

Amazing Ancestries[®]

The Entobian



PATHFINDER[®]
COMPATIBLE



AMAZING ANCESTRIES: THE ENTOBIAN

(2ND EDITION REMARKABLE RACES)

A New Player Character Race for use with the 2nd Edition Pathfinder® Roleplaying Game

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Entobians are a small species of insect people that spend most of their lives as bipedal larvae, looking somewhat like an upright walking insect larva. They come in all colors and varieties, literally and figuratively. Perhaps the strangest trait of these already unusual creatures is how human they actually seem under their buggy visages. Despite their incredibly alien anatomy, they are prone to familiar dispositions, friendly demeanors, and values common to mankind.

In addition, entobians are attracted to all walks of life. They harbor no favorite class or profession, instead going where their desires take them. Many entobians are hedonistic, wanting to get the most out of life's pleasures. Others thirst for high adventure, wanting a taste of every new experience. Most are a combination of the two. With experience comes opportunity. Higher level entobians can undergo a metamorphosis that will change their appearance and abilities forever.

The origin of the entobians is speculated to be the result of environmental contamination from an arcane waste produced by a particularly reclusive race of insectoid creatures that live in deep underground hives. Of what little is known of this race, there is much evidence that they are experimenting on creatures by implanting their own biological components, creating deadly insect hybrids. A byproduct of this partially alchemical process is a purplish goo that is disposed of in great quantity into an underground river. This river eventually leads to the surface and into a fertile valley. There, insect life absorbed the waste and became fundamentally altered, all producing tens of thousands of offspring which became the first larvites. According to elves' memory of the event, the first larvites were only about one-foot tall.



ENTOBIAN

Much like their insect brethren, entobians are drawn to the light. All entobians begin life with a thirst for adventure. They want to experience new things, see new landscapes, and climb to new horizons. Many entobians will purposefully creep into the darkest of dwellings and most dangerous of locales in search of the diamond in the rough. Many entobians feel a sense of duty to carry on the race, and thus obtain enough world experience in order to master the meditations required for metamorphosis.

Entobians share many personality qualities with humans; they are creative, passionate, inventive, and they have a sense of humor. Despite their appearance, their likable demeanor can be quite charming.

If you want to play a character that loves adventure, seeks out danger, has a huge potential for change, and is a basically an overgrown insect, then the entobian is right for you.

YOU MIGHT...

- Have a strange bond with insects.
- Strive to better yourself in order to secure a future for your species.
- Rush into danger where others fear to tread.

OTHERS PROBABLY...

- Might be a little put off at first, equating insects with filth or disease.
- May have trouble seeing you as more than an overgrown bug.
- Will often warm up to you once they realize your motivations and personality is very similar to their own, despite your physical differences.

PHYSICAL DESCRIPTION

Perhaps the oddest looking of available ancestries, primary form entobians, collectively known as "larvites" (which can be confusing, as this also refers to the most common entobian heritage) can be likened to vaguely upright walking insect larva with thin and elongated limbs. All entobians have six

limbs; two arms and legs like most other humanoids, and a pair of mid-legs. Their arms end in three digit hands and their legs end in two clawed toes. An entobian's mid-legs can aid in attack, balance, movement, and object manipulation, though these

