



## EVOLUTIONIST PLAYTEST

Welcome to the playtest for a new character class for the Starfinder Roleplaying Game: the evolutionist! The evolutionist can jump-start and control their own physical development to outwit or overpower their foes, though they have to be careful these changes don't take over! We plan to debut the evolutionist in a hardcover rulebook in 2022, but first we need your help in playtesting the class and running it through its paces!

The evolutionist playtest will run until September 24, 2021. We're looking for your feedback, comments, and criticisms regarding the evolutionist class but will focus our attention on feedback from actual play. We encourage you to make up new characters, use them as NPCs or villains, and run a few game sessions—or even a few mock encounters—to incorporate this class into your game. We're interested in just about any input from play!

When looking at the evolutionist, please keep in mind that we don't expect the final version to look like the playtest version. This is an early iteration of the new class; some elements might be a bit extreme or interact with new rules that stretch some of the assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is to give them to you. There's plenty of time for you try things out and for us to make adjustments based on your feedback, because we want our new additions to match the needs of Starfinder players. So, whether you love something or think it needs some work, let us know.

Once you've had a chance to try out the new class, head over to [starfinderplaytest.com](https://starfinderplaytest.com), where you'll find links to a survey that will allow us to gather your responses to questions about your playtest experience. The survey is available now and will remain open until the end of the playtest. Please make sure to fill out the survey by September 24!

In addition to responding by survey, you're also invited to a dedicated playtest forum for the evolutionist class at [paizo.com](https://paizo.com). When you post to the playtest forum, look for existing threads on your topic before you start a new one. Also, remember that every game is different and that every poster is trying to make the game better for everyone. Please be polite and respectful of others on the forum.

We'd like to thank you for participating in the evolutionist playtest. We're looking forward to seeing what you think and using your feedback to make this class the best it can be. The only constant is change, and we'll need your help in changing this class for the better!

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## EVOLUTIONIST

STAMINA POINTS  
6 + Constitution Modifier

6 HP

Conflict drives innovation, and in a strange and dangerous galaxy, you've unlocked unparalleled means to adapt. By embracing mystic tradition, extensive augmentation, deliberate genetic mutation, or relying on other extraordinary means, you transform yourself into a powerful being better suited to achieving your goals: a ferocious chimera, an undead scion, a cybernetic paragon, or anything in between. Yet, your evolution boasts a will of its own. It fights you for control in stressful situations even while providing lethal instincts, an innate weapon, and spontaneous adaptations that help you outmaneuver, outwit, and outmatch your foes. No matter your niche, you are an adaptable combatant who forges your destiny in flesh, bone, or steel.

## KEY ABILITY SCORE

Your Strength helps you overpower foes with melee attacks, while your Dexterity helps you fight at range and dodge, so you should choose either Strength or Dexterity as your key ability score. Once made, this choice cannot be changed.

## CLASS SKILLS

SKILL RANKS PER LEVEL  
4 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Perception (Wis)
Athletics (Str)	Profession (Cha, Int, or Wis)
Culture (Int)	Stealth (Dex)
Disguise (Cha)	Survival (Wis)
Intimidate (Cha)	

## PROFICIENCIES

## ARMOR PROFICIENCY

Light armor

## WEAPON PROFICIENCY

Basic melee weapons and small arms

ADAPTIVE STRIKE (EX) 1st Level

You can transform one or more parts of your body into a deadly weapon. This adaptive strike can take almost any form, such as curved claws, sharp teeth, a club-like tail, fiery wings, porcupine-like quills that can be launched as projectiles, or throat glands that let you spit acid. Whatever its nature, your adaptive strike has a physical form that's apparent to a casual observer.

Your adaptive strike can't be disarmed, dropped, or sundered. It doesn't interfere with your ability to wield equipment, and it doesn't require hands to wield. Melee adaptive strikes are treated as basic melee weapons and threaten squares within your reach. Ranged adaptive strikes are treated as small arms. Manifesting or dismissing your adaptive strike is a move action that takes the same amount of effort as drawing or sheathing a weapon (and can be combined with a move as a single move action or used with the Quick Draw feat).

At 1st level, choose whether your adaptive strike is melee or ranged. A ranged adaptive strike has a range increment of 30 feet. Also choose one of the following damage types for your adaptive strike: acid, bludgeoning, cold, electricity, fire, piercing, or slashing. As normal, an adaptive strike that deals energy damage targets EAC, and an adaptive

strike that deals kinetic damage targets KAC. Once made, these choices can't be changed.

