

RACIAL ECOLOGIES

LIVING DOLLS



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No one knows how or why some animated objects develop personalities, or why some objects spontaneously become sentient, but there is no question that it does happen, and in recent years it has increased in frequency. Some say that they are crafted by witches on Unholy nights, or the love and imagination of a child fills the toys with “positive energy” and gives them all the properties of living creatures. Thus far, all attempts at determining the cause or recreating this unusual animation have turned up with nothing.

Physical Description: Varies wildly, but all are small and created from a variety of cloth, wood, buttons, and assorted craft items. Any living doll that goes completely motionless could be mistaken for an inanimate toy or decoration.

Society: Living dolls have no official society to call their own, but some small groups have formed make-shift communities inside old houses and abandoned attics.

Relations: Living dolls are typically jovial and friendly, even those that can be sinister and cruel by nature. They get along with everyone and have no natural enemies, beyond those that would abuse them.

Religion: Dolls may adopt a religion, faith or philosophy as readily as any mortal being; some perhaps question their continued existence and seek answers or justification in a higher power, whilst others might look to a deity to guide them towards some purpose.

Adventurers: Dolls often seek the life of adventurer when they have lost their owners and seek to either locate them, or more often just find somewhere to belong. These little explorers often show heroics beyond the limits of their stature and loyalty equal to any living counterpart.

Living Dolls Base Racial Traits

Small: Living Dolls gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Living Dolls have a speed of 20.

Constructed: Living Dolls have a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Destroyed: Living Dolls cannot be raised or resurrected.

Life: Living Dolls cannot be healed through normal, divine healing or channeled energy.

Vulnerability: Living Dolls have vulnerability to the fire energy type. They cannot possess any racial trait that grants them resistance or immunity to the fire energy type.

Languages: Living Dolls begin play speaking Common. Living Dolls with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

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Living Doll Characters

A toy can be made from a wide variety of materials each with its own properties. The construction, animation type, and various accessories are what make up a living doll. To complete your living doll character choose your doll type. You then have 4 points to spend on the remainder of your dolls racial traits.

Doll Types

All living dolls inhabit a body of some sort and fit a common theme or design. Each doll type provides a base set of racial traits to be added to your character.

Marionette

Floating across the ground with an un-manned handle above them, marionettes dance through the air animated by an unknown force.

-2 Dexterity, +2 Constitution, +2 Charisma

Marionettes have a solid wooden frame and delight people with their performances. However, they are clumsy and often designed as a caricature of normal human proportions.

Mage Hand (Constant) marionette handle only: If *mage hand* is dispelled, the Marionette is at -10 speed while dragging its handle. While using *mage hand*, the marionette may float up to 5 feet off of any surface, not re-orientating gravity. A Marionette may make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using the spell *feather fall*. When falling safely, the Marionette may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet of falling.

Male Names

Sargent, Binky, Spider, Snowball, Archie, Shadow, Sticks, Jax, Bonzo.

Female Names

Lily Lilac, Rosie Roses, Ginger Jane, Hazel, Prudence Purple, Jump Rope Jenny, Miss Moffit.

Porcelain

Finely crafted dolls and curios typically made for the wealthy, these dolls are often delicate and many feature fine cracks across their bodies.

-2 Constitution, +2 Dexterity, +2 Charisma

Porcelain dolls are frail and weak, but make up for these shortcomings with social and physical agility.

Reflective Form: Porcelain dolls gain a +2 racial bonus to AC against rays thanks to their reflective skin. In addition, once per day, they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat.

Rag Doll

Soft cloth toys of common folk and the wealthy alike, Rag Dolls are found in all cultures and races and typically take the form of small girls with button eyes, hair of yarn, and stitched smiles. However innocent these dolls may seem, many fetish dolls are made in the same style.

-2 Wisdom, +2 Dexterity, +2 Charisma

Rag Dolls are graceful and charming, but often gullible and easily distracted.

Hide in Plain Sight: Rag dolls gain a +4 racial bonus on Stealth checks while within urban environments due to their appearance of a commonly found toy.

Childhood Bond: When a rag doll successfully use Diplomacy to win over an indi-

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vidual, that creature takes a -2 penalty on attempts to resist any of the doll's Charisma-based skills for the next 24 hours.

Stuffed Animal

These living dolls take the form of a common animal, the most popular being that of a bear. Stuffed animals traditionally are sleeping companions, believed to guard against monster while their owners slumber.

