



Fursona II

New Options for Anthropomorphic Heroes

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**OTHERVERSE
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New Anthro Orders

The following new anthro orders expand the racial options found in Fursona, giving players and gamemasters an even bigger zoo of furry heroes to draw upon. Many of these new orders are slightly more specific versions of existing orders- sure you could build a giraffe anthro using Order Equis and adding the Long Necked racial trait, but where's the fun in that?

1. Artiodactyla (Giraffes)
2. Aves Melodia (Song Birds)
3. Durabilis (Snails and Turtles)
4. Giesellis (Dr. Suessian oddities)
5. Medusazoa (Jellyfish)
6. Piscia Major (Catfish, Swordfish and Others)

Order: Artiodactyla

This Order includes some of the strangest and most unique hoofed mammals ever to live: the long-necked, dexterous giraffes. This order can also be used to create exceptionally vain ungulates, or evolutionary cousins to the modern giraffe such as the okapi, or evolutionary dead ends like the Miocene giraffids.

Giraffe anthros are proud warriors, who command the open plains of their homeland and will allow no other species to conquer what their ancestral gods have given them. Known for their deep sexism, men of this order associate with females only to breed, and only share their hearts with other Artiodactyla males.

Appearance: Giraffe anthros have the lean build of a marathoner. Their legs are long and powerful, capable of carrying the anthro across the countryside with speed and ease. The anthro's body is covered in a short pelt of mottled white and brown, which affords them a kind of camouflage on the savannah they prefer.

Minimum Size: Adult members of Order Artiodactyla must be at least size: Medium.

Ability Score Modifiers: +2 DEX, -2 CON, +2 CHA. Giraffe anthros are known for their agility, and giraffe males are unmatched in vanity and arrogance. However, their bodies- especially their coltish legs- tend to be fragile.

Racial Skills: Artiodactyla anthros are creatures of the open plains, and need to be able to spot predators creeping across the horizon. They receive a +2 racial bonus on sight-based Perception checks.

Alignment: Giraffe anthros have no great love for complex social structures, preferring to live by their wits and innate strength. Males compete fiercely to prove their prowess in everything from battle to lovemaking. These proud, free-spirited warriors are usually Chaotic Good or Chaotic Neutral.

Languages: Artiodactyla anthros begin play speaking Common.

Minor Racial Traits: All Artiodactyla anthros possess the Long Necked minor racial trait at no cost.

Feats: Giraffe anthros receive Run as a racial bonus feat.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Adrenal Surge, Flexible, Hoof Stamp, Powerful Build, Powerful Kick, Protective, Size: Large, Tauric, Tireless

Order: Aves Melodia

The smallest and most colorful of all the avian Orders, members of Aves Melodia encompass an amazing variety of songbirds: canary, finches, mockinbirds, even glamorous peacocks, parrots and cockatoo. This order can also be used to create beautiful, confident and proud insect anthros, especially butterfly species.

Aves Melodia anthro naturally gravitate towards the bard's path, though a few also become potent sorcerers, who view magic as much an artform as a path to power. Many songbird anthros become powerful illusionists, shapeshifters and masters of sonic magic.

Appearance: Lightly built song-bird anthros are some of the most colorful creatures in the entire multiverse. They are instantly recognized by their feathered frills, brightly colored plumage, exotic beaks and melodious voices. These anthros often accent their natural beauty with fine jewels, well tailored waistcoats, fitted hose and fine scarves and veils.

Ability Score Modifiers: +2 CHA. Beautiful, confident and vain, song-bird anthros are talented performers.

Maximum Size: Members of order Aves Melodia are extremely petite and cannot be larger than size: Medium. Most are Small, and a few have the Tiny template added.

Racial Skills: Aves Melodia anthros receive a +4 racial bonus on Perform (sing) checks as well as a +2 racial bonus on Fly and Perception checks.

Alignment: Aves Melodia are often chaotic good, and few ever take any lawful alignment.

Languages: Aves Melodia are natural linguists and may select any language as a bonus language, except for secret languages such as Druidic.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Air Mastery, Jinx, Lifefocus (Perform: Sing), Phoenixborn, Scurry, Silver Tongued, Speak-Spell Mimicry, Winged Flight

Order: Durabilis

This diverse order encompasses both turtle-kind and shelled mollusks. Despite their vast differences, the two kinds of life have similar enough traits to be grouped together in one hard-shelled, tough-to-defeat order.

Durabilis anthros are slow moving and methodical, but are confident in their strength and endurance. They rarely use man-made armor, disdaining even the finest adamantine plate mail as a pale imitation of their colorful, piebald shells. They are slow to action, and slower to anger, but once these stubborn creatures decide on a course of action, neither hellfire nor the wrath of a dragon can dissuade them.

Appearance: The single defining trait of this order is a thick carapace of durable natural armor that terminates in a colorful, rounded shell that protects the anthro from neck to buttocks. Anthros of these orders have thick, muscular limbs. Some members of this order have a terrapin's beak, while others are known for slimy, muscou-slick skin the color of river mud. Either way, members of this order are inordinately proud of their shells, and consider their species to be among the most beautiful in all creation.