Your melee adaptive strike deals damage equal to 1d6 + your Strength modifier. Your ranged adaptive strike deals 1d6 damage. This damage increases to 1d10 at 6th level, 2d8 at 9th level, and 2d10 at 11th level. This damage then increases by 1d10 at 13th level, 15th level, 17th level, and every level thereafter.

EVOLUTION TRACK (SU) 1st Level

Your body houses latent transformative potential that roils to life in stressful situations. This potential takes the form of a pool of Evolution Points (EP).

## Gaining EP

Except where noted otherwise, you can gain Evolution Points only when involved in a combat encounter that includes a significant enemy (*Core Rulebook* 242). During combat, you gain 1 Evolution Point at the start of your turn. Once per turn, you can spend 1 Resolve Point to gain 1 Evolution Point.

At 1st level, you can have a maximum of 5 EP. This maximum increases by 1 at 7th level, 14th level, and 20th level. Other class

TABLE 1-1: EVOLUTIONIST

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE BONUS	REF SAVE BONUS	WILL SAVE BONUS	CLASS FEATURES	ADAPTIVE STRIKE
1st	+0	+2	+2	+0	Adaptive strike, evolution track, flexible skill, niche ability	1d6
2nd	+1	+3	+3	+0	Augmented form, evolutionist adaptation, fulcrum	1d6
3rd	+2	+3	+3	+1	Skill boost (+1), weapon specialization	1d6
4th	+3	+4	+4	+1	Evolutionist adaptation	1d6
5th	+3	+4	+4	+1	Evolution drain	1d6
6th	+4	+5	+5	+2	Evolutionist adaptation, skill boost (+2)	1d10
7th	+5	+5	+5	+2	Evolutionary focus (basic)	1d10
8th	+6	+6	+6	+2	Evolutionist adaptation	1d10
9th	+6	+6	+6	+3	Flexible skill, skill boost (+3)	2d8
10th	+7	+7	+7	+3	Evolutionist adaptation, niche ability	2d8
11th	+8	+7	+7	+3	Accelerated evolution	2d10
12th	+9	+8	+8	+4	Evolutionist adaptation, skill boost (+4)	2d10
13th	+9	+8	+8	+4	Evolutionary focus (advanced)	3d10
14th	+10	+9	+9	+4	Evolution drinker, evolutionist adaptation	3d10
15th	+11	+9	+9	+5	Skill boost (+5)	4d10
16th	+12	+10	+10	+5	Evolutionist adaptation	4d10
17th	+12	+10	+10	+5	Flexible skill	5d10
18th	+13	+11	+11	+6	Evolutionist adaptation, skill boost (+6)	6d10
19th	+14	+11	+11	+6	Evolutionary focus (ultimate)	7d10
20th	+15	+12	+12	+6	Evolutionist adaptation, niche ability	8d10

features (such as evolution drain on page 4) provide additional ways to gain EP.

## Maintaining EP

As you gain Evolution Points, your body and mind increasingly take on a supernatural character, such as exaggerated limbs, steely skin, luminescent eyes, or predatory drives. This gives you three effects: two beneficial instincts and one drawback, each of which provide an effect based on the number of EP you have, plus the cumulative effects of all lower EP values. Your drawback and one of your instincts are based on your evolutionist niche. You also gain the following universal instinct.

**1 EP:** You gain a +5-foot enhancement bonus to one speed of your choice.

**2 EP:** Your adaptive strike gains a critical hit effect based on its damage type: arc (electricity), bind<sup>AR</sup> (cold), bleed (piercing or slashing), burn (fire), corrode (acid), or knockdown (bludgeoning). Critical hit effects that deal damage deal 1d6 damage, increasing to 1d10 at 7th level, 2d10 at 13th level, and 3d10 at 19th level.

**3 EP:** The enhancement bonus to speed increases to +10 feet.

**4 EP:** If you're wearing light armor or no armor, you gain a +1 enhancement bonus to your AC. If you're wearing heavy armor or powered armor, you gain a +1 enhancement bonus to your EAC, though this can't increase your EAC above your KAC.

**5 EP:** Once per round, when you deal damage with your adaptive strike, you can increase the damage dealt to one target by an amount equal to half your evolutionist level (minimum +1 damage).

**6 EP:** You gain a +1 enhancement bonus to your saving throws.

**7 EP:** The enhancement bonus to speed increases to +20 feet.

**8 EP:** The enhancement bonus to your AC or EAC increases to 2.

## Spending EP

There are several basic ways you can spend Evolution Points, while evolutionist adaptations (page 7) add more.

**1 EP:** You can spend 1 EP to make attacks as if your base attack bonus from your evolutionist levels were equal to your evolutionist level. This effect lasts until the beginning of your next turn and doesn't take an action to activate.

