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Symbiote

After some mixture of terrible and incredible luck, you have fused with some form of a parasite, be it magical or biological in nature. Sprouting strange limbs, spreading disease, and other strange new powers have suddenly become at your disposal.

KEY ABILITY CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You draw upon the talents granted to your body and mind by your symbiotic relationship to take on your foes and spread your parasite and contagion

DURING SOCIAL ENCOUNTERS...

You often use your knowledge of infection and how people connect to your advantage.

WHILE EXPLORING...

Your abilities granted to you by your parasite allows you to adapt to a myriad of situations.

IN DOWNTIME...

You might spend a lot of time experimenting with your own body and spreading your contagion.

YOU MIGHT...

- Be a mad scientist whose experiments went wrong
- Came from a land influenced by some outer plane with a bonded being
- Have been implanted with the parasite by an enemy

OTHERS PROBABLY...

- Find your appearance frightening or pitiful
- Find your abilities disturbing or fascinating, and either shun or study you intensely.

INITIAL PROFICIENCIES

At 1st level, you gain the following listed proficiency ranks.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Trained in Will

SKILLS

Trained in Survival

Trained in one skill depending on your parasite

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

CLASS DC

Trained in symbiote class DC

TABLE 1-1: SYMBIOTE ADVANCEMENT

Your Level	Class Features
1	Ancestry and Background, contagion, initial proficiencies, parasite origins, proliferation spells, symbiote feat
2	Symbiote feat, skill feat
3	Skill increase, general feat
4	Symbiote feat, skill feat
5	Alertness, ability boosts, ancestral feat, weapon expertise, skill increase
6	Symbiote feat, skill feat
7	Defensive evolution, additional stage, general feat, weapon specialization, skill increase
8	Symbiote feat, skill feat
9	Ancestral feat, mutable weakness, symbiote expertise, skill increase
10	Ability boosts, symbiote feat, skill feat
11	general feat, additional stage, skill increase
12	Symbiote feat, skill feat
13	Ancestral feat, medium armor expertise, perfected defensive evolution, weapon mastery, skill increase
14	Symbiote feat, skill feat
15	Ability boosts, adapted defense, general feat, greater weapon specialization, skill increase
16	Symbiote feat, skill feat
17	Ancestral feat, powerful proliferation, skill increase
18	Symbiote feat, skill feat
19	Critical exposure, medium armor mastery, general feat, skill increase
20	Ability boosts, symbiote feat, skill feat

Class Features

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

CONTAGION

Aside from your parasite's basic capabilities and physical manifestations, your parasite carried with it a contagion that you can spread to other creatures. You become a carrier of a unique disease whose save DC is equal to your class DC, and it starts with 3 stages. The first stage's effect is determined by your parasite's origin. You expose a creature to your contagion by either Striking a creature that is already affected by your parasite's persistent damage with an unarmed attack, or you perform the Expose action.

The saving throw for your contagion by default is Fortitude. Unless otherwise changed by a new symptom or feat, interval times for your contagion stages are 1 round, and your contagion has a maximum duration of 1 minute. However, a key difference for your contagion compared to other diseases is that your additional exposures do cause additional saving throws, but these additional saving throws can never improve the target creature's current affliction stage. Failing the initial saving throw against a new exposure increases the stage by 1 (or by 2 if you critically fail) without affecting the maximum duration, like a poison.

EXPOSE

SYMBIOTE

You determine a correct method of assault to ensure a definite exposure to your contagion. Make a Strike with a unarmed attack or weapon that can deliver your parasite's persistent damage. On a success, you expose the target creature to your contagion and inflict a -1 circumstance penalty to that saving throw against your contagion, and on a critical success, the creature additionally treats that saving throw against your contagion as 1 degree worse.

SYMPTOMS

At level 1, you may select 2 symptoms for which you meet the prerequisites for—one each for the second and third stages of your contagion. Some symptoms may have prerequisites, you must meet these prerequisites to select the symptom. Once the symptoms for the stages are selected, they cannot be changed, with the following exception: whenever you level up, you can choose to swap out up to 2 symptoms for any of your stages of your contagion. In addition, you can spend 1 week of downtime to swap out 1 symptom for any of your stages of your contagion. You can only use a symptom whose level is equal to or lower than your level. At level 7, you unlock the ability to add a 4th stage to your disease and select a symptom for that stage. At 11th level, you unlock the ability to add a 5th stage to your contagion, gaining a new symptom for that stage.

Symptoms list a stage, you may only select a symptom for a the stage or stages listed (eg. If “any” is listed, you may place that symptom in any available stage, but if “3 or above” is listed, it may only be placed in stage 3 or higher of your contagion. For a list of symptoms see Table 2—1 and 2—2: Symptoms.