Ability Score Modifiers: -4 DEX, +2 CON, +2 WIS. Durabilis anthros are extremely slow moving, but are hearty and tough. Most have strong wills and disciplined minds. This order has a net +0 ability score modifier, an oddity under *Pathfinder*



Roleplaying Game rules, due to the dense natural armor the Order boasts.

Racial Skills: Select either a +4 racial bonus on Climb or Swim checks. Turtle and terrapin anthros are above-average swimmers, while snail anthros are known for their wall-crawling talents.

Enhanced Senses: Durabilis anthros receive low light vision.

Alignment: Few Durabilis anthros ever choose any extreme alignment, preferring instead neutrality. Most reject fanatic devotion to any cause or alignment, and prefer only to act after long contemplation and analysis.

Languages: Durabilis anthros begin speaking Common.

Natural Armor (EX): Their shell gives Durabilis anthros a +2 natural armor bonus to Armor Class. This bonus increases to +4 at 10th level.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Adamant Laced, Bacteria Colony, Burrower, Hard Dying, Natural Armor, Powerful Build, Size: Large, Strong Life Force, Tremor Sense, Turtling Defense, Unaging.

Order: Giesellis

Named for their discoverer, a quixotic bard who specialized in surreal but morally instructive tales, Giesellis anthros are the brighter cousin to Lovecraftia monsters. These colorful and strange anthros have animal traits, but are recognizable as no animal from this dimension. Instead, they take their forms from the animals native to dimension of chaos and color.

Giesellis anthros embody everything positive about chaos- the drive for self improvement, the spontaneous urge to right wrongs and protect the weak. Though governed by often inscrutable laws of behavior and unique taboos, these odd looking anthros are as honorable in their own way, as any law-bound paladin. The vast majority of the species are Chaotic Good, though a few are a selfish, immature form of Chaotic Neutral. Bards, sorcerer and oracles are common among Giesellis anthros.

Appearance: Giesellis anthros often have plump, oval bodies supported on stalk-thin legs and arms. Their proportions are unique, even to a specific

family or bloodline of the species: no two Giesellis anthros have the same silhouette. Their bodies are intensely colorful, and both male and females alike are decorative to the point of gaudiness. Giesellis anthros often have manes of colorful flowers frilling their necks and joints; others might have rainbow spotted patterns that shift and change with their mood or incredible displays of antlers or lacy antenna. Most have pinched faces with short snouts and delicate, expressive features.

Ability Score Modifiers: -2 STR, +2 DEX, +2 CHA. Giesellis anthros have frail frames, but their slender limbs are capable of incredible feats of athleticism. They are confident and proud, with strong senses of self.

Racial Skills: Giesellis anthros are natural storytellers and receive a +3 racial bonus on Knowledge (history) and Perform (oratory) checks. The race keeps its history orally.

Enhanced Senses: Giesellis anthros receive lowlight vision and Scent. Their small, pug noses are incredibly keen.

Alignment: Most Giesellis anthros are proudly Chaotic Good, though a distinct minority are a selfish, and immature (but mostly non-violent) breed of Chaotic Neutral.

Languages: Giesellis anthros begin play speaking Common.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Burrower, Chameleon Skin, Continual Evolution, Disease Immunity, Flexibility, Jinx, Larcenous, Lifefocus, Multiple Arms, Odd Type, Scurry, Silver Tongued, Stuffed, Speak Spell Mimicry, Tireless, Winged Flight

Order: Medusazoa

Jellyfish anthros prowl the seas, silent, enigmatic and cold. Eyeless, boneless, jellyfish anthros are driven by cold intellect and dispassionate, predatory logic. This strange order can be used to create other invertebrate sea life, such as sea slugs, urchins and even amoeboid monstrosities.

Jellyfish anthros do not perceive the world in the same way that mammals do, but they perceive it keenly and see connections, possibilities and dangers that ordinary creatures do not. Many display an aptitude for magic, favoring spells that kill from a distance: jellyfish wizards often specialize in necromancy or transmutation, referring to all such deadly spells as ‘venom’, a natural evolution of the gifts nature blessed them with. Jellyfish warriors often use the term “venom” to refer to any particularly effective tactic, whether speaking of their natural toxins, other poisons, spells, ranged attacks or simply striking from ambush. To them, the word venom has only one meaning: victory.

Appearance: These rail-thin anthros have translucent, hairless bodies. The transformation into a man-like form has given these invertebrate creatures a supple, rubbery skeleton made of thickened layers of fiber. Their internal organs are simplistic and undifferentiated, just masses of slightly darker tissue within their glass-like bodies. Jellyfish anthros usually lack eyes and perceive the world through a combination of scent cues, electromagnetic impulses and heat traces.