**1 EP:** You can spend 1 EP on your turn to manifest your adaptive strike without taking an action.

**2 EP:** As a swift action, you can spend 2 EP to gain either a climb speed equal to half your land speed or a swim speed equal to half your land speed. This effect lasts 3 rounds. When you take a full action to charge, run, or withdraw, you can activate this ability without taking an action, rather than as a swift action.

**Special:** Once per round, you can spend Evolution Points with no effect to regain control of your body. If you use this ability as a move action, you can spend up to 2 EP. If you use this ability as a standard action, you can spend up to 4 EP. If you use this ability as a full action, you can spend up to 6 EP.

## FLEXIBLE SKILL (EX) 1st Level

As part of your ongoing personal metamorphosis and adaptation to new circumstances, your skill repertoire is always evolving. Choose one additional skill and add it to your list of class skills.

At 9th level, you choose another additional skill to add to your list of class skills, and your skill ranks per evolutionist level increase to 5 + your Intelligence modifier. This retroactively grants you 8 additional skill ranks to assign from your earlier levels, and you must spend at least 1 of these skill ranks on your newly added class skill.

At 17th level, you choose one more additional skill to add to your list of class skills, and your skill ranks per evolutionist level increases to 6 + your Intelligence modifier. This retroactively grants you 16 additional

skill ranks to assign from your earlier levels, and you must spend at least 1 of these skill ranks on your newly added class skill.

## NICHE (SU) 1st Level

Each evolutionist selects a specific niche of personal transformation into some new kind of being, be that a living robot, ferocious god-beast, immortal undead, or a being of magical energy. You must pick one niche upon taking your first evolutionist level, and once made, this choice can't be changed. Descriptions of the niches you can choose from appear on pages 5–6.

Each niche grants you several benefits and affects several of your other class features. If a niche ability allows a target to attempt a saving throw to resist its effects (including spell-like abilities), the DC is equal to 10 + half your evolutionist level + your key ability score modifier unless otherwise stated.

**1st Level:** Your niche grants you a unique evolutionist adaptation and the listed skill as a bonus class skill. In addition, the niche affects several of your other class features: your niche provides a unique instinct and a unique drawback that affects your evolution track ability, determines which augmentations your augmented form ability affects at 2nd level, and determines one of the skills enhanced by your skill boost ability at 3rd level.

**10th Level:** Your transformation has reached an important milestone, giving you an ability you can use once per day.

**20th Level:** You have completed your transformation. Your creature type changes to one of the creature types associated with your niche. In addition, you become immune to one or more effects based on your niche, plus two additional effects of your choice from the following list: bleed, death effects, disease, fatigued (including exhausted), negative levels, nonlethal damage, paralysis, poison, sleep, or stun.

## AUGMENTED FORM (EX) 2nd Level

Your body eagerly accepts new augmentations, even creating some of the components from your own flesh. You reduce the cost of augmentations associated with your niche by 10%. This applies only to augmentations whose item levels are no greater than your evolutionist level.

If you receive a discount on an augmentation from another source (not counting the augmentation evolutionary focus below), you instead increase that discount by 5%.

## EVOLUTIONIST ADAPTATION 2nd Level

As you gain experience, you master new ways to adjust your body and abilities on the fly, known as adaptations. At 2nd level and every 2 levels thereafter, you learn an additional adaptation. If an adaptation allows an opponent a saving throw to resist its effects, the DC is equal to 10 + half your evolutionist level + your key ability score modifier.

Unless otherwise specified, you can't learn an adaptation more than once. The list of adaptations appears on pages 7–8.

## FULCRUM (SU) 2nd Level

You create a unique talisman, memento, or accessory called a fulcrum, which helps you channel supernatural energies into your strikes. Your fulcrum has an item level equal to your evolutionist level, and you can install weapon fusions and fusion seals onto your fulcrum as if it were a weapon of that level. While openly wearing or carrying your fulcrum, your adaptive strike gains the effects of any fusions installed on your

fulcrum so long as those fusions could be applied to a weapon of that type (for example, a *disruptive* weapon fusion functions only if your adaptive strike deals bludgeoning damage). So long as your fulcrum has at least one fusion installed, your adaptive strike also counts as a magic weapon.

## SKILL BOOST (EX) 3rd Level

Your personal transformation gradually enhances your prowess with certain skills. You gain a +1 insight bonus to skill checks with the class skill granted by your evolutionary niche. In addition, choose one of the following skills: Acrobatics, Athletics, Culture, Disguise, or Stealth. You gain a +1 insight bonus to checks with that skill. When you gain an evolutionist class level, you can change which skill is augmented by this ability, choosing a different skill from that list.