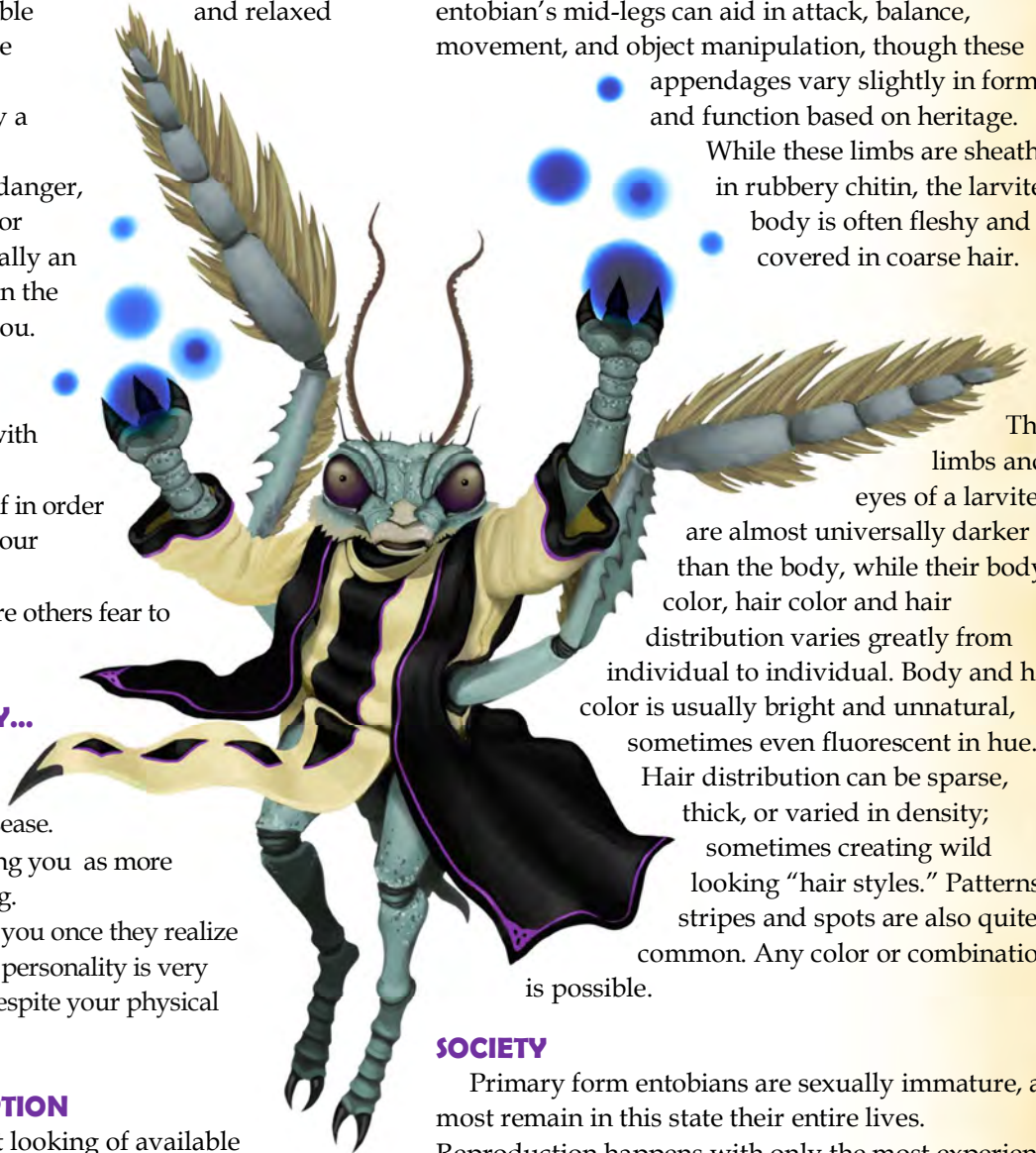
appendages vary slightly in form and function based on heritage.

While these limbs are sheathed in rubbery chitin, the larvite's body is often fleshy and covered in coarse hair.

The limbs and eyes of a larvite are almost universally darker than the body, while their body color, hair color and hair distribution varies greatly from individual to individual. Body and hair color is usually bright and unnatural, sometimes even fluorescent in hue. Hair distribution can be sparse, thick, or varied in density; sometimes creating wild looking "hair styles." Patterns of stripes and spots are also quite common. Any color or combination is possible.

SOCIETY

Primary form entobians are sexually immature, and most remain in this state their entire lives. Reproduction happens with only the most experienced entobians who decide to undergo metamorphosis (by taking an imago feat at higher levels). Until then, the larvite is effectively genderless, though most are considered male because of their deep and resonating voices.



Entobians hatch from a clutch of roughly 200 marble-sized eggs of various colors. They grow from Diminutive grubs to Small-sized primary-form children in about 6 weeks, eating practically constantly during this time. Most entobians are omnivorous; they eat anything. By restricting their diet, and through intense meditation and exercise, they can choose when and what they metamorphosis into, provided they have endured enough trials and tribulations beforehand. Entobian children generally reach emotional and social maturity in about 14 years. Entobians live about a decade longer than humans on average. While most entobians never gain the ability to lay eggs – only the higher level entobians can – when they do, they can have thousands of children in their lifetime.