-2 Intelligence, +2 Charisma, +2 Dexterity

Stuffed Animals are agile and likeable, but not always as smart as other living dolls.

Eternal Hope: Stuffed animals gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, stuffed animals may reroll and use the second result.

Wooden

Wooden dolls typically are designed to look like miniature soldiers, legendary heroes, and even honored ancestors.

-2 Dexterity, +2 Constitution, +2 Wisdom

Wooden dolls are hardy and surprisingly wise, but lack the fluid movement of other living dolls.

Wooden Armor: Wooden dolls are made of wood with clothes and armor only carved or painted on. These living dolls gain a +1 natural armor bonus to their Armor Class.

fleshing out your Living Doll

Now that you have chosen your doll type, you have 4 construct point to buy additional features for your characters. These additional racial traits represent unique features in your living dolls construction, the unique method in which they were brought to life, or other features found amongst the various types of toys explored here.

Animation Types

All living dolls are animated in one of a few known ways, each of which has a strong affect on the abilities and personalities of the doll. You are not required to choose an animation type, however, these racial traits help create a stronger history for your character and define their personality and motivations.

CHILD'S LOVE

(2 CP)

Those living dolls that have been animated by a child's love are almost always a toy that was in constant close proximity to a child. Teddy bears and other stuffed animals are the most common type, but other toys have been animated at the wish of a child.

Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

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DARK ARTS

(3 CP)

Unlike living dolls born of magical surges, those born of the dark arts have been animated by strong urges of malice and revenge. Fetish dolls, effigies made to be destroyed as a proxy of an enemy, dark arts living dolls are tainted by the revenge they are born of.

Dolls created by the dark arts gain +1 to the DC of any saving throws against necromancy spells that they cast. These living dolls with a Wisdom score of 11 or higher also gain the following spell-like abilities: 1/day—*bleed*, *chill touch*, *detect poison*, *touch of fatigue*. The caster level for these effects is equal to the user's character level. The DC for these spell-like abilities is equal to 10 + the spell's level + the user's Wisdom modifier.

LOST SOULS

(4 CP)

Sometimes there is unfinished business when death comes knocking. Some of those souls with good intentions find a material form to inhabit to finish their goals.

Lost souls have past lives that grant them two particular Knowledge skills. Lost souls picks two Knowledge skills and gains a +2 racial bonus on both of these skills, and those skills are treated as class skills regardless of what class the lost soul actually takes.

MAGICAL SURGE

(2 CP)

No matter if the magic is Arcane or Divine, some living dolls become animated when they are at the sight of a huge release of magical energy. These living dolls catch the spark of life when reality is warped by high magic and retain a bit of that mystical energy.

Magical surge dolls gain a +1 bonus to the DC of any saving throws against illu-

sion spells that they cast. Members of this race with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sounds*, *prestidigitation*, *speak with animals*. The caster level for these effects is equal to the user's level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier.

Other Racial Traits

Trusting Persona (2 CP): You remind people of a cherished toy from their youth and instill an unearned trust. These living dolls gain a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie.

Toymaker (2 CP): Your years spent around various toys has given you an insight on how simple mechanical devices operate. These living dolls gain a +1 bonus on Disable Device and Knowledge (engineering) checks. They are also treated as proficient with any weapon they have personally crafted.

Scrounger (2 CP): You know your way around broken and forgotten items, perhaps you were once discarded to the junk heaps as well. These living dolls gain a +2 racial bonus on Appraise and Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

Adorable (1 CP): You are pleasing to the eye and bring joy to those you are around. When these living dolls attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to

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influence the creature a second time even if 24 hours have not passed.

I'm a Real Boy (3 CP): If you wish upon a star, ask your fairy godmother, or just believe, you can assume the appearance of a single form of a single humanoid race of your size. The form is static and cannot be changed each time it takes this form. The creature gains a +10 racial bonus on Disguise checks made to appear as the member of the race whose appearance it assumes. Changing its shape is a standard action. This trait otherwise functions as alter self, save that the creature does not adjust its ability scores.

Dreamspeaker (2 CP): They many nights guarding your sleeping owner has given you insight of the land of Nod. These living dolls gain a +1 bonus to the saving throw DCs of spells of the divination school and spells that produce sleep effects that they cast. In addition, those with a Charisma score of 15 or higher may use dream once per day as a spell-like ability (caster level is equal to the user's character level).