The insight bonus to both skills increases by 1 at 6th level and every 3 levels thereafter.

## WEAPON SPECIALIZATION 3rd Level

You gain Weapon Specialization as a bonus feat for each weapon type for which this class grants you proficiency. You gain a special form of weapon specialization for your adaptive strike. If your adaptive strike targets EAC, you add a bonus to your damage equal to your evolutionist level plus half of any other class levels you have. If your adaptive strike targets KAC, you add a bonus to your damage equal to your 1-1/2 × your evolutionist class level, plus 1 × any other class levels you have.

## EVOLUTION DRAIN (SU) 5th Level

You can leech genetic material and raw evolutionary potential from others. As a standard action, you can make a special melee attack against a creature's EAC. If you hit, the target must attempt a Fortitude save (DC = 10 + 1/2 your evolutionist level + your key ability score modifier). If they succeed, you gain 1 Evolution Point. If they fail, you gain 1d3 Evolution points, and the target is sickened for an equal number of rounds.

In addition, when you hit a creature with a melee adaptive strike or with a ranged adaptive strike within its first range increment, you can gain 1 EP as a reaction. After you've used your adaptive strike to gain an Evolution Point in this way, you can't do so again until you rest for 10 minutes to regain Stamina Points.

## EVOLUTIONARY FOCUS 7th Level

Having managed extraordinary achievements within your niche of transformation, you can afford to specialize into a secondary focus that further refines your powers. Choose one of the following focuses: augmentation, combat, or packmaster. Your focus grants you a basic power at 7th level, an advanced power at 13th level, and an ultimate power at 19th level.

## Augmentation (Ex)

Your body holds extraordinary potential for augmentation.

**Basic:** Your augmented form class feature's discount increases to 20%.

**Advanced (13th Level):** Your augmented form class feature's discount increases to 30%. In addition, you can install one additional augmentation into one of your systems that already has an augmentation, so long as at least one of those augmentations is of a type associated with your niche. You can have no more than two augmentations in that system, even if you have another ability that grants you a similar benefit.

**Ultimate (19th Level):** Your augmented form class feature's discount increases to 40%. Your advanced focus ability now lets you install an additional augmentation in two different systems that already have augmentations, though this still doesn't let you have more than two augmentations in a system.

## Combat

You wield your adaptive strike intuitively, raining blows upon your foes.

**Basic:** When making a full attack, you take a -3 penalty to attacks made with your adaptive strike instead of the normal -4 penalty.

**Advanced (13th Level):** When making a full attack entirely with your adaptive strike, you can make three attacks instead of two attacks. You take a -5 penalty to these attacks instead of a -3 penalty.

**Ultimate (19th Level):** Once per round when you make a full attack and hit the same target at least twice with your adaptive strike, you can exaggerate the target's wounds (such as by rending them, creating a deadly current, or triggering secondary explosions), dealing 5d10 additional damage (Fortitude half).

## Packmaster

Your mastery of adaptations is so strong that you can transform nearby allies.

**Basic:** Once per round when you spend one or more EP to use an adaptation, you can apply that adaptation's effects to a willing adjacent ally in addition to gaining the effect yourself. The ally's effect has half the normal duration. If the adaptation has a randomized result (such as a number of Stamina Points regained), the ally receives half the normal number. If the adaptation would modify an adaptive strike the ally doesn't have, they can apply the effect to their unarmed strikes instead.

**Advanced (13th Level):** You can use your basic focus ability to share an adaptation with up to two willing allies instead of one, and the affected allies must be within 15 feet of you.

**Ultimate (19th Level):** You can use your basic focus ability to share an adaptation with any number of willing allies within 20 feet.

## ACCELERATED EVOLUTION 11th Level

When you gain EP at the start of your turn, you can gain 2 EP instead. Whenever you spend a Resolve Point to gain an Evolution Point, you can gain 2 EP instead.

## EVOLUTION DRINKER (SU) 14th Level

When you hit a creature with your evolution drain special melee attack and the target fails their Fortitude save, you can choose to gain 1d3+1 Evolution Points instead of 1d3 EP. If you gain 4 Evolution Points in this way, the shock causes the target to be nauseated for 1 round, after which it's sickened for 3 rounds.

When you score a critical hit against a creature with your adaptive strike, you can drain Evolution Points from them as though you had performed the special melee attack. If your adaptive strike has another critical hit effect, you can choose whether to apply either this effect or the weapon's critical hit effect. Once you gain EP from a critical hit in this way, you can't do so again until you rest for 10 minutes to recover Stamina Points.

