

# METAMORPHIC STRIKER



**Hit Die:** d6

**Requirements**

To qualify to become a metamorphic striker, a character must fulfill all of the following criteria:

**Race:** Humanoid

**Skills:** Bluff 7 ranks, Disguise 7 ranks, Knowledge (arcana) 7 ranks

**Spells:** Able to spontaneously cast *Alter Self* or have Spell Mastery with the spell

**Special:** +2d6 Sneak attack or Skirmish damage

**Class Skills:** The metamorphic striker's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Knowledge (arcana) (Int), Sense Motive (Wis) and Spellcraft (Int).

**Skill Points at Each Level:** 4 + Int modifier



Table: The Metamorphic Striker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Manifest Senses	+1 level of existing class
2nd	+1	+0	+3	+3		+1 level of existing class
3rd	+2	+1	+3	+3	Sneak attack/Skirmish +1d6	+1 level of existing class
4th	+3	+1	+4	+4	Extend Change	+1 level of existing class
5th	+3	+1	+4	+4		+1 level of existing class
6th	+4	+2	+5	+5	Sneak attack/Skirmish +2d6	+1 level of existing class
7th	+5	+2	+5	+5	Multi-Shift	+1 level of existing class
8th	+6	+2	+6	+6		+1 level of existing class
9th	+6	+3	+6	+6	Sneak attack/Skirmish +3d6	+1 level of existing class
10th	+7	+3	+7	+7	Perfect Form	+1 level of existing class



**Class Features**

All of the following are Class Features of the metamorphic striker prestige class.

**Weapon and Armor Proficiency:** Metamorphic strikers gain no proficiency with any weapon or armor.

**Spells per Day:** When a new metamorphic striker level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a metamorphic striker, he must decide to which class he adds the new level for purposes of determining spells per day.

**Manifest Senses:** A metamorphic striker gains the senses of the shape he assumes. Senses include extraordinary special qualities such as blindsense, blindsight, darkvision, low-light vision, scent, and tremorsense.

**Sneak Attack/Skirmish:** This is exactly like the rogue or scout ability of the same name. The extra damage dealt increases by +1d6 at 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level. The bonuses on damage stack with the character's existing sneak attack or skirmish damage. If a character has at least 2d6 sneak attack damage and 2d6 skirmish damage, he must decide to which attack form he is adding the additional 1d6 damage each level it is awarded.

**Extended Change:** A metamorphic striker gains the benefit of the Extend Spell feat on any *Alter Self* spell he casts. This benefit does not increase the spell's level or casting time, or require any special preparation.

**Multi-Shift:** At 7<sup>th</sup> level a metamorphic striker can change his altered shape during the duration of the spell as a swift action. He can switch from one shape to another a number of times equal to the primary spellcasting ability modifier that was used to cast the *Alter Shape* spell.

**Perfect Form:** A metamorphic striker at 10<sup>th</sup> level can integrate several races into one perfect form. He does not choose a specific race. Instead he can choose and combine up to X of the following abilities, (X = the primary spellcasting ability modifier used to cast *Alter Shape*), for the duration of the *Alter Shape* spell.

A metamorphic striker in perfect form can use any humanoid racial specific items. His appearance is a smooth melding of the abilities chosen.



Attribute: +4 to STR, DEX or CON
Attribute: +2 to INT, WIS, or CHA
Feat: Cold Endurance & Heat Endurance
Feat: Combat Reflexes
Feat: Endurance
Feat: Run and Spring Attack
Immunity: Confusion effects
Immunity: Fire damage, vulnerability to Cold damage
Immunity: Magical sleep
Immunity: Mind-influencing effects
Immunity: Paralysis, Phantasms & Poisons
Immunity: Polymorph & Poison
Movement: 60'

Movement: Burrow 20'
Movement: Climb 30'
Movement: Fly 50ft
Movement: Swim 60ft
Natural Armor: +8
Natural Weapon: ,2xclaw (1d4), 1xbite (1d4) & Multiattack
Natural Weapon: 1d6 (Bite)
Resistance: Cold 5 & Electricity 5
Resistance: Fire 5
Saves: +1 to all
Sense: All-around vision (No flank)
Sense: Blindsight 20'
Sense: Darkvision 120'
Sense: Low-Light Vision
Sense: Scent
Size: Small or Medium

Special: '+8 to Move Silently & +15 to Hide in light or no armor. No Move Silently or Hide penalties due to movement +10 DC to being tracked
Special: +4 on all Balance, Climb, Jump & Swim checks. All Jumps are treated as having a 'running start'. Can always "Take 10" on any of them and keep DEX.
Special: No movement penalty on difficult terrain.
Special: Stability (+4 vs Bull Rushed or Trip while on ground)
Spell Resistance: 11 +Char. lvl
Trait: Amphibious