Button Eyes (3 CP): You've spent countless hours sitting completely still, your emotionless eyes staring off in the distance - unblinking. Once per day, these living dolls can attempt to hypnotize a single target as per the spell hypnotism (caster level equal to its character level). The effects of the hypnotic gaze last only 1 round.

Object of Desire (1 CP): You were designed by a famous toymaker, are a known collectible, or just so finely made that others are entranced by you. These living dolls add +1 to their caster level when casting charm person and charm monster.

Bite (1 CP): Perhaps constructed from wood or actual teeth from an animal, wherever their origin, you have teeth capable of biting. These living dolls gain a natural bite attack, dealing 1d2 damage. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons. Special: This trait can be taken up to two times. The second time it is taken, the bite damage increases to 1d3.

Kneecapping (1 CP): You spent years watching children maneuver between the legs of adults, under furniture, and through the woods chasing each other. These living dolls gain a +4 racial bonus on combat maneuver checks to trip an opponent.

Claws (2 CP): Carved from wood or recycled from a real animal, you wield claws on your small hands. These living dolls receive two claw attacks. These are primary natural attacks. The damage is 1d3.

See in Darkness (4 CP): You spent many years locked in an old chest, forgotten in a dark attic, or excepted that you don't actually use those wooden eyes to see. These living dolls can see perfectly in darkness of any kind, including that created by spells such as deeper darkness.

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FEATS

Childlike Hope

Nothing ever dampens your spirits – even as others fall into darkness, you always cling to hope.

Prerequisite: Living Doll.

Benefits: Twice per day, if you fail a Will save that would leave you cowering, frightened, panicked or shaken you may immediately make another saving throw. You must take the result of the second saving throw.

Flying Marionette

You can now manipulate your marionette handle to fly.

Prerequisites: Character level 7, Marionette doll type.

Benefit: You gain a fly speed of 30 feet (average maneuverability) if wearing light armor or unencumbered, or 20 feet (poor maneuverability) with a medium or heavy load or medium or heavy armor. Fly is a class skill for you.

Inspiration To Others

Your hope is so strong that you are often able to drag others from the darkness with just a few inspirational words.

Prerequisites: Childlike Hope, Living Doll.

Benefits: Once per day, you can inspire your companions to hope by providing them with a +4 circumstance bonus to any Will save that would leave them cowering, frightened, panicked or shaken. You may affect a number of companions equal to your Charisma bonus, to a maximum of 4, all of whom must be within 30 feet of you and be able to see and hear you. The decision to use this feat must be made before any companion rolls their saving throw.

Masterwork

Your form was made by an expert craftsman, and it shows in your physical form.

Prerequisite: Character Level 1 (or see Special), Living Doll or other Construct.

Benefit: You are a masterwork item and may be enchanted as such, if your physical form meets the prerequisites.

Special: You may be recrafted to become masterwork if you are rebuilt from 25% of your total hit points or less, by a craftsman capable of doing so. This has a gold point cost of 1000 gp per level hit die.

Riddles

You are familiar with the time-honored riddle game, and your knowledge of riddles makes your mind as sharp as a tack.

Prerequisite: Living Doll.

Benefits: You receive a +2 competence bonus to all Perform (oratory) checks if the attempt involves riddles in any way. The bonus increases to +4 if you have 10 or more ranks in Perform (oratory). In addition, once per day you can make a DC 15 Wisdom check to receive a bit of hidden insight from the GM about a puzzle, question, mystery or code that has you stumped. At the GM's discretion, the DC of the check can be raised or lowered, but the GM should inform you of the new DC before the dice are rolled.

Tremendous Courage

You are firm in the belief that the being brave has nothing to do with size.

Prerequisites: Small size or defensive training special quality, Living Doll

Benefit: Creatures larger than you gain no bonus on Intimidate skill checks against you, and you take only a -2 penalty on Intimidate skill checks made against creatures larger than you. Additionally, you

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may add the bonuses granted by your defensive training and hatred special abilities (if you possess them) to the DC of Intimidate skill checks made to demoralize you.

Normal: You take a -4 penalty on Intimidate skill checks made against larger targets.

Too Darn Cute

Your toymaker worked hard on your design and blessed you with exceptional cuteness, whether physical or in your personality (or both!).

Prerequisite: Living Doll.

Benefits: Three times per day you gain a +2 racial bonus to any Charisma-based skill check. If you have 10 or more ranks in the skill, the bonus increases to +4.