Rather than conventional spellbooks, jellyfish wizards mix tiny vials of pungent toxins. Each vial of deadly perfume is a single spell, and by sampling a tiny amount each dawn, the eyeless, sightless anthro can prepare spells.

Ability Score Modifiers: -2 STR, +2 DEX, +2 INT. Jellyfish anthros can contort their boneless bodies into any position, slip out of any bond. Their minds are strong and disciplined, but their rubbery bodies cannot apply force as efficiently as a vertebrate can.

Racial Skills: Medusazoa anthropomorphs receive a +5 racial bonus on Swim checks. They may use either their STR or DEX modifier, whichever is higher while swimming. They may charge while swimming, provided they swim in a straight line, and have a natural Swim speed equal to their base land speed.

Amphibious (EX): Jellyfish anthros can survive indefinitely under water, and cannot drown.

Enhanced Senses: Jellyfish anthros possess the Blindsight 60 ft special quality, but are blind. They cannot differentiate color, nor do they have any conception of the concept, and automatically fail most sight based Perception checks.

Alignment: Medusazoa anthros follow rigid codes of conduct and behavior that allows them to navigate the world and overcome their adversaries. They kill dispassionately and without anger. Most Medusazoa are either True Neutral or Lawful Neutral.

Languages: Medusazoa begin play speaking Common and Aquan.

Favored Racial Traits: The following major racial traits are favored by members of this order.

Acidic Blood, Bacteria Colony, Bloodfeeder, Chemical Burn, Constrict, Improved Grab, Multiple Arms, Squick, Toxin Immunity, Vermin-Mind

Order: Piscia Major

Piscia Major anthros represent members of larger-than-normal fish breeds. Including such beasts as paddlefish, Mekong giant catfish and other hulking inhabitants of warm freshwater rivers and stream, the evolved members of this order are known for incredible strength and heartiness. This Order can be used to create other aquatic or littoral beasts such as barracuda or swordfish anthros, or can be used to build variant reptile anthros.

Piscia Major anthros are dull witted and crude. They like nothing better than pouring gallons of strong ale down their fringed lips, fighting for hours and bedding a willing fish-female.

Appearance: Piscia Major anthros have squat muscular bodies and small, deep set eyes hidden beneath folds of their durable skin. Their wide lips are usually fringed with slender, fleshy tendrils or (in the case of deep ocean anthros) with small, dexterous glowing lures. Most members of this order have simple and crude fingers, ill suited to fine manipulation or skilled craftsmanship.

Ability Score Modifiers: +2 STR, +2 CON, -2 INT. Piscia Major anthros are tough and tireless, but are simple-minded and boorish.

Racial Skills: Piscia Major anthros receive a +8 racial bonus on Swim checks and a +2 racial bonus on Stealth checks made while submerged. They prefer to hunt by laying prone on the sea floor and then bursting upwards when prey passes overhead.

Enhanced Senses: Piscia Major anthros receive lowlight vision and Darkvision with a 60 ft range- they are adapted to the dark of the deep ocean.

Alignment: Piscia Major anthros are driven by simple evolutionary imperatives- lust, hunger and territoriality. They tend to be reflexively violent and have no interest in bettering themselves. Most are too dimwitted to be truly evil, however, and are some breed of true neutral or chaotic neutral.

Languages: Piscia Major anthros begin play speaking Aquan and Common.

Amphibious (EX): Piscia anthros can survive indefinitely under water, and cannot drown.

Favored Racial Traits: The following major racial traits are favored by members of this order.



Adrenal Surge, Bacteria Colony, Blindsight, Constrict, Ferocity, Powerful Build, Squick, Toxin Immunity, Unaging, Voltaic Skin, Water Mastery

New Feats

Anthros who wish to explore their innate talents often learn one or more of these animalistic new feats.

Flexible Gifts (Anthro)

You adapt to your environment and the threats facing you, and can draw upon all the many gifts off the animal kingdom.

Prerequisites: Anthro characters only

Each day, upon awakening, you may reassign your Build Points, enabling you to select entirely new major and minor racial traits. Your Order's favored trait listing provide a discount on racially favored abilities during this purchase, exactly as during initial character generation.

Paragon of the Order (Anthro)

You have many of the abilities your Order is best known for.

Prerequisites: Anthro character only

Benefit: You receive three (3) bonus Build Points which can only be spent on racial traits favored by your Order.

Spell Swallower (Anthro)

You've learned the secrets of swallowing magical gastroliths from a trusted reptile or avian friend.

Prerequisite: Anthro characters only

Benefit: You can use and benefit from Gastroliths, regardless of your Order.

New Racial Traits

The new racial traits join the nearly 150 options found in Fursona, offering impressive new abilities and representing new evolutionary paths.