ALIGNMENT & RELIGION

Entobians are often chaotic, and value their individual freedom over the laws of society. Luckily they are also quite peaceful in their pursuit of personal gain and seldom stoop to darker means. Therefore entobians are usually chaotic good. However, any alignment of entobian has been encountered, and this is even more evident in those that choose metamorphosis. Entobians have no deities of their own, but will often worship gods of freedom, nature, or pleasure. While not well suited to a life of piety, a few clerics and paladin entobians do exist. These rare individuals almost always choose metamorphosis as a way to further their spiritual journey.

NAMES

Entobians like multisyllabic names often with “R” and “Z” sounds.

Examples: Drister, Drytun, Haldozan, Malora, Miraopay, Morgnaz, Rulequaz, Telruz, Tiizay, Vanuuz, Verduzi, Vesterbaz, Zimmerbim.

ENTOBIAN HERITAGES

Entobians are an amalgamation of many different insect species. While this becomes much more evident after metamorphosis, entobian variance is also evident in their primary forms. Choose one of the following entobian heritages at 1st level.

CATERPILLITE ENTOBIAN

Caterpillites are a forest-dwelling off-shoot of the larvite heritage. As such, they share much of the same physiology. However, caterpillites are covered in long, bristly hair that comes in a huge variety of bright colors and patterns. In addition, their midlegs are shorter and end in rudimentary grasping claws that aid in climbing. You gain a Climb Speed equal to half your normal Speed. In addition, your hairs are slightly poisonous, inflicting intense but temporary pain. Whenever a creature succeeds at an unarmed or natural attack against you, that creature must succeed at a Fortitude save or gain Enfeebled 1 for 1d4 rounds. The DC for this save is equal to your class DC and the effect is not cumulative.

INSTARITE ENTOBIAN

Instarites originated in an isolated entobian community from a secluded mountain valley. Instead of the typical primary forms, instarites start out looking much like their imago forms, though wingless and smaller. Each molt, which often happens upon reaching a new level, they get closer to their imago forms. At 1st level, you must take the Metamorphosis feat as your chosen ancestry feat. Also at 1st level, choose an Imago feat. Gain the physical appearance of the imago form from that feat, as well as its vision-based abilities (if any). At 2nd level, gain the spike attack as if you had taken an Imago feat. At 4th level, you officially grow to Medium size. At 7th level (if you haven’t yet qualified for your imago feat at 5th level), you gain the imago’s spell-like ability, usable only once per day. When you qualify for your chosen imago feat, you gain it for free as a bonus ancestry feat.

Hit Points

8

Size

Medium

Speed

30 feet

Ability Boosts

Dexterity

Charisma

Free

Ability Flaw

Wisdom

Languages

Common

Additional languages equal to your Intelligence modifier (if it’s positive). Choose from Dwarven, Elvish, Gnomish, Goblin, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Entobian

Humanoid

LARVITE ENTOBIAN

Larvites are the most common heritage of primary entobians. A larvite's mid-legs aid in attack, balance, movement, and object manipulation, though these appendages end only in very sharp points. While these limbs are sheathed in rubbery chitin, the larvite's body is fleshy and sparsely covered in coarse hair. Larvites have silk glands on their lower abdomen that appear as a small pouch-like protrusion. You gain a spike unarmed attack that deals 1d6 piercing damage. This attack is in the brawling group and has the finesse and unarmed traits. In addition, a larvite can use silk glands in its abdomen to create a 30-foot length of silk rope. The larvite may do this a number of times per day equal to one half its level, minimum 1. The rope decomposes after 24 hours.

NYMPHYTE ENTOBIAN

Nymphites are aquatic entobians and look similar to larvites, although are said to have a fiercer countenance. In addition, a nymphite's mid-legs are reminiscent of the hind legs of a water beetle; flattened and vaguely feathery. These appendages aid with swimming and balance underwater. You gain a swim Speed equal to half your Speed and the amphibious trait. An amphibious creature can breathe in water and in air. You also gain a jaws unarmed attack that deals 1d4 piercing damage. This attack is in the brawling group and has the finesse and unarmed traits.

SANGUISITE ENTOBIAN

Sanguisites are the rarest heritage, and have a bad reputation for malice and wickedness, likely because they subsist solely on blood. However, they can be of any alignment. They appear as hairless, white-skinned larvites with black limbs and red eyes. Their mouths look like forked beaks. A sanguisite's midlimbs are covered in small hooks, made for grasping and aid in grappling (granting a +4 circumstance bonus on Athletics checks to Grapple.) You gain a fangs unarmed attack that deals 1d6 piercing damage. Fangs is in the brawling group and has the grappling and unarmed traits. In addition, when you score a critical success with this attack, the target takes 1 point of persistent bleed damage as an additional effect.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an entobian, you select from among the following ancestry feats.