Underfoot

You have mastered the talent of darting, sliding and diving through, between and around the legs of the "big folk".

Prerequisites: Dodge, Living Doll.

Benefits: You can move into and through squares occupied by other characters – even unfriendly opponents – that are at least one size category larger than you. Doing so provokes an attack of opportunity from opponents, but provides you with soft cover (+4 to AC). You still may not end your move in the same square as another character.

Watchful Attention

In dangerous situations, you keep a close eye on your allies.

Prerequisites: Perception 1 rank, Living Doll

Benefit: Distraction and unfavorable conditions resulting from the sights and sounds of conflict never increase the DCs of Perception skill checks that you make to notice hostile creatures that threaten you or your allies, or to detect hazards (such as traps) adjacent to you or your allies.

Normal: Distraction and unfavorable conditions increase the DCs of Perception skill checks by anywhere from +2 to +5.

Living Doll Random Height and Weight

Type	Base Height	Height Modifier	Base Weight	Weight Multiplier
Marionette	1 ft. 5 in.	2d8	5 lbs.	x 1
Porcelain	2 ft. 0 in.	1d20	5 lbs.	x 1
Rag Doll	1 ft. 5 in.	2d20	3 lbs.	x 1
Stuffed Animal	1 ft. 5 in.	1d8	3 lbs.	x 2
Wood	1 ft. 5 in.	1d20	3 lbs.	x 2

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Campaign Race Traits

When you create your character for a campaign, ask your GM how many traits you can select. In most cases, a new PC should gain two traits, effectively gaining what amounts to a bonus feat at character creation.

Bouncy

The material you were crafted from tends to be a bit rubbery—when you fall, you tend to bounce a little better as a result.

Benefit: Whenever you take falling damage, the first 1d6 points of lethal damage suffered in the fall are automatically converted to nonlethal damage. You also gain a +2 trait bonus on all Reflex saves made to avoid unexpected falls.

Exaggerated Design

You are a caricature of human proportions and feature a head larger then your body.

Benefit: You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you. Any Escape Artist checks that requires you to squeeze your head through a tight space take a -8 penalty.

Friendless

Since your owner is gone, you have grown used to looking after yourself without help.

Benefit: You can make Heal checks on yourself for the purposes of treating deadly wounds, diseases, and poisons.

Loose Stuffing

The shifting of your stuffing or the off placement of your limbs causes you to bend and twist in strange ways.

Benefit: You gain a +2 trait bonus to CMD when resisting grapple attempts.

Lost Toy

You spent years abandoned in the wilderness, travelling in merchant carts, and being swapped at various markets.

Benefits: You gain a +1 trait bonus on all Linguistics and Survival checks, and Linguistics is always a class skill for you.

Playing Doctor

You spent many hours playing doctor, mending broken toys, and kissing bruised knees.

Benefit: Heal is a class skill for you and you receive a +1 trait bonus to Heal checks even if you do not have a healer's kit or similar provisions.

Shift the Blame

You have learned many tricks to keep yourself from facing the consequences of your misdeeds.

Benefit: You gain a +1 trait bonus on Bluff and Diplomacy checks made to convince someone that another person is actually at fault for your actions.

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Equipment

Ball, Rubber

(6 sp)

This small wooden ball is covered with the sap from the rubber tree, causing it to bounce when struck against an object.

Ricochet: When you throw a rubber ball, you can bounce it off one or more hard surfaces in order to strike a target from an unexpected angle or to bypass an obstacle such as cover. Each object you ricochet your rubber ball off of imposes a -2 penalty on the attack roll. Range increments apply for the total distance the ball travels, not just the direct distance between you and the target. Both targets must be selected before any attack rolls are made.

Knucklebones

(2 gp)

Knucklebones, or Jacks, is a game of very ancient origin, played with a handful of small objects, originally the "knucklebones" (actually a bone in the ankle, or hock) of a sheep, which are thrown up and caught in various ways. The winner is the first player to successfully complete a prescribed series of throws, which, while of the same general character, differ widely in detail.

Like standard caltrops, a 2-pound bag of knucklebones covers a 5-foot-square area. Knucklebones work just like normal caltrops, save that they have an attack bonus of +4, do 1d2 points of damage, and require a DC 20 Heal check to fully treat.