1. Air Mastery
2. Alchemical Scent
3. Alchemical Synthesis
4. Asymmetric Weapons
5. Death Gaze
6. Death Roll
7. Discernment
8. Hollow Bones
9. Larcenous

10. Prehensile Jaws
11. Pheremone Message
12. Puffer
13. Speak-Spell Mimicry
14. Spell Howl
15. Sprint
16. Superfecundation
17. Troll Hunter
18. Water Mastery

Air Mastery (EX) (3 points)

You have an instinctive mastery of air combat, and woe to any foe stupid enough to attack you on the wing. Any creature that attacks you while you are airborne suffers a -1 penalty to attack and damage rolls for as long as you remain aloft.

Favored By: Aves Carrion, Aves Minor, Aves Major, Aves Melodia, Lymantria

Alchemical Scent (SU) (2 points)

Your species is at home in an alchemist's laboratory, using the keen sense of smell bred into your kind to assist with the brewing process. You receive Brew Potion as a racial bonus feat.

In addition, your keen nose lets you unerringly identify any un-stoppered 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.

Prerequisite: Scent, INT 13+

Alchemical Synthesis (SU) (3 points)

Your hind-gut is specially evolved to flood your blood-stream with magical energy. Once per day, as a full round action you may synthesize and be affected as if by any 0 – 3rd level potion of your choice. 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.

Prerequisite: WIS 11+

Favored By: Capricornis, Dinosauria, Equis, Lovecraftia, Micromonstria, Pachyaderma, Taurus

Asymmetric Weapons (EX)
(1 point)

One of your talons or pincers has grotesquely swollen in size. This mutation makes you instantly recognizable as something not quite human, but advertises both your fitness as a mating partner and combat prowess to others of your species.

Choose either one hand's natural weapons or one hand's pincer. This weapon becomes your primary natural attack form and the base damage inflicted by this weapon is doubled.

Drawback: Manufactured weapon attacks are always considered to be off-hand attacks for you. You cannot use weapons in your enlarged hand or pincer, though you can still use a shield or carry objects in that limb (such as torches).

Prerequisite: Natural Weapon and/or Pincers

Death Gaze (SU)
(4 Points)

Your strange black eyes can snuff out the lifeforce of other creatures with only a glance. Once per day per four 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 8+ 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.

Favored By: Aves Carrion, Lovecraftia, Xenomorphia

Death Roll (EX)
(1 point)

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.

Prerequisite: Bite

Discernment (EX)
(4 points)

Your Order has incredibly keen 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.

Prerequisite: Either Scent or Survival Instinct

Favored By: Arachnae, Aves (any), Canis (any), Felis (any), Lycos, Octopod, Reptilia, Rodentia, Xenomorphia

Hollow Bones (EX)
(2 points)

A beneficial adaptation commonly found in birds, and bird anthros, hollow bones help cut weight for flight without dramatically weakening bone strength. Anthros with this trait receive a +4 racial bonus on Acrobatics and Fly checks. Anthros with this adaptation tend to weigh about 75% of what an ordinary humanoid of the same build would.

Larcenous (EX)
(3 points)

You like nothing better than stealing a filching shiny things. You gain Improved Steal as a racial bonus feat, even if you do not meet the prerequisites. In addition, your fingers are especially attracted to shiny, iridescent and reflective things such as gems or jewels or even a polished piece of tin. If the object you are stealing is especially eye-catching, as determined by the game master, you receive a +2 luck bonus on the Steal attempt.

Favored By: Aves Minor, Aves Melodia, Canis Minor, Felis Minor, Giesellis, Micromonstria, Octopod, Rodentia, Simian Minor

Prehensile Jaws (EX)
(3 points)

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.

Favored By: Annelida, Piscia, Piscia Major, Xenomorphia

Pheromone Message (EX)

(1 point)

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.

Prerequisite: Scent

Puffer (EX)

(2 points)

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. Your reach, carrying capacity and ability scores do not change, since only your central body balloons in size. You are considered one step larger for purposes of the space you occupy, modifiers to Combat Maneuver Bonus and Defense.

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.

Speak-Spell Mimicry (SP)

(4 Points)

The same talented vocal cords that let you mimic the singing of birds also you to imitate the mystical syllables of spell casting.

Once per day, you can attempt to perfectly mimic any spell with Verbal components cast within 30 ft of you. You must imitate a spell cast either on this round or the previous round. Make a Perform (sing) check with a DC equal to 10 + the spell's level. If the spell is successful, you can cast the spell again, using the caster level and attributes of the spell's original caster. However, you can choose to redirect the spell or use it as you see fit.

If the mimicked spell has expensive material components or requires a focus, the check DC to mimic the spell increases by +2 for every 500 GP of the material component cost. If you have the necessary components or focus to cast the spell on your body, they are used normally. You may also use components worth less than the total cost required to cast the spell to reduce the check DC.

Prerequisite: Mimicry

Favored By: Aves Minor, Aves Melodia, Giesellis

Sprint (EX)

(3 points)

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

Favored By: Canis Major, Equis, Felis Major, Lycos, Xenomorphia

Spell Howl (SU)

(4 points)

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.

Favored By: Aves (any),
Canis (any), Felis (any), Lycos,
Pachyaderma, Simian (minor),
Ursinis

Superfecundation (EX)
(1 point)

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.