## NICHES

The following are the most common evolutionist niches.

## Eldritch

You intend to gradually metamorphose into a fantastical or extraplanar being. Magical energy flows through your veins and deflects spells, yet the more you embrace this influence, the more toxic the mundane world becomes.

**Augmentation Type:** Magitech<sup>AR</sup>

**Class Skill:** Mysticism

**Instinct:** When you have 1 or more Evolution Points, you gain spell resistance equal to 5 + your EP + your evolutionist level. You can voluntarily lower your spell resistance until the beginning of your next turn as a standard action or as a reaction.

**Drawback:** Your body increasingly operates on a magical level, leaving you vulnerable to mundane threats. While you have at least 1 EP, the first time you take damage from a non-magical source since the end of your last turn, you take additional damage equal to half your evolutionist level plus the number of EP you have. While you have at least 3 EP, you can't voluntarily lower your spell resistance.

**Spell Twisting (1st Level):** When a willing ally within 30 feet of you casts a spell, you can spend a number of EP equal to 1 + half the spell's level as a reaction to absorb and redirect the spell's energy. Attempt a Fortitude save, using the spell's save DC as your saving throw's DC. If you fail, you choose the spell's targets, measure the spell's range from your space, and make any attack rolls for the spell as if you were the caster, though the original spellcaster makes any caster level checks, rolls any damage, and is responsible for controlling and concentrating on any subsequent effects of the spell. If you succeed at the save, you can redirect the spell as if you had failed, but you also apply one of the following three special effects to the spell.

- You increase the spell's saving throw DCs by 2, to a maximum of 10 + 1/2 your evolutionist level + your key ability score modifier.
- The spellcaster's caster level is treated as 2 higher for the purpose of overcoming spell resistance, to a maximum of your evolutionist level + 1.
- If the spell deals damage, you can replace your adaptive strike's damage with one damage type dealt by the spell until the end of your next turn. This effect does not change whether your adaptive strike targets KAC or EAC.

**Arcane Leap (10th Level):** As a move action, you instantly teleport to any space within your line of effect within 30 feet. When you activate your spell bending adaptation, you can spend 1 additional EP to activate this ability as part of that reaction, teleporting to any space within 30 feet that is within or adjacent to the spell's target or area of effect.

**Niche Metamorphosis (20th Level):** Your creature type becomes your choice of dragon, fey, or outsider. You become immune to one of the following damage types: acid, cold, electricity, fire, or sonic.

## Mechanized

Your personal journey will transform you from mortal into machine. When stressed, your body begins replacing parts of you with mechanized armor.

**Augmentation Type:** Cybernetics

**Class Skill:** Engineering

**Instinct:** Choose one type of kinetic damage (bludgeoning, piercing, or slashing) and one type of energy damage (acid, cold, electricity, fire, or sonic). You reduce the damage taken from damage types other than the two you selected, by an amount equal to half your current EP. At 10th level, the amount of reduction is instead equal to your EP.



**Drawback:** While you have at least 1 EP, the first time you take either type of damage you chose for your instinct above since the end of your last turn, you take additional damage equal to half your evolutionist level plus the number of EP you have.

If you have 3 or more EP, you become increasingly robotic. You're treated as both a construct and your creature type—whichever type allows an ability to affect you for abilities that only affect one type, and whichever is worse for abilities that affect both types. Such effects continue to affect you even if you have fewer than 3 EP later in the effect's duration. In addition, you can't gain morale bonuses, and you take a penalty equal to half your EP total (rounded up) to Charisma-based skill checks except Intimidate.

**Avenging Burst (1st level):** When a creature within 10 feet of you damages you, you can spend 1 EP as a reaction to vent lethal plasma through the wound to damage your attacker. This deals 1d4 electricity and fire damage for every 2 evolutionist levels you have; the creature takes half damage with a successful Reflex save. You can spend 1 additional EP when using this adaptation to roll d6s instead of d4s, or you can spend 2 additional EP when using this adaptation to roll d8s instead of d4s. Once you use this adaptation, you can't use it again until you rest for 10 minutes to regain Stamina Points.

**Rapid Reboot (10th level):** As a standard action, you can reset and repair your cybernetic loadout, emerging recharged. Until the beginning of your next turn, you're flat-footed and the value of your niche instinct's hardness doubles. At the beginning of your next turn, you can end one of your ongoing adaptations to gain a number of EP equal to the EP you spent to activate that adaptation (maximum 2 EP). So long as you gain at least 1 EP in this way, you also regain Stamina Points equal to twice your evolutionist level.