Marbles

(8 cp)

Like caltrops, marbles can be used to slow down opponents. One 2-pound bag of marbles covers an area 5 feet square. A creature entering a square with marbles

scattered on it must make a DC 10 Reflex save or fall prone (the creature's stability bonus to trip applies to this save). Any creature moving at half speed or slower can pick its way through a square of marbles with no trouble.

Yo-Yo

(8 sp)

The yo-yo in its simplest form is an object consisting of an axle connected to two disks, and a length of string looped around the axle, similar to a slender spool.

Although a yo-yo is attached by a string to the user, treat a yo-yo as a thrown weapon with a maximum range of 15ft. and no range penalties. Because a yo-yo can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a yo-yo in this way. If the character is tripped during his or her own trip attempt, the character can not drop the yo-yo to avoid being tripped because it is tied to his hand. When using a yo-yo, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Wooden Sword

(5 sp)

Traditionally made of scraps of wood and sticks, the wooden toy sword is a short, flat-sided, sharp-pointed stick made to resemble a short sword.

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Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Simple One-Handed Melee Weapons								
Sword, wooden	5 sp	1d3	1d4	x2	—	2 lbs.	B or P	fragile
Light One-Handed Weapons								
Yo-yo	8 sp	1d6	1d8	x2	—	5 lbs.	B	disarm, trip
Ranged Weapon								
Ball, rubber	6 sp	1d2	1d4	x2	10 ft.	½ lb	B	ricochet

Magic Items

CONRAD'S MAGICAL BUTTON

Aura faint transmutation; **CL** 4th

Slot Chest; **Price** 2,400 gp; **Weight** none

DESCRIPTION

This small, magical button is a boon to living dolls and constructs without a spell-caster or craftsmen to repair them. Once per day, the button may be activated to use the spell Make Whole, healing 2d6 points of damage to the construct.

CONSTRUCTION

Requirements Craft Wondrous Item, *Make Whole*; **Cost** 1,200 gp

PORTABLE TEA PARTY

Aura faint evocation; **CL** 5th

Slot none; **Price** 6,400 gp; **Weight** 2 lbs.

DESCRIPTION

This magic table can be folded up into a 3-inch-wide cube of lacquered wood for easy transport. Once per day, a single command causes this block of wood to unfold in the space of 1 round into an frilly, pink tea table sized for 6 Small or Medium guests, complete with 6 cups of tea, and 6 plates of cookies. The table creates new supplies of tea and cookies each time it is unfolded. Once the table is unfolded, it creates a 20-foot radius hemisphere cen-

tered on the table's location—this effect is identical to that created by a tiny hut spell. Once activated, the table's tiny hut effect lasts for up to 10 hours or until the table is folded up or moved more than a few inches. Eating the cookies and drinking the tea has the effect of a goodberry spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *goodberry*, *shrink item*, *tiny hut*; **Cost** 3,200 gp

TOY BOX OF RESURRECTION

Aura strong conjuration; **CL** 13th

Slot none; **Price** 33,000 gp; **Weight** 35 lbs.

DESCRIPTION

The mouth of this heavy, wood toybox appears like a monstrous maw when opened and is large enough to accommodate a single Medium creature. When the toybox is filled with rare herbs and valuables, and a destroyed construct or living doll is placed inside it, the toybox can restore the construct as if with a raise dead or resurrection spell used on a living creature. The spell effect depends on the components used: raise dead costs 5,000 gp worth of materials, while resurrection costs 10,000 gp worth of materials. The toybox is usable once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *resurrection*; **Cost** 16,500 gp

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Racial Archetypes

Mother Bear (Barbarian Archetype)

Sometimes a stuffed animal retains vague memories of a child that once relied on them for protection and moral support. The inability to do so as a mere toy fuels an unusual rage in a Mother Bear Barbarian.

(Note: A Mother Bear may be a stuffed animal living doll that identifies as male, or is another type of animal, changing the name accordingly [Poppa Bear, Mother Wolf, etc.] All other functions of this archetype remain the same.)