Troll Hunter (SU)
(4 points)

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 quality suppressed for 1 round, as if it had been wounded by fire or acid.

Prerequisite: Natural Weapons

Favored By: Aves Carrion, Canis Major, Draconis, Lovecraftia, Lycos, Ursinis, Xenomorphia

Water Mastery (EX)
(3 points)

You know how to kill while submerged, and can fight like a demon when swimming. Any creature that attacks you while you are completely submerged suffers a -1 penalty to attack rolls and damage rolls for as long as you remain submerged.

Favored By: Cetaca, Crocodila, Dinosauria, Lagendelphis, Lovecraftia, Octopod, Piscia, Piscia Major



New Templates

The following new templates join the comprehensive list of templates found in Fursona, and offer new ways to customize your Anthro.

1. Cryptid (Mysterious, legendary monsters)
2. Domesticated (Human-friendly anthros)
3. Ginger Bread (Anthros made from cookie dough and candy)
4. Wishing Beast (Genie-like anthros who grant wishes against their will)

Template: **Cryptid**

Some anthros are representatives of unknown orders, and are the final and most evolved form of creatures for which no real evidence exists. Cryptids are creatures of the deepest, most shadowed part of the forest, of the darkest ocean trenches, of the fog-shrouded evening. They are mysterious and subtle, only glimpsed out of the corner of the eye.

Acquiring the Template: This inherited template may be added to any anthro at birth.

Appearance: Cryptids tend to have wild, shaggy hair or lice-flecked feathers. They are rarely beautiful, but fortunately they are often sheathed in shadows and mist. They shun bright lights and open spaces, preferring dim lighting and tight corners with plenty of escape routes. Most cryptids tend to paranoia and isolationism, and many naturally gravitate towards the thief's path.

Ability Score Modifiers: +2 DEX, -2 CHA. Cryptids are ugly but stealthy, and prefer to keep to the shadows.

Dimming (SU): Cryptids are surrounded by an aura that dims light and blurs their outlines, making them hard to track. All light sources within 30 ft of the Cryptid are reduced by one step



(normal illumination becomes dim, dim becomes shadowy, ect). The Cryptid's blurry, misty outline means that any enemy attacking the cryptid with a ranged attack suffers a 10% miss chance, which stacks with any other miss percentage.

Mystery (SU): Cryptids gather legends and disinformation around themselves, making the truth

of their activities difficult to discern. All lore based skill checks (such as Bardic Knowledge) or Gather Information checks made concerning the Cryptid suffer a -5 penalty.

Light Frozen (EX): Cryptids are stunned into momentary stillness by sudden bright light. Exposure to any sudden bright light (such as from a sunrod or fireball) forces the Cryptid to make a DC 20 WILL Save or be *paralyzed* for one round. Success indicates the Cryptid is merely shaken for the same duration.

Challenge Rating: As base anthropomorph +1

Level Adjustment: As base anthropomorph +1

Template: Domesticated

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.

Acquiring the Template: This inherited template may be added to any anthro character, except those from the following orders: Annelida, Aves Carrion, Draconis, Lovecraftia, Medusazoa, Xenomorphia. Nobody in their right mind would ever try to tame one of these monsters as a pet or draft animal.

Appearance: The Domesticated Anthro's features tend to be cuter and less threatening, especially when viewed through human eyes. They often have colorful, pie-bald coats or feather patterns, large, expressive eyes. Most species have floppy, expressive ears and if they have tails, they curl upward with excitement whenever a human comes near. These energetic, hyperactive and pleasant anthros tend to be subservient and loyal to their human friends.

Ability Score Modifiers: -2 STR, +2 INT, +2 CHA. Domesticated animals are bred for intelligence and learning ability. They are clever and tame, but their love for the creature comforts of domestic life has sapped their strength.

Human Helper (EX): Whenever a Domesticated Anthro uses the Aid Another action to assist a non-anthro Humanoid, or receives Aid from the same, the bonus provided is +3.

Challenge Rating: As base anthropomorph

Level Adjustment: As base anthropomorph

Template: Ginger Bread

You were baked to life in a magical oven, your skin made from bread, your eyes from candy and your soul crafted by a powerful wizard-chef.

Acquiring the Template: This inherited template may be added to any anthro character during character generation.

Appearance: Anthros with this template resemble golems made from fragrant cookie dough, baked into a roughly humanoid appearance. Their eyes are gum drops or chocolate dollops, which somehow gleam with thought and intelligence. The anthro's fur or mane is made from colorful icing. Their appearance is that of a delicious caricature.

Ability Score Modifiers: +2 DEX, -2 CON. Their candy bodies make Ginger Bread anthros light and nimble, but their soft, doughy bodies are easily injured.