PARASITE ORIGINS

Shortly after your bond with your parasite was forged, your body and mind helped shape the parasite into a particular form. This origin affected the way your body grew accustomed to the parasite, and how the parasite acclimated to its new surroundings. It also gave shape to a physical manifestation to show the signs of its influence on you and determined in part the disease you carry. Choose a parasite origin.

HELMINTH PARASITE

Through some form of interaction with a dangerous and rare creature, or some curse, you are now permanently bonded with a parasite that has given you a closer relationship with the natural powers of the world. This creature, while harmless to you now, is dangerous and harmful to others. Whenever you successfully Strike a creature with an unarmed Strike, the helminth parasite wrecks havoc within their body, dealing persistent bleed damage equal to half your level (minimum 1). One of your arms swells and becomes as hard as stone, though mostly immobile. You lose the ability to hold items with that hand, but otherwise still consider the hand free. You can use an action to lift your petrified arm to defend yourself, granting you a +1 circumstance bonus to AC. You gain a petrified arm unarmed Strike that deals 1d8 bludgeoning damage and has the shove and forceful traits. This unarmed Strike is in the brawling group and treats the hardness of objects as 1 lower for every 2 levels you have (minimum 1). Your spell tradition is Primal and are trained in Nature. You gain access to the Potent Spike Proliferation Spell. Your proficiency in Fortitude and Reflex saving throws increases to expert. You treat Fortitude and Reflex as your primary and secondary saving throws, respectively, for the purposes of class features. Your contagion's first stage symptom is sickened 1.

DIVINE PARTNER

Touched by grace through intimate means, your body has bonded completely with a divine essence. The bonding process was difficult, however, and so much of the potential of this new partner has yet to be seen. Whenever you successfully Strike a creature with an unarmed attack, you deal persistent positive damage equal to half your level. You also grow a small wing out of your shoulder which can aid you in leaping. When you Leap you may move an additional 5 feet horizontally. Your spell tradition is Divine and are trained in Religion. You gain the Vitality Burst Proliferation Spell. Your proficiency in Reflex and Will saving throws increases to expert. You treat Reflex and Will as your primary and secondary saving throws, respectively, for the purposes of class features. Your contagion's first stage symptom is enfeebled 1, and undead are not immune to your contagion, even if they would normally be immune to disease. You gain the Divine Stimulation action.

DIVINE STIMULATION

DIVINE **HEALING** **MANIPULATE** **NECROMANCY** **POSITIVE**
SYMBIOTE

Frequency once per hour

Range touch; **Targets** one willing living creature;

Duration 1 minute

The target gains fast healing equal to half your level.

OUTSIDER INFLUENCE

Through an experience with some esoteric being, you find yourself permanently under the influence of the occult. This influence is a part of your natural existence now, but it is terrifying to others. Whenever you wish to infect another creature and you successfully Strike it with an unarmed attack, the influence spreads to the creature's mind, dealing persistent mental damage equal to half your level (minimum 1). You parasite also takes a physical manifestation on your body. One of your arms grows to be a tentacle, giving you a tentacle unarmed Strike with the grapple and trip traits that does 1d6 damage, and is in the brawling group. Your spell tradition is Occult and are trained in Occultism, and you learn the Mind Fog Proliferation Spell. Your proficiency in Will and Fortitude saving throws increases to expert. You treat Will and Fortitude as your primary and secondary saving throws, respectively, for the purposes of class features. Your contagion's first stage symptom is dazzled.

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PROLIFERATION SPELLS

As a symbiote, your parasite has made a some form of an arrangement with you with one goal in mind: proliferation. While the bonding process left both of you emaciated, you do retain a certain Proliferation Spell depending on your parasite. The type of parasite that inhabits within you also determines what spellcasting tradition you use for your proliferation spells. Proliferation spells are a type of Focus spell, and follows the same rules as other focus spells. You gain 1 Focus point added to your pool. When you first gain a proliferation spell, the school is decided by your parasite origins. You become trained in spell attacks and spell DCs of that tradition and your key spellcasting ability is Constitution.

SYMBIOTE FEATS

At 2nd level and every 2 levels thereafter, you gain a Symbiote class feat.

SKILL FEATS

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

At 3rd level and every 4 levels thereafter, you gain a general feat.

SKILL INCREASES

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ABILITY BOOSTS

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ALERTNESS

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

ANCESTRY FEATS

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

SYMBIOTE WEAPON EXPERTISE

You have become thoroughly adept with Symbiote

weapons. You gain expert proficiency in simple weapons and unarmed attacks. When you critically succeed at an attack roll using one of these weapons, you apply the critical specialization effect for that weapon.

DEFENSIVE EVOLUTION

Your body has grown to adapt a specific kind of punishment. Your proficiency rank in your primary saving throw increases to master. When you roll a success on your primary saving throw, you get a critical success instead

WEAPON SPECIALIZATION

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 damage if you're a master, and 4 damage if you're legendary.