**Niche Metamorphosis (20th Level):** Your creature type becomes construct. You gain immunity to fatigue and exhaustion.

## Sepulchral

You strive to attain undead immortality on your own terms. While unliving energies strengthen your body and grant you supernatural power over life and death, you develop unnatural hungers that drive you to violence. If not controlled, your transformation might tear your body apart at the seams.

**Augmentation Type:** Necrografts<sup>AR</sup>

**Class Skill:** Mysticism

**Instinct:** Once per round while you have 1 or more EP, when you deal damage with your adaptive strike to a living creature, you can increase the damage dealt to that creature by an amount equal to half your EP total, rounded up. The additional damage you deal increases to your EP total at 7th level,  $1\frac{1}{2} \times$  your EP total at 13th level, and  $2 \times$  your EP total at 19th level.

**Drawback:** Once per round while you have at least 1 EP and reduce a living creature to 0 HP with your adaptive strike, you must attempt a Will save whose DC equal  $10 + \frac{1}{2}$  your character level + the number of EP you have. If you fail, you must take your first action of your next turn to either make another attack with your adaptive strike that includes the defeated creature as a target or take a move action to spend at least 1 EP with no effect.

While you have 3 or more EP, the first time you regain Hit Points or Stamina Points from an effect—other than from your grim harvest ability (see below)—you decrease the number of HP or SP you regain by an amount equal to half your EP total, rounded up (minimum 1 HP or SP

recovered). The amount by which you reduce the HP or SP you regain increases to your EP total at 7th level,  $1\frac{1}{2} \times$  your EP total at 10th level,  $2 \times$  your EP total at 13th level, and  $3 \times$  your EP total at 17th level.

**Grim Harvest (1st Level):** As a reaction when either you reduce a significant enemy to 0 HP with your adaptive strike or a significant enemy within 15 feet of you is reduced to 0 HP, you can spend 1 EP to regain 1d4 Hit Points for every 2 evolutionist levels you have; you can spend 1 additional EP when using this ability to roll d6s instead of d4s, or you can spend 2 additional EP when using this ability to roll d8s instead of d4s.

Once you use this adaptation, you can't use it again until you rest for 10 minutes to regain Stamina Points.

**Spectral Step (10th Level):** You can spend 2 EP as a move action to become incorporeal and gain a fly speed of 30 feet with perfect maneuverability until the beginning of your next turn. As part of this action, you can also fly up to 15 feet. When this effect would end, you can extend the duration by 1 round by spending 2 EP, plus an additional EP for each previous round you have extended this effect.

**Niche Metamorphosis (20th Level):** Your creature type becomes undead. You gain immunity to death effects and negative levels.

## Vital

Your body, a riot of biological potential, longs to become some extraordinary flora, fauna, or chimeric creature. Rampant life energy heals your wounds, yet your thoughts become equally impulsive and direct.

**Augmentation Type:** Biotech and species grafts<sup>AA4</sup>

**Class Skill:** Life Science

**Instinct:** Once per round while you have 1 or more EP, the first time you regain Hit Points or Stamina Points from an effect, you increase the number of HP or SP you regain by an amount equal to half your EP total, rounded up. The additional HP or SP you regain increases to your EP total at 7th level,  $1\frac{1}{2} \times$  your EP total at 10th level,  $2 \times$  your EP total at 13th level, and  $3 \times$  your EP total at 17th level.

**Drawback:** Your mind and body react with greater impulsiveness and less control. While you have at least 1 EP, you take a penalty to Will saves equal to half the number of EP you have (rounded up). While you have at least 3 EP, you can't use any ability that requires patience or concentration, such as spellcasting or any Charisma- or Intelligence-based skills except Intimidate.

**Biotic Invigoration (1st Level):** As a swift action, you can spend 1 EP to regain a number of Stamina Points equal to your evolutionist level. At the start of each of your next three turns, you and one adjacent ally regain a number Stamina Points equal to 1 plus one-third your evolutionist level. Once you use this ability, you can't use it again until you rest for 10 minutes to regain Stamina Points.

**Adrenaline Rush (10th Level):** You move with an exceptional burst of speed. As a swift action, you take a guarded step and gain a +1 enhancement bonus to your AC and Reflex saves until the beginning of your next turn. If you spend 2 EP when activating this evolution, you can instead move up to half your speed with the guarded step, and the enhancement bonus increases to +2.

**Niche Metamorphosis (20th Level):** Your creature type becomes your choice of aberration, monstrous humanoid, ooze, or plant. You gain immunity to critical hit effects, and reduce any damage you take from critical hits by an amount equal to  $20 +$  your key ability score modifier.