Gumdrop Magic (SU): Ginger Bread anthros make excellent spell-casters, whose magic reflects their own strange origins. Their *magic missiles* take the form of luminous gumdrops that streak towards a target: their *grease* spells are cooking fat, and their *fireballs* smell like fresh baked bread. Spellcraft checks made to identify, dispel or counter spell a Ginger Bread anthro's magic have their DC increased by +3 due to the unconventional 'special effects' added to the spell.

For every four ranks placed in Profession (chef or baker) the Ginger Bread anthro receives a +1 bonus to caster level. This does not affect spells known, or the highest level spells the anthro can

cast but does increase spell variables based on caster level.

Ginger Flesh (EX): The Ginger Bread anthro's strange body is more like that of some weird golem's than a living creature. Its type does not change, but the Ginger Bread anthro gains some of the immunities normally reserved for constructs.

The Ginger Bread anthro becomes immune to thirst and starvation, the sickened and nauseated conditions, bleeding damage and the effects of critical hits.

Cookie Crumbles (EX): Ginger Bread anthros flake and crumble away when their bodies are wet. If exposed to small amounts of water (such as a rainy day, being partially immersed in water, or splashed with a gallon of water) the anthro suffers 1d4 points of damage per round of exposure. If fully submerged in water or other liquid, the anthro suffers 2d6 points of damage per round.

Baked (EX): The Ginger Bread anthro's body hardens and blackens when exposed to flame. When damaged by any spell with the fire descriptor, the anthro is *slowed* for one round per

spell level, in addition to the normal effects of the spell.

Challenge Rating: As base anthropomorph

Level Adjustment: As base anthropomorph

Template: Wishing Beast

You are a legendary creature, pursued by all who know of you, because the magic that gave you life and thought gives you control over reality itself.

Acquiring the Template: This inherited template may be added to any anthro character with a Charisma score of 13 or more.

Appearance: Wishing Beasts are colorful and beautiful to the point of being unearthly. Their fur, feathers or scales have a golden tint, and their deep green eyes sparkle with arcane radiance. Their hair, mane or decorative frills are wreathed in heat-less golden flames. Most Wishing Beasts do not truly touch the earth, instead their paws tread a half inch above the dirt.

Ability Score Modifiers: +2 CHA. Wishing Beasts are perfect, in both body and soul.

Spell Like Ability	Usable How Often?	Available to the Wishing Beast at character level?
Create Water (0), Guidance (0), Stabilize (0)	Three times each per day	1st
Bless Water (1), Magic Weapon (1)	Three times each per day	3rd
Bull's Strength, other ability buffs (2) Restoration (lesser) (2)	Twice each per day	4th
Create Food and Water (3)	Twice per day	5th
Restoration (4), Breath of Life (5)	Once per day	10th
Limited Wish (7)	Once per week	15th

Wishing Magic (SP): The Wishing Beast is a creature of powerful magic. Wishing Beasts can cast a continually expanding array of spells, determined by their total character level. However, these spells can only be cast to benefit other characters, and in doing so, the Wishing Beast herself suffers.

The Wishing Beast suffers 1d4 points of Hit Point damage per level of the spell cast (0 level spells instead inflict 1 HP worth of damage). In addition, the Wishing Beast suffers temporary Charisma damage equal to the level of the spell cast (0 level spells do not inflict temporary CHA damage).

True Submission (SU): Wishing Beasts exist to serve others, and as so, they suffer a penalty on all WILL Saves equal to the highest level spell they can cast with their Wishing Magic template trait. Thus, a Wishing Beast able to cast Limited Wish, a 7th level spell, would suffer a -7 penalty on WILL Saves.

Martyr's Final Wish (SU): The greedy hunt and slaughter Wishing Beasts because with their dying breath, the Wishing Beast can bestow the ultimate boon upon its slayer. If a sentient character slays a Wishing Beast with 10+ Hit Die/class levels with a melee attack, he or she gains a single Wish, as cast by a 20th level sorcerer. The Wish must be used within one minute of the Wishing Beast's death.

A Wishing Beast who grants a final wish cannot be raised or resurrected, by anything short of the direct intervention of a deity.

Challenge Rating: As base anthropomorph plus two

Level Adjustment: As base anthropomorph plus one

New Spells

These new spells were first written by anthro clerics and sorcerers, maximizing their natural gifts and drawing upon their barely suppressed animal natures. These new spells might be learned by human spellcasters, especially those who travel with anthro companions.

Confusion of Weasels

School illusion (figment) **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Component V, S

Range personal

Duration 1 minute/level

The arrogant and sleek musteloid wizardress Deliah Glitterfur first researched this spell, modifying the Mirror Image spell to create even greater chaos. Named for the collective noun describing a group of weasels, this spell does exactly what its name implies.

This spell functions identically to *Mirror Image* except as noted. Any time one of the figments is destroyed, it summons a weasel (use the statistics for a Familiar animal found in the Pathfinder Bestiary). This summoned creature remains until slain or the spell's duration expires. The caster does not directly control the weasels—they will not attack the caster, but may attack or harass any other nearby character, not differentiating between the caster's enemies or allies.

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.