1ST LEVEL

BITING INSECT

FEAT 1

ENTOBIAN

You gain a fangs unarmed attack that deals 1d8 piercing damage. If you already have a fangs attack, that attack instead benefits from an additional damage die.

BUZZ BABBLE

FEAT 1

ENTOBIAN

You hear the sounds of insects as language. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that are insects (the GM determines which animals count as insects).

GLOWWORM

FEAT 1

ENTOBIAN

You have special glands that allow you to shed light as a torch from your abdomen as a free action. You can extinguish your light as a free action.

HIVEMINDED

FEAT 1

ENTOBIAN

You have adapted to working alongside others, much like insects in a hive. You gain a circumstance bonus to checks to Aid equal to your Charisma modifier.

POISONOUS

FEAT 1

ENTOBIAN

You exude a mild contact poison through your pores. Whenever a creature succeeds at an unarmed or natural attack against you, that creature must succeed at a Fortitude save or take 1 persistent poison damage. The DC for this save is equal to your class DC.

METAMORPHOSIS

FEAT 1

ENTOBIAN

You have begun to prepare your body to transform into its imago form. Through strict diet and exercise, you have triggered an enhanced metabolism that increases your maximum Hit Points by your level until you can take your chosen imago feat.

SKITTER

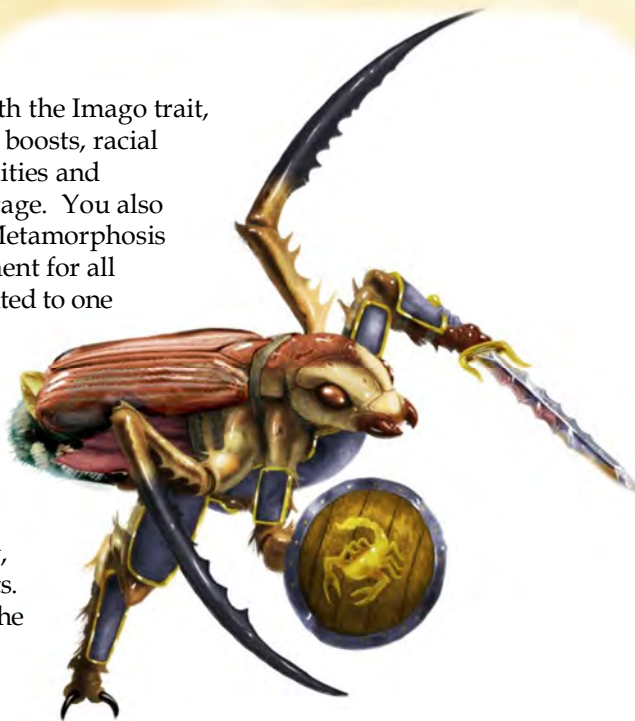
FEAT 1

ENTOBIAN

Trigger An enemy ends a move action adjacent to you. You take advantage of your enemy's movement to adjust your position. You Step.

IMAGO FEATS

When you take a feat with the Imago trait, you lose all racial ability boosts, racial ability flaws, and all abilities and qualities from your heritage. You also lose the benefits of the Metamorphosis feat, which is a requirement for all Imago feats. You are limited to one Imago feat and cannot take another. You grow to Medium size and gain a spike unarmed attack that deals 1d10 piercing damage. This attack is in the brawling group and has the deadly, finesse and unarmed traits. Both the Imago feat and the Metamorphosis feat are permanent and cannot be revoked, removed, or replaced.



5TH LEVEL

BUG BITE

FEAT 5

ENTOBIAN

Prerequisite Fangs attack

Frequency a number of times per day equal to your level

You envenom your mandibles. If the next Fangs Strike you make before the end of your next turn hits and deals damage, the Strike deals an additional 1d6 poison damage. On a critical failure, the poison is wasted as normal.