Beastrage (Su): A Mother Bear can call upon supernatural sources of strength and ferocity, granting her greater size and prowess. Starting at 1st level, a Mother Bear can beastrage for a number of rounds per day equal to $4 + \text{her Constitution modifier}$. At each level after 1st, she can beastrage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a Mother Bear can beastrage per day. A Mother Bear can enter beastrage as a free action. The total number of rounds of beastrage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in beastrage, a barbarian increases in size by one size category. She gains a +4 size bonus to Strength and Constitution, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. He also gains a +2 natural armor bonus. The increase to Constitution grants the Mother Bear 2 hit points per Hit Dice, but these disappear when

the rage ends and are not lost first like temporary hit points. While in rage, a Mother Bear cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A Mother Bear whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. If insufficient room is available for the growth, the protector attains the maximum possible size and may make a Strength check (using his increased Strength) to burst any enclosures in the process. If she fails, she is constrained without harm by the materials enclosing him.

All equipment worn or carried by the Mother Bear is similarly enlarged by the beastrage. Melee weapons affected deal more damage (see Table: Medium/Large Weapon Damage). Other magical properties are not affected by this ability. Any enlarged item that leaves a protector's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this ability.

A Mother Bear can end her beastrage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the beastrage. A Mother Bear cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a Mother Bear falls unconscious, her beastrage immediately ends, placing her in peril of death.

Beastrage does not stack with magical effects that increase size.

This ability replaces rage.

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Fear's Friend (Ex): At 3rd level, a Mother Bear gains a +1 competence bonus to Intimidate checks. These bonuses increase by +1 every three Mother Bear levels thereafter (6th, 9th, 12th, 15th, and 18th level). The Mother Bear also receives an insight bonus to saves against fear effects equal to one-half the competence bonus to Intimidate checks (drop fractions).

This ability replaces trap sense.

Greater Beastrage (Su): At 11th level, when a Mother Bear enters rage, her size bonus to Strength increases to +6 and her natural armor bonus increases to +3.

This ability replaces greater rage.

Wearing the Beast Shirt (Su): At 14th level, when a Mother Bear enters beastrage, she may choose to assume the form of a Large Bear, Great Cat, or Wolf. Once she assumes her new form, she gains the following abilities (instead of those normally granted by beastrage):

- +6 size bonus to Strength
- 2 size penalty to Dexterity
- +4 size bonus to Constitution
- +4 natural armor bonus
- low-light vision
- Pounce
- 2 Claw and 1 Bite Attacks
- Darkvision
- Scent

Every round when Wearing the Bear Shirt form counts as 2 rounds against the Mother bear's total number of rounds per day for beastrage. In all other respects, beastrage form is the same as jotunrage.

This ability replaces indomitable will.

Mighty Beastrage (Su): At 20th level, when a Mother Bear enters beastrage or Wearing the Beast Shirt, her size bonuses to Strength and Constitution increase by a further +2, and her natural armor bonus

increases by a further +1.

This ability replaces mighty rage.

The 17th-level ability tireless rage applies to jotunrage but not to jotunrage form.

Toy Soldier (Fighter Archetype)

The toy soldier is designed to look like a professional warrior, battling the enemies of his kingdom or monsters with bravery and skill. A toy soldier is fearless, tough, and highly skilled. A toy soldier has the following class features.

Class Skills: A toy soldier adds Diplomacy, Knowledge (geography), Knowledge (nobility), Linguistics, and Sense Motive to his list of fighter class skills, and removes Knowledge (dungeoneering) from that list.

Bonus Feats: A toy soldier may choose teamwork feats in addition to combat feats as his fighter bonus feats, and must choose a teamwork feat as his 1st level fighter bonus feat.

Loyalty (Ex): At 2nd level, the toy soldier gains a morale bonus equal to the bonus granted by his bravery class feature (if any) on Sense Motive skill checks and on Will saving throws against charm and compulsion effects.

Trained Fighter (Ex): At 3rd level, the toy soldier gains a bonus equal to half his class level on Constitution checks made to perform a forced march and on Profession (soldier) skill checks. A toy soldier that identifies a military force or mercenary organization with a Profession (soldier) skill check can call upon his knowledge of that particular organization's tactics, strengths, and weaknesses to gain a +1 competence bonus on attack and damage rolls against members of that force or organization.

This ability replaces armor training 1.

Disciplined Defenses (Ex): At 5th level,

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the toy soldier's discipline has become so great that his focus and reflexes are sharper on the battlefield than off of it. The toy soldier gains a +1 competence bonus on attacks of opportunity and on Reflex and Will saving throws as long as he is in combat. The toy soldier loses this bonus when flat-footed or whenever he would be denied his Dexterity bonus to Armor Class. This bonus increases by +1 for every four levels after 5th.

This ability replaces weapon training 2, 3, and 4.