Foxfire Tail

School evocation (fire) **Level** druid 4, sorcerer/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.

Special: This spell can only be cast upon a character with a natural tail. It has no effect if cast upon any other character.

Mating Perfume

School enchantment (mind-affecting) **Level** bard 1, sorcerer/wizard 1, druid 2

Casting Time standard action

Component V, S, M (a few drops of urine from an anthropomorph)

Range 30 ft + 5 ft / level

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 fingers, 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 will be 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.

Pig's Humility

School transmutation **Level** cleric 2, druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Component V, S, M (a few bristles from a hog or boar)

Range touch

Duration 1 minute/level

Saving Throw WILL Negates (harmless) **Spell Resistance** yes

A 'cousin' to grander and better known spells such as Bear's Endurance, this spell imparts on the recipient the capacity for hard work shared by many pig anthros. For the duration of the spell, the recipient becomes immune to fatigue and exhaustion, and effects that cause the sickened condition.

During this time, the recipient gains some of the pig's long suffering humility and practicality. The recipient automatically fails Intimidate checks,



but receives a +5 bonus on Diplomacy checks against characters from a higher social standing, including those with Aristocrat NPC levels.

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 anthos to dominate hundreds of evolutionary niches. While the magic is active, the recipient becomes ultra fertile, conceiving with any fertile partner, and when 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.

Twin Familiar

School transmutation **Level** sorcerer/wizard 6, druid 5

Casting Time 10 minutes

Component V, S, Focus

Range creature touched

Duration Instant

Saving Throw FORT Negates (harmless) **Spell**

Resistance Yes

When this spell is cast, an exact duplicate of a particular familiar appears, dining from the same dish as your original familiar. This cloned familiar is identical to the original familiar, possessing identical statistics and abilities, and gains new abilities as its master gains caster levels. Both familiars serve their master loyally, and are on friendly terms with one another, though some breeds of familiar might compete fiercely but harmlessly with their clone.

Focus: A food bowl filled made of mirrored crystal or glass, worth at least 500 gp, which must be filled with the familiar's usual food.

Gastroliths

Gastroliths are smooth, round stones swallowed by several reptilian and avian species to aid in digestion. Some skilled anthro sorcerers and wizards, torn between exploring the humanoid magical traditions and their own natural gifts, have found ways to enchant these humble belly-stones.

Magic users with the Craft Wondrous Items may enchant Gastroliths. These magic items are swallowed as a full round action. After sitting heavy in the gullet for 24 hours, the stone's magic activates. Gastroliths do not occupy any magic item slot, but a character may only use one Gastrolith at any given time. To discard a Gastrolith, the anthro must vomit it up as a full round action.

Only anthros from the following Orders can benefit from swallowing a Gastrolith.

Aves (any), Crocodila, Draconis, Orphidia, Reptilia

For any other order, or for non-anthro characters, Gastroliths offer no more benefit than swallowing any other chunk of rock.

Bloodless Gastrolith

Aura: faint conjuration (healing) *CL:* 1st
Slot: none *Price:* 1,000 gp *Weight:* negligible

This simple gastrolith (carved from natural ivory) has saved more Anthro lives than all the swords and shields in creation. While using this gastrolith, the Anthro automatically stabilizes if reduced below 0 HP and does not suffer ongoing damage from attacks with the Bleed quality.

Construction
Requirements: Craft Wondrous Items, Stabilize
Cost: 500 gp

Gastrolith of Adaptability

Aura: faint transmutation *CL:* 5th
Slot: none *Price:* 6,000 gp *Weight:* negligible

This smooth blue stone is the size of a peach pit, and is etched with a simple pictogram depicting a bird evolving into a roughly man-like shape. When swallowed, it provides the user with the Flexible Gifts feat.

Construction
Requirements: Craft Wondrous Items, Beast Shape I, creator must possess the Flexible Gifts feat
Cost: 3,000 gp

Gastrolith of Animalistic Senses

Aura: faint transmutation *CL:* 5th
Slot: none *Price:* 30,000 gp *Weight:* negligible

This gastrolith is a mottled pink and blue, vaguely oval stone inscribed with runic eyes. While using this gastrolith, the anthro's senses are heightened to extraordinary levels. The anthro gains Scent and Darkvision 60 ft, and the range of any extraordinary sensory capabilities (such as blindsense) are improved by 30 ft. The user's keen senses provide her with a +5 bonus on Perception checks

Construction
Requirements: Craft Wondrous Items, Beast Shape I

Peasant's Gastrolith

Aura: moderate abjuration *CL:* 8th
Slot: none *Price:* 94,000 gp *Weight:* Negligible

Anthro clerics often enchant these gastroliths for most desperate members of their flock. A Peasant's Gastrolith takes the form of a small yellow and brown stone decorated with faint line work resembling the sigil of the creator's faith and a loaf of bread or meat pie.

