You can concentrate for one round to determine exact location within range, though if it is invisible it still gains total concealment. At 8<sup>th</sup> level you gain the effects of the *Status* spell as far as any living creature within 60 ft. by spending a **move action** to concentrate. At 15<sup>th</sup> level, you may sense the condition of living creatures within 120 ft.

### Major Form

You take on the form of a medium sized **Giant Fly** (Bestiary 2<sup>TM</sup>), gaining a fly speed of 30 ft. with good maneuverability, a climb speed equal to half your normal movement

rate, a natural +1 armor bonus, and a bite that causes 1d6 points of damage. At 8<sup>th</sup> level, your fly speed increases to 60 ft., your climb speed increases to your normal movement rate, and you gain a +3 **dodge** bonus to your AC. At 15<sup>th</sup> level, your bite carries the filth fever disease, anyone bitten by you must make a **Fortitude** save (DC equals 10 + ½ your class level + your Constitution) or contract the disease. Onset is 1d3 days with a frequency of 1/day and it can be cured with 2 consecutive saves. The disease causes 1d3 points of Constitution damage per day.

## Locust

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The scourge of an agrarian based society, the locust's insatiable hunger can easily wipe out entire crops within minutes. The locus aspect represents a true blight to the natural world, consuming everything in its path.

### Minor Form

You gain a +4 **competence** bonus to any **Acrobatics** skill checks involving jumping. At 8<sup>th</sup> level, you may take 10 on **Acrobatic** skill checks to jump even if distracted or in danger. At 15<sup>th</sup> level, you are considered to have a running start when making a jump check, even if you are jumping from a stand still.

### Major Form

You may assume the shape of a medium sized **Giant Locust** (Bestiary 4<sup>TM</sup>), granting you a fly speed equal to your base movement rate with average maneuverability, a bite attack for 1d6 points of damage, a +4 **competence** bonus to your **CMD** versus trip attempts, and a +4 **natural armor** bonus. At 8<sup>th</sup> level, your bite damage increases to 1d8 points of damage and does double damage against plant type creatures and your fly speed increases to 60 ft. At 15<sup>th</sup> level, you may spit a short burst of acid up to 30 ft. away as a **standard action** that causes 1d6 points of acid damage.





## Mantis

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The apex predator of the insect world, few can survive the crushing claws and mandibles of the praying mantis. This aspect represents superiority in combat and a swiftness to take action.

### Minor Form

While you are in a natural forest setting, you gain a +1 circumstance bonus to attack rolls, Perception skill checks, and Initiative rolls. At 8<sup>th</sup> level, this circumstance bonus increases to +2. At 15<sup>th</sup> level, this bonus increases to +4.

### Major Form

You can take the shape of a large sized Giant Mantis (Bestiary™), gaining a climb speed and flying speed with poor maneuverability equal to your base movement rate, a +5 natural armor bonus, and two claws that cause 1d6 points of damage. At 8<sup>th</sup> level, you may make a standard action to attack with one of your claws with an extended

10-ft. reach, gaining a +4 bonus to the attack. You also gain a bite attack that is a secondary attack that causes 1d6 points of damage. At 15<sup>th</sup> level, you may act on the surprise round and if you are not surprised during that round you can take a full round of actions.

## Mosquito

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Blood thirsty flying pariahs, the mosquito represented nature's truest vampire. This aspect represents an unquenchable thirst for life's essence.

### Shifter Claws

Rather than manifesting a set of claws with this aspect, you instead grow a proboscis that may be used to cause 1d6 points of piercing damage. You do gain the DR benefits at 3<sup>rd</sup> level with your proboscis. At 7<sup>th</sup> level, your proboscis causes 1d8 points of piercing damage. At 11<sup>th</sup> level, your proboscis also causes 1 point of bleed damage. At 13<sup>th</sup> level, your proboscis



causes 1d10 points of damage plus 1d3 points of bleed damage. You also gain the DR benefits at 17<sup>th</sup> level.

### Minor Form

You gain a +2 circumstance bonus versus natural diseases. At 8<sup>th</sup> level, this circumstance bonus versus diseases increases to +4. And at 15<sup>th</sup> level, this circumstance bonus versus diseases increases to +6.

### Major Form

You can alter your form to that of a medium sized Giant Mosquito (Bestiary 2<sup>TM</sup>), granting you a fly speed of 30 ft. with good maneuverability, and +2 natural armor bonus, and a bite that causes 1d6 points of piercing damage plus 1 point of bleed damage. At 8<sup>th</sup> level, your fly speed increases to 60ft. with good maneuverability, your bite causes 1d8 points of piercing damage plus 1d2 points of bleed damage, and you gain a free grab attack when you successfully bite an opponent. At 15<sup>th</sup> level, your bite also carries Malaria, and a victim of your bite must make a Fortitude save with a DC equal to 10 + ½ your class level + your Constitution modifier. If the victim fails its Fortitude save, it becomes diseased with an onset of 1d3 days, a frequency of 1/day and it can be cured with 2 consecutive saves. The disease causes 1d point of Wisdom damage per day.

## Scorpion

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Master hunters of the desert wastelands, scorpions invoke terror with their alien appearance, but in truth they only hunt and kill to survive. This aspect represents the desire to overcome one's environment, regardless of the conditions.

### Minor Form

You gain a +2 competence bonus to Climb skill checks. At 8<sup>th</sup> level, this competence bonus increases to +4. And at 15<sup>th</sup> level, this competence bonus increases to +6.