SYMBIOTE EXPERTISE

Your proficiency rank for your class DC increases to expert. Your proficiency rank for your spell attack roll and spell DCs with the tradition of magic for your proliferation spells increases to expert.

MUTABLE WEAKNESS

Your body focuses on changing your amorphous state to cover up a weakness. Your proficiency rank in the saving throw that is not your primary or secondary saving throw increases to expert.

MEDIUM ARMOR EXPERTISE

You've learned to defend yourself better against incoming attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

PERFECTED DEFENSIVE EVOLUTION

Your body has gone through countless mutations to reach this perfected state of survival. Your proficiency rank in your primary saving throw increases to legendary. When you roll a critical failure on a save that is your primary saving throw, you get a failure instead. When you roll a failure on a saving that is your primary saving throw against an effect that deals damage, you halve the damage you take.

SYMBIOTE WEAPON MASTERY

You fully understand your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to master.

ADAPTED DEFENSE

You continue to grow into your form, gaining new defensive capabilities. Your proficiency rank in your secondary saving throw increases to master. When you roll a success at a save that is your primary saving throw, you get a critical success instead.

GREATER WEAPON SPECIALIZATION

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

POWERFUL PROLIFERATION

Your skills with your proliferation capabilities grow more impressive. Your proficiency rank for your class DC increases to master. Your proficiency rank for your spell attack roll and spell DCs with the tradition of magic for your proliferation spells increases to master.

CRITICAL EXPOSURE

Your parasite's lethality increases with the potency of the exposure. Whenever you critically succeed on a Strike that would inflict your parasite's persistent damage, you deal persistent damage equal to your level instead of the normal amount.

MEDIUM ARMOR MASTERY

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

TABLE 2-1: SYMPTOMS (PART 1)

LEVEL	SYMPTOM	PREREQUISITES	STAGE
1	1d6 damage per stage number	—	any
1	Clumsy (value equal to stage number)	—	any
1	Dazzled	Outsider Influence	any
1	Enfeebled (value equal to stage number)	Divine Partner	any
1	Fatigued	—	any
1	Frightened (value equal to stage number)	Mental Infection	any
1	Drained (value equal to stage number -1, minimum 0)	Helminth Parasite	2 or above
2	Flat-footed	—	any
2	You are indifferent to origin of the contagion, if you were not already friendly or helpful	Mental Infection	any
2	Deafened for 1 round	—	2 or above
2	Fascinated by contagion source; does not end if threatened	—	2 or above
3	Stupefied (value equal to stage number)	Mental Infection	any
4	Flat-footed, mutate a level 1 symptom (treating its stage as 1 lower)	—	2 or above
5	3d6 damage* plus 2d6 per stage number plus 1d6 per four levels**	—	any
5	Blind for 1 round	—	3 or above
6	1d8 damage* plus 1d8 damage for every 4 levels**, mutate one level 1 symptom	—	any
6	Slowed (value equal to stage number -1)	—	2 or above
7	You become paranoid, you do not treat any creature as an ally and when you are targeted by a healing effect that requires a willing creature you must succeed a DC 5 flat check to accept the healing.	Outsider Influence, Mental Infection	3 or above
7	Flat-footed, mutate a level 2 or lower symptom	—	4 or above
8	The contagion attempts to counteract the lowest level spell effect on you cast by an ally or yourself. Its counteract modifier is equal to the spell attack modifier of the contagion's originator.	—	3 or above
9	Casts bright light in a 30-foot emanation (and dim light another 30 feet), concealed instead of hidden if invisible, 1 persistent fire damage per stage number.	—	any
9	Blinded and deafened for 1 round	—	4 or above
10	You hallucinate and see the area around you shift an move. All terrain is treated as difficult terrain for you, difficult terrain becomes greater difficult terrain.	Mental Infection	any
10	Confused for 1 round	Mental Infection	3 or above
10	You are friendly to all creatures that are not acting hostile toward you if you were not already helpful to them	Mental Infection	3 or above
10	Controlled for 1 round by originator	Mental Infection	4 or above
10	You suffer the failure effects of a non-magical version of suggestion for the interval length	Mental Infection	4 or above

CONTAGION KEY TERMS

You'll see the following key terms in some symbiote class features.

Mutate: Some contagion symptoms mutate, this allows them to provide an additional effect by adopting a lesser symptom for which you meet the prerequisites. For example, a symptom that says "mutate two level 1 symptoms (treating their stage as one step lower)" you would gain the benefit of both chosen symptoms, but treat any values dependent on the stage they are in as one lower (stage 2 to stage 1 for example). When mutating a symptom, you use the higher of the original or mutated symptom's minimum stage.

Originator: Whenever a contagion's symptom mentions the originator, this is the symbiote from which the contagion is sourced. If the originator is able to control a creature due to its contagion, it becomes aware of the creature's controlled condition.