COLEOPHITE

FEAT 5

ENTOBIAN IMAGO

Prerequisite Metamorphosis

You metamorphose into a beetle-like entobian. You gain ability boosts in Constitution, Strength and one free ability. You gain an ability flaw in Dexterity. In addition, you gain resistance to piercing and slashing equal to your Constitution modifier (min. 1). Lastly, by using wings hidden under your elytra (shell), you can control your descent when falling. You glide slowly toward the ground, 5 feet down and up to 25 feet forward through the air. As long as you spend at least 1 action gliding each round and have not yet reached the ground, you remain in the air at the end of your turn.

NEOTENITE

FEAT 5

ENTOBIAN

Prerequisite Metamorphosis

You grow to Medium-size and can no longer take an imago feat. Your natural attacks, if any, gain a +2 status bonus to melee damage. Like the metamorphosis feat, this feat is permanent and cannot be revoked, removed, or replaced. Since this is not technically an imago feat, you do not lose the effects of your heritage or the metamorphosis feat.

ENTOBIAN ADVENTURERS

Entobians adventure for many reasons, though there are three reasons that are most common. First, entobians love nothing more in life than creature comforts: food, drink, and song. They will travel far and wide to amass enough wealth to afford a life of luxury and excess. Entobians that seek this existence often live out their entire lives as fat and happy larvae. The second reason for adventure is simply the love of adventure itself. All entobians seem to be instilled with the desire to experience new things, and thrive on the rush of adrenaline in the face of great danger.



5TH LEVEL (CONTINUED)

MOSCANITE

FEAT 5

ENTOBIAN IMAGO

Prerequisite Metamorphosis

You metamorphose into a fly-like entobian. You gain ability boosts in Constitution, Dexterity and one free ability. You gain an ability flaw in Charisma. You also gain a Fangs unarmed attack that deals 1d10 piercing damage. Fangs is in the brawling group and has the grappling and unarmed traits. In addition, when you score a critical success with this attack, the target takes 1d6 persistent bleed damage as an additional effect.

Lastly, you can fly up or down 10 feet with a single action, which has the concentrate trait. If you are adjacent to a fixed object or terrain of suitable stability, you can move across the surface by climbing (if the surface is vertical, like a wall) or crawling (if the surface is horizontal, such as a ceiling). You take no damage from falling, regardless of the distance you fall.

STICKY FEET

FEAT 5

ENTOBIAN

You stick to walls with a preternatural grip. You gain a climb Speed of 15 feet. If you have the caterpillite heritage, your climb speed is equal to your normal speed.



9TH LEVEL

EULITE

FEAT 9

ENTOBIAN IMAGO

Prerequisite Metamorphosis

You metamorphose into a moth-like entobian. You gain ability boosts in Strength, Wisdom and one free ability. You gain an ability flaw in Constitution. You gain darkvision and electricity resistance equal to half your level (minimum 1). In addition, you gain *shocking grasp* as 1st-level primal innate spells that you can cast once per day.

Lastly, you gain a fly Speed equal to your normal Speed.

EXSANGUINATE

FEAT 9

ENTOBIAN

Prerequisite a fangs attack that can cause bleed damage

Whenever you inflict bleed damage with your fangs unarmed attack, you gain temporary Hit Points equal to half your level for 1 minute.



13TH LEVEL

LIBELLITE

FEAT 13

ENTOBIAN IMAGO

Prerequisite Metamorphosis

You metamorphose into a dragonfly-like entobian. You gain ability boosts in Dexterity, Charisma and one free ability. You gain an ability flaw in Constitution. You become immune to dazzling effects. In addition, you gain *color spray* as 1st-level occult innate spell that you can cast three times per day.

Lastly, you gain a fly Speed equal to twice your normal Speed.

ROACH-LIKE RESILIENCE

FEAT 13

ENTOBIAN

You gain 16 Hit Points from your ancestry instead of 8. In addition, you gain cold, fire, and poison resistance equal to half your level (minimum 1).

9TH LEVEL (CONTINUED)

FARFALITE

FEAT 9

ENTOBIAN IMAGO

Prerequisite Metamorphosis

You metamorphose into a butterfly-like entobian. You gain ability boosts in Dexterity, Intelligence and one free ability. You gain an ability flaw in Constitution. In addition, you gain *faerie fire* and *glitterdust* as 2nd-level primal innate spells that you can cast once per day each.

Lastly, you gain a fly Speed equal to your normal Speed.

MUSCULOSKELETAL ENHANCEMENT FEAT 9

ENTOBIAN

You can bear more weight than your mammalian counterparts. You can carry 3 more Bulk than normal before becoming encumbered.