Heroic Beyond Death (Ex): At 20th level, word of the toy soldier's resolve and loyalty can inspire entire nations to heroics – even after he is dead. A living toy soldier simply gains a +4 bonus on Diplomacy skill checks made to interact with creatures with friendly or helpful attitudes. If those creatures' alignments match the soldier's own alignment, he gains a +8 bonus instead.

If the toy soldier is destroyed, any creature that you designate as an ally in life may, after witnessing or learning of the soldier's death, call upon the very thought of his incredible deeds in life to inspire themselves to greatness. Tapping into this wellspring of inspiration is a free action, and grants the creature a +8 morale bonus on a single ability check, attack roll, saving throw, or skill check. The action must not conflict with the aims and goals that you pursued in life, and you are the ultimate arbiter of which creatures are or were the toy soldier's allies in life, and to which checks and rolls such bonuses may apply. No creature who knows or believes that the toy soldier is presently alive may gain this bonus, and no creature may gain this bonus more than once per year (regardless of how many times the toy soldier is destroyed).

This ability replaces weapon mastery.

Possessed Doll (Oracle Archetype)

Some oracles' connection to the divine is empowered or facilitated by an advantageous (if not always benign) relationship with a possessing spirit. Such a living doll oracle is more than just a host; an indwelling spirit consumes or incorporates the oracle's very soul. A possessed doll has the following class features.

Alignment: must be non-neutral with regards to either good and evil or chaos and law.

Curse of the Indwelling Spirit (Su): A possessed doll oracle benefits from a possessing spirit so deeply intertwined with the oracle's soul that the two entities have effectively become one. Such a bond is unbreakable and inseparable; no exorcism or spell can drive the spirit out, or even conclusively detect it. Due to this intimate relationship, the oracle becomes susceptible to spells which would otherwise not affect him. *Banishment* and *dismissal* spells may target the oracle as though he were an extraplanar creature. Rather than banish the oracle to another plane, these spells attack the bond between oracle and spirit, dealing 1d6 (*dismissal*) or 2d4 (*banishment*) points of damage per caster level to an oracle that fails its saving throw against the spell, to a maximum of 10d6 or 20d4 points of damage, respectively. Furthermore, the spells *magic circle against chaos/evil/good/law* and *protection from chaos/evil/good/law* treat a possessed doll as if he were an outsider. All other spells which treat outsiders or extraplanar creatures differently (such as *detect evil* or *holy word*) also treat the possessed doll as though it were a native outsider. Lastly, the possessed doll is harmed by *outsider bane* weapons with an alignment subtype matching the possessed doll's alignment.

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This relationship is not without its benefits, however. The spirit that possesses the oracle is ever-vigilant and never sleeps, granting the possessed doll a +2 insight bonus on Perception skill checks and allowing the oracle to ignore any penalty to Perception checks due to resting or sleeping. At 5th level, the possessed doll gains the ability to cast *guidance* as a spell-like ability usable at will. This spell-like ability may only target the oracle and functions at a caster level equal to the possessed doll's class level. At 10th level, the possessed doll gains the ability to see invisible creatures as though under the effects of a *see invisibility* spell. At 15th level, the possessed doll gains the ability to use *true seeing* as a spell-like ability with a caster level equal to the oracle's class level, usable once per day.

This ability replaces the oracle's curse.

Revelations: A possessed doll must take the following revelations at the listed levels.

Two Minds (Su): You gain a +2 bonus on Will saving throws against enchantment spells and effects. At 7th level, you may reroll a failed Will saving throw once per day as an immediate action. You must take the second result, even if it is worse. You must take this revelation at 1st level.

Spiritual Strength (Su): Once per day, you can treat your Strength score as though it were equal to your Charisma score for 1 round as a swift action. Used in this way, your total Strength score is treated in all ways as though it were equal to your total Charisma score (including any bonuses to your Charisma score that you might benefit from). At 7th level, you may use this ability twice per day. At 11th level, you may use this ability three times per day. You must take this revelation at 3rd level.

Voodoo Doll (Witch Archetype)

Some living dolls touched by the dark arts use their frame as a conduit to use the source of their animation to torment others. Able to infuse their own bodies with magical powers, these living dolls affect the world like no other can.

Voodoo dolls are living doll Witches animated by the dark arts as conduits of malicious magic. Voodoo dolls must take the dart arts animation type, and may not be of a Good alignment.

