

Symbiote

Alignment

Any (Usually Chaotic)

Hit Die

D10 (D4 without host)

Class Skills

The symbiote's class skills (and the key ability for each skill) are

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Engineering) (Int), Knowledge (Planes) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level

(4 + Int modifier) ×4.

Skill Points at Each Additional Level

6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+1	+1	+2
2nd	+2	+1	+1	+2
3rd	+3	+1	+1	+3
4th	+4	+2	+1	+3
5th	+5	+2	+2	+4
6th	+6/+1	+2	+2	+4
7th	+7/+2	+3	+2	+5
8th	+8/+3	+3	+2	+5
9th	+9/+4	+3	+3	+6
10th	+10/+5	+4	+3	+6
11th	+11/+6	+4	+3	+7
12th	+12/+7	+4	+3	+7
13th	+13/+8	+5	+4	+8
14th	+14/+9	+5	+4	+8
15th	+15/+10	+5	+4	+9
16th	+16/+11/+6	+6	+4	+9
17th	+17/+12/+7	+6	+5	+10
18th	+18/+13/+8	+6	+5	+10
19th	+19/+14/+9	+7	+5	+12
20th	+20/+15/+10	+7	+5	+12

Class Features

All of the following are class features of the Symbiote.

Symbiosis

Starting at the 1st-level, a host must be obtained. If no suitable host can be found, a Symbiote can shape itself into a humanoid form but suffers a loss of all AC bonuses, a hit die reduction to a d4, and takes twice as much damage while dealing half as much damage. If a suitable host is found, the Symbiote and its host gain benefits as noted in Table: Symbiosis

Table: Symbiosis

Level	Benefits
1st	Might of Two, Shared Feats,
2nd	Vampirism
3rd	Otherworldly Influence
4th	All Eyes
5th	Spell Denial 10
6th	Otherworldly Influence +1
7th	Dimensional Bulwark 1
8th	Physics Manipulation
9th	Otherworldly Influence +2
10th	Spell Denial 15, Vital Fusion, Dimensional Bulwark 2
11th	Venom
12th	Otherworldly Influence +3
13th	Fleeting Appearance, Dimensional Bulwark 3
14th	
15th	Otherworldly Influence +4, Spell Denial 20
16th	Extreme Camouflage, Dimensional Bulwark 4
17th	
18th	Otherworldly Influence +5
19th	Dimensional Bulwark 5
20th	Spell Denial 30

Might of Two

At 1st level and all levels after, the Symbiote is considered one with its host. The host shares all of the Symbiote's saves, stats, and base attack bonuses. If the symbiote gains an additional attack, while the host does not yet qualify for bonus attacks, the host then qualifies for bonus attacks. The tradeoff, however, is that the Symbiote cannot gain bonuses from items. If initiative is rolled, the higher of the two it taken. Symbiotes with a host do not have a standard or move action, but may perform free actions as normal.

Shared Feats

A Symbiote receives feats at the normal levels, but its feats have the added bonus of empowering the host, granting its effects. If the host has the same feat, they do not stack. Symbiote can take any feats from any source, assuming it has the prerequisites. It can use the host's class and race as an optional source for purposes of qualifying for feats. If the Symbiote

loses its host permanently, it loses all of its feats, but may repick feats upon finding a suitable host.

Vampirism

Starting at level 2, as a free action the mental link forged between hosts allows the two to control the life force between them using a psionic link. Either can heal each other for an amount equal to (Host/Symbiosis Level* 10). Hit points healed this way come from the hit points of the donor. If intense psychic activity causes an interference, it costs the same amount of hit points, but only heals for half the amount, rounded down.

Otherworldly Influence

Starting at level 3 and every three levels after, the host and Symbiote gain a +1 Natural Armor bonus. This bonus also applies to their Touch AC.

All Eyes

At 4th level, its own senses extend over its entire surface, enabling its host to "see" what is behind or otherwise not in his/her line of sight while also granting Darkvision 100 feet.

Spell Denial

Symbiotes come from a dimension that has chosen its intelligence over magic. If a Symbiote is paired, it gains spell resistance 10 at level four, which increases by five every five levels after, with an additional 5 at level 20. Successful avoidances of spell can be channeled as energy and can heal either the host or the Symbiote if the spell would have dealt damage to either. This energy can be stored for up to one hour after the spell is cast.

Dimensional Bulwark

At level 7, a Symbiote grants the host a form of damage reduction that reduces all damage taken by 25%. In addition, the Symbiote and its host gain Fast Healing 1, which increases by 1 every three levels after.

Physics Manipulation

Starting at 8th level, a Symbiote can increase the size of itself, while keeping its host size the same. This bonus to size increases its host's size category by one. A Symbiote can use this ability a number of times equal to its Strength modifier and its effects last for 10 minutes per use.

Vital Fusion

At level 10, the Symbiote grants the host the ability to breathe underwater and in most other circumstances devoid of breathable oxygen. The strain to perform such a feat only allows the Symbiote to use this ability for an hour a day.

Venom

At 11th level, the symbiote can start to replicate itself, enough to affect any melee or ranged weapon with a piece of itself. If piercing or slashing damage is dealt with a Symbiote affected damage source, the Symbiote can force its victim to succeed a Will save of (Symbiote Level+ 15) each round for three rounds. If the Will save is not made, the Symbiote can effectively control the Victim as if it was under the spell *Dominate Person*. This ability has the benefit of affecting non-humanoid subjects as long as it has a mind of its own. A Symbiote only has

enough energy to create this neurotoxin equal to its level minus 10 per day. Uses of this toxin must be announced before attacking and consume one use per attack.

Fleeting Appearance

At 13th level, a Symbiote gains the ability to change its appearance at will. This alteration to its appearance can be major or minor, but its size category will not change.

Extreme Camouflage

At 16th level, a Symbiote can blend into its surroundings exceptionally well. Only true sight can see the Symbiote if it chooses to. It can keep up this camouflage for an amount of time equal to (Symbiote's level* 3 rounds per day)