The Entobian

LARVITE ROGUE

This hooded entobian is well-equipped with adventuring gear, tools, and pouches.

LARVITE ROGUE

CREATURE 4

CG SMALL HUMANOID ENTBIAN

Perception +8

Languages Common, Elven, Sylvan

Skills Acrobatics +12, Athletics +7, Deception +11, Diplomacy +9, Intimidation +9, Medicine +9, Performance +9, Society +7, Stealth +10, Dungeon Lore +7, Thievery +10

Str +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +3

Items shortbow (20 arrows), 3 knives, studded leather armor

AC 21; **Fort** +9, **Ref** +13, **Will** +9

HP 54

Deny Advantage The larvite rogue isn't flat-footed to flanking, hidden, or undetected creatures of 4th-level or lower, or creatures of 4th-level or lower using surprise attack.

Speed 25 feet

Melee ♦ shortsword +12 (agile, versatile ☺), **Damage** 1d6+6 piercing

Melee ♦ spike +9 (finesse, unarmed), **Damage** 1d6+2 piercing

Ranged ♦ shortbow +12 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

Spin Silk ♦ The larvite rogue may create a 30-foot length of silk rope. The larvite may do this a number of times per day equal to one half its level, minimum 1.

Sneak Attack 2d6

COLEOPHITE CHAMPION

Clad in black armor, this wicked-looking beetle entobian drops in from above.

COLEOPHITE CHAMPION

CREATURE 11

CG MEDIUM HUMANOID ENTBIAN

Perception +24

Languages Common, Sylvan

Skills Acrobatics +20, Athletics +19, Intimidation +15, Medicine +19, Nature +18, Religion +20, Survival +22

Str +4, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

Items +1 striking bastard sword, +1 breastplate, +1 striking composite longbow (100 arrows), lesser healing potion

AC 29; **Fort** +20, **Ref** +23 (successes are instead critical successes), **Will** +19

HP 195; **Resistances** Piercing 4, Slashing 4

Speed 25 feet; **Climb** 15 feet; **Glide** (5 feet down, 25 feet forward); ignores the effects of non-magical difficult terrain

Melee ♦ bastard sword +21 (magical, two-hand d12), **Damage** 2d8+8 slashing

Melee ♦ spike +21 (deadly, finesse, unarmed), **Damage** 1d10+8 piercing

Ranged ♦ composite longbow +22 (deadly 1d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing

Nature's Edge

Enemies are flat-footed to the coleophite champion in areas of natural difficult terrain or in areas of difficult terrain resulting from a snare.

Weapon Mastery When the coleophite champion critically hits a creature who attacked the coleophite champion or one of their allies within the last round, the coleophite applies the weapon's critical specialization effect.



ENTOBIANS IN YOUR GAME

Entobians in this text are presented as a fairly fresh ancestry in the world. They are a new species that sprung from wildlife contaminated with magical residue. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately. One downside to this “newness,” is that they lack tradition, language and history common to other ancestries. This has several ramifications, including less tradition and no cool magic relics tailored especially for this race. However, there are many boons as well. Entobians player characters can be bold pioneers, inventing their own paths, their own history and their own unique traditions. The Game Master also has an opportunity to design new magic items for this race, such as special mid-leg sheaths that confer a magic bonus.

Entobians are a race that does not gravitate toward each other. They do not form hives, as some other insect races do, and generally have no sense of racial community. In fact, if it was not for an imago’s ability to lay hundreds of viable eggs at one time, entobians might have become extinct long ago. While this provides even more plug and play ability for a game, it also means the entobian race does not benefit from these features as other ancestries do. It may be necessary to set up entobian friendly areas in some regions.

Optionally, the Game Master can create a more detailed back story for the entobians. They could easily be an ancient ancestry in their own right. Their unique life cycle would normally keep their population fairly low and unnoticed for many centuries. Another possibility is that entobians originated from another plane or an alternate reality; perhaps even a world entirely populated by insects. Yet another potential back story is that the entobians were once human, cursed to live their lives as insects for acts of excessive greed or an offense to some nefarious power.

Whatever the case, the entobian will make a welcome addition to any game as a representative of the insect world, an unusual option for the player who is seeking something different, a challenge for the player who has played everything, or even a fun alternative for those that thrive on change or metamorphosis.

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