Hexing Doll: At 4th level, the voodoo doll becomes a Hexing Doll, as the magic item. This ability replaces the Witches 4th level hex. Using this ability inflicts $1d4+1$ per character level points of damage (So, for example, when this ability is first gained, using it inflicts $1d4+4$ to the Voodoo Doll). This damage ignores all resistances and immunities.

HEXING DOLL

Aura faint enchantment; **CL** 5th
Slot none; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

This malevolent-looking doll is made out of cheap rags and embroidery thread and is stuffed with straw or sawdust. A creature holding or carrying the doll takes a -4 penalty on saving throws against witch hexes. Alternatively, if the doll is stuffed with the hair of a creature, any witch holding the doll increases the DC of her hexes by +2 when using the hexes against that creature. A doll used in this way does not cause the witch to take a penalty on her saving throws.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*; **Cost** 1,250 gp

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Become Voodoo Doll: At 5th level, the living doll undergoes a mystical change brought on by the teachings of its patron. Afterwards, the voodoo doll may gain hexes to affect its opponents in greater ways. This ability replaces the feat gained at 5th level.

Voodoo Hexes

Voodoo hexes may replace any hex taken by a witch, as long as the witch has the ability Become Voodoo Doll. To use a Voodoo hex, the voodoo doll must have a piece of the intended victim inside it as with the hexing doll (including the $1d4+1$ per character level in damage to the living doll. This damage ignores all resistances and immunities.).

Blind: Covering the doll's head with a cloth blinds the target for 1 minute (DC 16 Will save to resist). The doll is also blinded by this affect if successful, but only for 2 turns.

Damage: Stabbing the doll with a sharp instrument, waving it over an open flame, wrapping a cord around the doll's neck, or otherwise damaging the doll causes the target to take $3d6$ points of damage (DC 16 Fortitude save for half). This damage ignores all resistances and immunities. The voodoo doll takes half the damage dealt to the victim.

Target: The voodoo doll functions as the bound target itself for the purpose of any spell with a range of touch. The target receives the effect of any spell cast upon the doll (up to the doll's limit of 3 effects per day) as if the caster had actually touched him. The target may make saving throws against such spells, if allowed, as normal, but takes the -2 penalty imposed by the doll. Beneficial spells, such as cure light wounds, can also be used in this manner.

Major Voodoo Hexes

Major voodoo hexes may replace any major hex taken by a witch, as long as the witch has the ability Become Voodoo Doll. To use a major voodoo hex, the voodoo doll must have a piece of the intended victim inside it as with the hexing doll (including the $1d4+1$ per character level in damage to the living doll. This damage ignores all resistances and immunities.).

Damage: Damaging the doll causes the target to take $6d6$ points of damage (DC 16 Fortitude save for half). This damage ignores all resistances and immunities. The voodoo doll takes half the damage dealt to the victim.

Locate Creature: The bearer of a ganji doll can use it to locate its bound target, as per the spell locate creature.

Suggestion: The user whispers in the doll's ear, creating the effect of a suggestion spell. The target must make a DC 16 Will save to resist the effect. Unlike the spell, the target need not comprehend the user's language.

LIVING DOLLS

Rocking Horse (Animal Companion Archetype)

Rocking horse is an archetype applied to the Animal Companion of a living doll. It may be taken by any class a living doll possesses, as long as it provides an Animal Companion.

Some living dolls are more comfortable with a companion that they share a common heritage with. These living dolls do not summon an Animal Companion in the normal fashion. These living dolls have companions made of wood and cloth, like themselves.

Summoning

Rocking horses are not living creatures, so they are not summoned in the normal manner. With no environment to be found in, rocking horse animal companions must be found, purchased, or otherwise acquired, and then the living doll must spend 24 hours in ceremony, prayer, and meditation next to the rocking horse.

Maintenance

A rocking horse does not require food or water. However, each day the rocking horse requires maintenance from its rider. Each day its living doll master must make a DC15 Craft (Puppet) roll or the rocking horse suffers as if it was a living horse going a day without food and water.

Str/Dex Bonus

The Dexterity bonus of a rocking horse is always +0

Reinforced Frame

A rocking horse is made of firmer stuff than flesh and bone. At 3rd level, the rocking horse gain DR5/Slashing. This ability replaces Evasion.

Improved Frame

At 15th level, the rocking horses damage reduction is increased to DR10/Magic. This ability replaces greater evasion.



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LIVING DOLLS

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