The Peasant's Gastrolith provides the user with all the food and water necessary to sustain her for as long as it is swallowed. In addition, it provides the user with a +4 bonus on FORT saves made to resist disease. Finally, the user cannot rise as any form of undead if slain in a manner that would cause her to become an undead spawn.

Construction

Requirements: Craft Wondrous Items, Create Food and Water, Deathward

Cost: 47,000 gp

Visceral Gastrolith

Aura: faint evocation CL: 3rd

Slot: none Price: 12,000 gp

Weight negligible

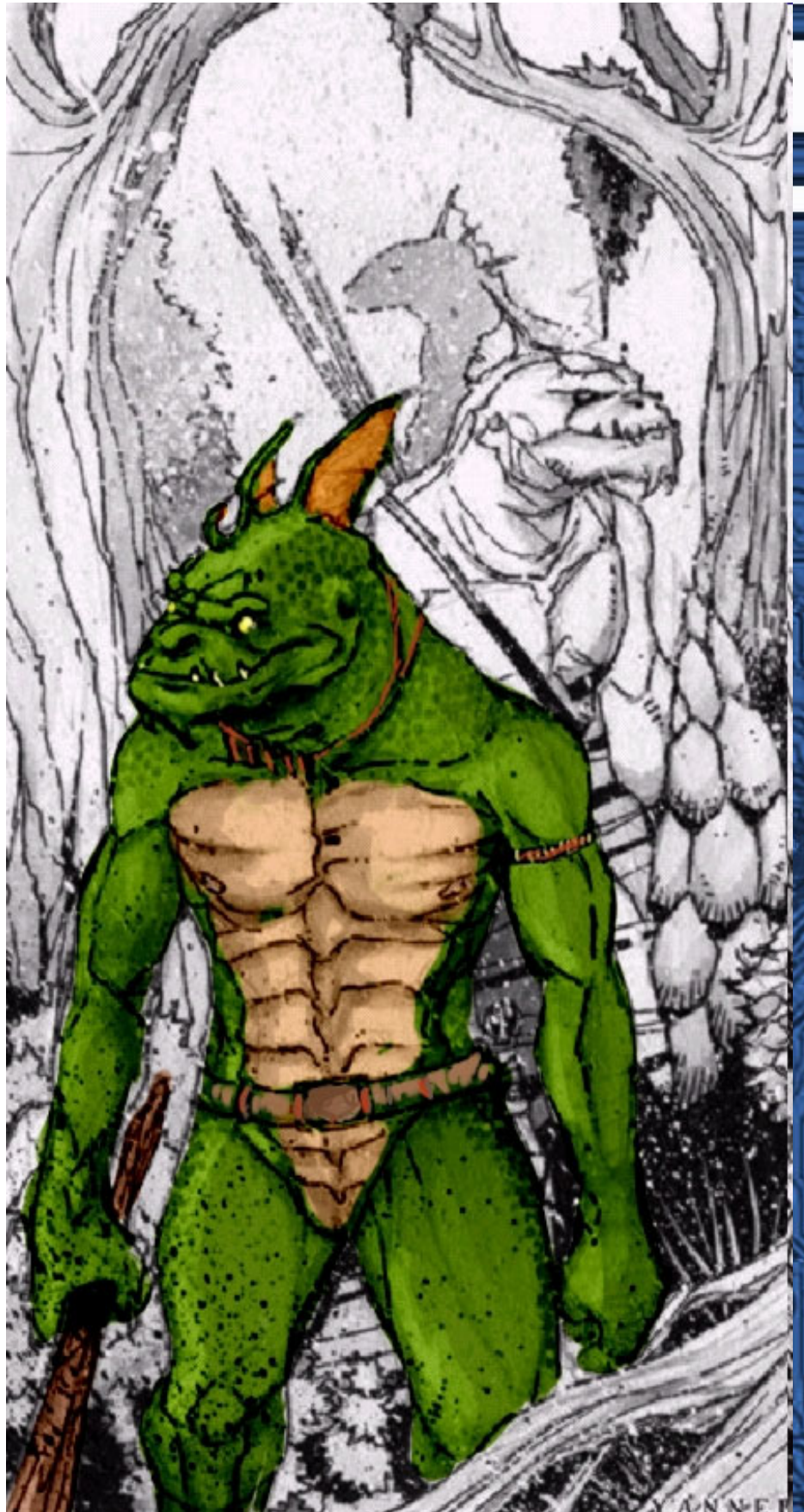
This gastrolith is formed from a mottled brown and crimson stone and is acid etched with intricate, spiraling knot work. As an attack action, the user can vomit up her intestines. This is a ranged touch attack with a 30 ft maximum range. If the attack is successful, it inflicts $1d8 + \frac{1}{2} \text{ STR}$ modifier points of bludgeoning damage and 1d6 points of acid damage.

This weird natural weapon is considered to have the Trip special quality, and the user receives a +4 racial bonus on Trip attempts made with her vomited stomach.

Construction

Requirements: Craft Wondrous Items, Acid Arrow

Cost: 6,000 gp



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