## EVOLUTIONIST ADAPTATIONS

You learn your first adaptation at 2nd level, and you gain an additional adaptation every 2 levels thereafter. Some require you meet additional prerequisites.

### 2nd Level

You must be at least 2nd level to choose these evolutionist adaptations.

#### Dazzling Outburst (Su)

As a reaction when you spend 2 or more EP, you can perform a flashy display that dazzles adjacent enemies for 1 round (Reflex negates). If you have spent 4 or more EP since the end of your last turn when you activate this adaptation, you can cause one of the dazzled creatures to instead be blinded for 1 round. Once you use this adaptation, you can't do so again until you have rested 10 minutes to regain Stamina Points.

#### Distant Strikes (Ex)

Increase the range increments of your ranged adaptive strike by 50%. As a swift action, you can spend 1 EP either to increase your ranged adaptive strike's range increment by 100% (rather than by 50%) or to grant your melee adaptive strike the reach weapon special property; either effect lasts until the beginning of your next turn.

#### Invert Form (Ex)

As a reaction when an effect moves you or gives you the flat-footed, off-kilter, off-target, or prone condition, you can spend 2 EP to reorient your body, negating one of those conditions and reducing the distance you're moved by 5 feet.

#### Ocular Advantage (Ex)

As a move action, you can spend 1 EP to gain one of the following special abilities for 1 minute: darkvision (60 feet), low-light vision, or unflankable<sup>AA</sup>. If you already have darkvision, you can instead increase the range of your darkvision by 30 feet.

#### Resistant Form (Ex)

You can temporarily change your body's composition, helping you shrug off harmful energies. When you learn this adaptation, choose three of the following energy types: acid, cold, electricity, fire, or sonic. You can spend 1 EP as a move action to gain energy resistance to one of the energy types you chose. The value of this energy resistance equals 1 + 1/2 your evolutionist level, stacks with one other source of energy resistance you might have, and lasts for 3 rounds.

You can learn this adaptation a second time, which allows you to gain resistance to any of the five energy types.

#### Versatile Strike (Ex)

As a swift action (or as part of the full action used to make a full attack), you can spend 1 EP to transform your adaptive strike's damage type until the beginning of your next turn. If your adaptive strike deals kinetic damage, you can have it deal any kinetic damage type instead. If your adaptive strike deals energy damage, you can have it deal any energy damage type instead.

### 6th Level

You must be at least 6th level to choose these evolutionist adaptations.

#### Area Strike (Ex)

You can briefly empower your adaptive strike to strike large areas, such as launching hails of projectiles, breathing a gout of fire, battering foes with a flurry of tentacles, or skewering multiple foes with an elongated claw. You can spend 2 EP as a standard action to make one attack with your adaptive strike as though it had the blast weapon special property (affecting a 20-foot cone) or the line weapon special property (affecting a 40-foot line). For each additional EP you spend to activate this adaptation, you increase the cone's length by 5 feet or increase the line's length by 10 feet.

#### Enhanced Mobility

When you spend 2 EP to gain a climb or swim speed, you can instead gain one of the following movement options for the effect's duration: a climb speed equal to your land speed, a swim speed equal to your land speed, or a fly speed (average maneuverability) equal to your land speed.

#### Extraordinary Sense (Ex)

You can manifest physiology for sensing your surroundings in exceptional ways. Choose two of the following senses: life, scent, sound, thought, or vibration. As a move action, you can spend 2 EP to gain blindsense with one of the chosen senses to a range of 20 feet for 1 minute.

#### Fearsome Outburst (Su)

As a reaction when you spend 2 or more EP to use an adaptation, you can use Intimidate to demoralize a creature within 30 feet. If you have spent 4 or more EP since the end of your last turn when you activate this adaptation, you can either attempt to demoralize up to two additional creatures, or you can cause a creature you successfully demoralize to also become frightened for 1 round (Will negates the frightened effect). Once you use this adaptation, you can't do so again until you have rested 10 minutes to regain Stamina Points.

### 10th Level

You must be at least 10th level to choose these evolutionist adaptations.

#### Augmented Potential (Ex)

Your augmentations act as batteries for your own transformative powers. Once per day as a move action, you can draw energy and inspiration from your augmentations to gain Evolution Points. The maximum number of EP you gain in this way equals either one-fourth your evolutionist level or the sum of your augmentations' item levels divided by 10, whichever is lower. Only augmentations of the types associated with your niche contribute to this augmentation item level sum.