### Major Form

You may take on the shape of a medium sized Cave Scorpion (Bestiary 2<sup>TM</sup>), gaining darkvision 60 ft. and tremorsense of 30 ft., 2 claw attacks for 1d4 points of damage and 1 sting attack for 1d4 points of damage, and a climb speed equal to half your normal base movement speed. At 8<sup>th</sup> level, you also cause 2d4 points of rending damage when you successfully strike with both claws, and your climb speed increases to your base movement rate. At 15<sup>th</sup> level, your sting attack also poisons the target requiring a Fortitude save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their Fortitude save, it suffers no more damage from the poison.

## Spider

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Cold and calculating, the spider is the epitome of patience and planning. This aspect focuses on that of the wily hunter that waits for prey to come to her.

### Minor Form

You gain a +2 competence bonus on Acrobatics skill checks. This competence bonus increases to +4 at 8<sup>th</sup> level and +6 at 15<sup>th</sup> level.

### Major Form

This aspect grants you the ability to take the form of a medium sized Hunting Spider (Bestiary<sup>TM</sup>), with a climb speed of 30 ft., +2 bonus versus Poisons, a +1 natural armor bonus, and a +4 competence bonus to Stealth and your CMD versus trip attempts. At 8<sup>th</sup> level, you gain the web special attack that you may use 3 + your Constitution modifier times per day in total with a DC to escape its effects equal to 10 + ½ your class level + your Constitution modifier. Webs you create break down after a number of hours equal to your class level. At 15<sup>th</sup> level,





your bite becomes poisonous requiring a Fortitude save equal to  $10 + \frac{1}{2}$  your class level + your Constitution modifier with a frequency of 1/round for up to 4 rounds causing 1d2 points of Strength damage for each failed save. Once the victim successfully makes their Fortitude save, it suffers no more damage from the poison.

## Tick

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The epitome of a blood sucking parasite, the tick's sole purpose is to live off the life blood of others. This aspect represents the skill of taking advantage of others through planning and patience.

### Minor Form

You gain a +2 competence bonus on Stealth checks. At 8<sup>th</sup> level, the competence bonus increases to +4. And at 15<sup>th</sup> level, the competence bonus increases to +6.

### Major Form

Shedding your own skin, you take on the form of a small Giant Tick (Bestiary 2<sup>TM</sup>). This grants you a bite attack for 1d4 points of damage that also gives you a free grab attack with a +2 competence bonus, a +4 natural armor bonus, and a climb speed equal to your base movement rate. At 8<sup>th</sup> level, your bite grants you the blood drain ability once you successfully grab an opponent for 1d2 points of Constitution, your competence bonus to grab an opponent increases to +4, and your natural armor bonus increases to +5. At 15<sup>th</sup> level, your bite carries the red ache disease, anyone bitten by you must make a Fortitude save (DC equals  $10 + \frac{1}{2}$  your class level + your Constitution) or contract the disease. Onset is 1d3 days with a frequency of 1/day and it can be cured with 2 consecutive saves. The disease causes 1d3 points of Strength damage per day.



## Wasp

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Death from above, the wasp represents one of nature's most dangerous flying denizens. This aspect focuses on speed and agile flight with a deadly stinging attack.

### Minor Form

You gain a +1 **competence bonus** when **flanking** an opponent. This bonus increases to +2 at 8<sup>th</sup> level and +4 at 15<sup>th</sup> level.

### Major Form

You can take the shape of a large **Giant Wasp** (Bestiary™), granting you a fly speed of 30 ft. with good maneuverability and a +4 **natural armor bonus**. At 8<sup>th</sup> level, your fly speed increases to 60 ft. and you are treated as having the **FlyBy Attack** feat. At 15<sup>th</sup> level, your sting becomes poisonous requiring a **Fortitude** save equal to 10 + ½ your class level + your Constitution modifier with a frequency of 1/round for up to 6 rounds causing 1d2 points of Dexterity damage for each failed save. Once the victim successfully makes their **Fortitude** save, it suffers no more damage from the poison.

## Water Strider

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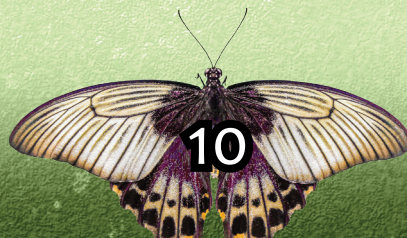
Seemingly magical in nature, the water strider's ability to walk on water makes it an efficient hunter of other vermin that live in and around water sources. This aspect focuses on the ability to adapt to one's environment and changing situations.

### Minor Form

You gain **Blind-Fight** as a bonus feat. At 8<sup>th</sup> level you can move across a liquid surface during your turn as long as you end your movement on solid ground. You still suffer any environmental effects of the surface you are running over. At 15<sup>th</sup> level, you gain **Improved Blind-Fight** as a bonus feat and do not need to meet the **Perception** ranks prerequisite.

### Major Form

You can assume the form of a large **Giant Water Strider** (Bestiary 4™), gaining the ability to walk on water or other similar liquid as if it was solid, a +2 **natural armor bonus**, **darkvision** 60 ft., and a bite attack for 1d2 points of damage and two claw attacks for 1d4 points of damage. While walking on water, you can bear the weight of another as long as it does not exceed your light load encumbrance allowance. At 8<sup>th</sup> level, you gain a fly speed equal to half your base movement rate with poor maneuverability, you gain **tremorsense** with a range of 30 ft. while on water, and your bite damage increases to 1d4 points of damage. At 15<sup>th</sup> level, your **tremorsense** increases to 60 ft. while you are on the water, and you can carry up to a medium load while walking on the water and your base movement rate while walking on the water increases to 40 ft.



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