#### Enhanced Resistance (Ex)

When you activate your resistant form adaptation as a move action, you increase its duration by a number of rounds equal to your key ability score modifier, and you increase the value of its resistance by 2. You can activate resistant form as a reaction, but its EP cost increases to 2.

You must have the resistant form adaptation to select this adaptation.

## Extreme Mobility

When you spend 2 EP to gain a climb or swim speed, you can instead gain a burrow speed equal to half your land speed for the effect's duration. If you have the enhanced mobility adaptation, you can increase the swim speed it grants to  $1\frac{1}{2} \times$  your land speed, and you can improve the maneuverability of its fly speed to perfect.

## Forceful Outburst (Su)

Your more powerful transformations knock back bystanders, such as from your thrashing limbs or the explosive force of energy expended by your body. As a reaction when you spend 2 or more EP to use an adaptation, you can push away one or more creatures adjacent to you, moving them 5 feet away from you as if you had succeeded at a bull rush attempt against them (Fortitude negates). This movement does not provoke attacks of opportunity. If you have spent 4 or more EP since the end of your last turn when you activate this adaptation, you also make any pushed creature flat-footed until the end of your next turn. Once you use this adaptation, you can't do so again until you have rested 10 minutes to regain Stamina Points.

### 14th Level

You must be at least 14th level to choose these evolutionist adaptations.

## Controlled Transformation (Ex)

You expertly control your body's adaptive quirks to mitigate your transformation's drawbacks. If you have at least 1 EP, you treat your EP total as though it were 1 higher (to a maximum of your normal EP maximum) for the purpose of determining your instinct effects, and you treat your EP total as though it were 1 lower (minimum 1 EP) for the purpose of determining your drawback's effects.

## Explosive Strike (Ex)

You can spend 2 EP as a standard action to make an attack with your ranged adaptive strike as though it had the explode (10 feet) weapon special property. For each additional EP you spend to activate this adaptation, you increase the explosion's radius by 5 feet. Reduce this attack's damage by an amount equal to half your evolutionist level.

## Pinpoint Sense (Ex)

When you activate your extraordinary sense adaptation, you instead gain blindsight to a range of 20 feet with the chosen sense and blindsense with the chosen sense to a range of 60 feet.

You must have the extraordinary sense adaptation to select this adaptation.

## Violent Outburst (Ex)

As a reaction when you spend 2 or more EP to use an adaptation, you can make an attack with your adaptive strike with a  $-2$  penalty to the attack roll. If you use your ranged adaptive strike for this attack, the target must be within your weapon's first range increment. If you have spent 5 or more EP since the end of your last turn when you activate this adaptation, you can either make the attack without the  $-2$  penalty, or you can attack up to two targets with a  $-4$  penalty applied to each attack roll. Once you use this adaptation, you can't do so again until you have rested 10 minutes to regain Stamina Points.

### 18th Level

You must be at least 18th level to choose these evolutionist adaptations.

## Fission Form (Su)

Once per day as a move action, you can spend 3 EP to create a copy of yourself that instantaneously severs itself from your body and appears in an adjacent space. Your copy has a number of Hit Points and Stamina Points both equal to  $3 \times$  your evolutionist level, and it shares your statistics. Your copy appears with your adaptive strike manifested, but beyond simple replicas of your apparel, it lacks equipment. Both you and your copy share the same initiative count, with one acting immediately after the other. Each turn, either you or your copy can use a full round's worth of actions, and the other can take only a move action, though you can spend 1 EP to allow both to use a full round of actions for 1 round. Your copy acts and thinks independently, though it follows your instructions. You and your copy can both use your adaptations, evolution track, and adaptive strike, but your copy doesn't have or gain EP; it uses your EP total, and you must spend your EP to use its adaptations.

Maintaining your copy is taxing. At the start of your turn after gaining EP, you must spend 1 EP to sustain your copy that round. Each full minute you sustain your copy, the EP cost per round to sustain it increases by 1. If you don't sustain your copy, or if your copy is reduced to 0 HP, it dissolves into nothingness.

## Regenerative Form (Su)

Choose two of the following damage types: acid, cold, electricity, fire, or sonic. By spending 2 EP at the beginning of your turn, you gain regeneration 10 (*Alien Archive* 4 154) for 1 round and immediately regain 10 Hit Points. Your regeneration stops functioning for 1 round whenever you take energy damage of either of the two types you selected. At the start of each turn, you can sustain your regeneration for an additional round by spending a number of EP equal to  $2 +$  half the number of rounds your regeneration has been active since the last time you rested 10 minutes to regain Stamina Points.

You can activate this adaptation even if you're dying and otherwise unable to take actions.



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