

The Vardøger

Alignment: Any

Hit Die: d8.

Class Skills

The vardøger's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex),

Perform (Cha), Profession (Wis), Search (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill Points at 1st Level:

(6 + Int modifier) x 4.

Skill Points at Each Additional Level:

6 + Int modifier.

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------------|-------------------|-----------|----------|-----------|--|
| 1 | +0 | +0 | +2 | +2 | Alter Appearance (2/Day), Investigator |
| 2 | +1 | +0 | +3 | +3 | Trackless Step |
| 3 | +2 | +1 | +3 | +3 | Slippery Mind |
| 4 | +3 | +1 | +4 | +4 | Master Investigator |
| 5 | +3 | +1 | +4 | +4 | Alter Appearance (4/Day) |
| 6 | +4 | +2 | +5 | +5 | Shifting Form (Small/Medium, Animal) 1/Day |
| 7 | +5 | +2 | +5 | +5 | Extract Extraordinary Ability |
| 8 | +6/+1 | +2 | +6 | +6 | Shifting Form (Humanoid, Tiny/Large) 2/Day |
| 9 | +6/+1 | +3 | +6 | +6 | Alter Appearance (Unlimited) |
| 10 | +7/+2 | +3 | +7 | +7 | Shifting Form (Monstrous Humanoid) 3/Day |
| 11 | +8/+3 | +3 | +7 | +7 | Shifter's Speech |
| 12 | +9/+4 | +4 | +8 | +8 | Shifting Form (Huge) 4/Day |
| 13 | +9/+4 | +4 | +8 | +8 | Extract Spell-like Ability |
| 14 | +10/+5 | +4 | +9 | +9 | Shifting Form (Fey & Vermin) 5/Day |
| 15 | +11/+6/+1 | +5 | +9 | +9 | True Seeing |
| 16 | +12/+7/+2 | +5 | +10 | +10 | Shifting Form (Diminutive) 6/Day |
| 17 | +12/+7/+2 | +5 | +10 | +10 | Extraordinary Form |
| 18 | +13/+8/+3 | +6 | +11 | +11 | Shifting Form (Elemental & Plant) 7/Day |
| 19 | +14/+9/+4 | +6 | +11 | +11 | Extract Supernatural Ability |
| 20 | +15/+10/+5 | +6 | +12 | +12 | Ever Shifting Form, Shifting Form (Gargantuan) 8/Day |

Class Features

All of the following are class features of the vardøger.

Weapon and Armor Proficiency: The vardøger gains the Basic Weapon Group Proficiency and may choose either the Vardøger Weapon Group or the Spear Group. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with Shifting Form (see below).

The vardøger is proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A vardøger that wears prohibited armor or carries a prohibited shield is unable to use any of her supernatural or use an extracted spell-like ability while doing so and for 24 hours thereafter.

Investigator: At 1st level the vardøger gains Investigator as a bonus feat.

Minor Change Shape (Su): At first level the vardøger has the supernatural ability to alter their appearance as though using the disguise self spell that affects their bodies but not their possessions. This ability is not an illusory effect but a minor physical alteration of the vardøger's facial features, skin color and texture and size within the limits described for the spell. The vardøger can use this ability twice per day and the alterations last until she changes shape again. A reverts to her natural form when slain. True seeing reveals her natural form. When this ability is used to create a disguise the vardøger receives a +10 circumstance bonus on Disguise checks Use of this ability is a full round action.

At 5th level the vardøger can use this ability two additional times per day. When the vardøger reaches 9th level she may use this ability at will.

Trackless Step (Ex): Starting at 2nd level the vardøger never leaves a trail and cannot be tracked. She may choose to leave a trail if so desired.

Slippery Mind (Ex): This ability represents the vardøger's ability to wriggle free from magical effects that would otherwise control or compel her. If the vardøger is affected by an enchantment spell or

effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Master Investigator (Ex): Upon reaching 4th level the bonus the vardøger gains a +2 competence bonus on her Gather Information and Search checks. This bonus stacks with the bonus gained from her Investigator feat. For every two levels gained after 4th, the vardøger's competence bonus to the aforementioned skills increases by +1.

Zone of Truth (Sp): The vardøger can use *zone of truth* once per day as a spell like ability. The vardøger's effective caster level for this ability is equal to half her character level (minimum 1st).

Shifting Form (Su): At 6th level the vardøger gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per vardøger level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the vardøger is familiar with. For example a vardøger that has never seen a polar bear could not shift her form to become a polar bear.

The vardøger loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.

At 8th level and every other level thereafter the vardøger gains one additional use shifting form ability. In addition the vardøger also gains the ability to assume to different size categories and is able to assume the forms of creatures other than just animals. The new form's Hit Dice can't exceed the character's vardøger level.

Extract Extraordinary Ability (Su/Ex): At 7th level the vardøger is able to extract one extraordinary ability from a creature that is helpless. The vardøger plunges her open hand into the victims' forehead (or equivalent if it doesn't have one) and inflicts one temporary point of Constitution loss on the target by doing so. The vardøger then sifts through all the extraordinary abilities the target has and picks the one she wants. For 24 hours thereafter the vardøger gains the extraordinary ability and the target loses it.

Shifter's Speech (Ex): At 11th level the vardøger maintains her ability to speak normally (including verbal components of spells if she has the ability to cast spells through another class) regardless of the form she takes. Furthermore she can communicate with other creatures of the same kind while in shifted form as long as such creatures are normally capable of communicating with each other using natural methods.

Extract Spell-like Ability (Su/Sp): At 13th level the vardøger is able to extract one spell-like

ability from a creature that is helpless. The vardøger plunges her open hand into the victims' forehead (or equivalent if it doesn't have one) and inflicts one temporary point of Constitution loss on the target by doing so. The vardøger then sifts through all the spell-like abilities the target has and picks the one she wants. For 24 hours thereafter the vardøger gains the spell-like ability and the target loses it.

True Seeing (Sp): At 15th level the vardøger can use true seeing once per day as a spell-like ability. The vardøger's effective caster level for this ability is equal to half her character level (minimum 1st).

Extraordinary Form (Ex): When the vardøger attains 17th level, she gains all of the extraordinary qualities of any form she assumes with her shifting form class ability.

Extract Supernatural Ability (Su/Su): At 19th level the vardøger is able to extract one supernatural ability from a creature that is helpless. The vardøger plunges her open hand into the victims' forehead (or equivalent if it doesn't have one) and inflicts one temporary point of Constitution loss on the target by doing so. The vardøger then sifts through all the supernatural abilities the target has and picks the one she wants. For 24 hours thereafter the vardøger gains the supernatural ability and the target loses it.

Evershifting Form: A 20th level vardøger has reached the pinnacle of her shapechanging ability. She gains the shapechanger subtype and becomes immune to any transmutation effect unless she is willing to accept it.

Class Options & Level Replacement Abilities

Aberrant Form [Replacement]

The vardøger may assume the form of aberrations.

Replaces: Elemental & Plant Form

Benefit: The vardøger can assume the form of any creature that has the aberration type. To use this ability the aberration must have a challenge rating equal to or less than one-half's the vardøger's level.

Eldritch Energy Conversion [General]

You are able to convert a stolen spell-like ability into a specific kind of resistance.

Prerequisite: Extract Spell-Like Ability class feature

Benefit: When you steal a spell-like ability you may convert the eldritch energy into a specific kind of resistance. The amount of resistance gained is equal to twice the spell's level plus two ((SLx2)+2).

For example, Jorzana steals a djinni's invisibility spell-like ability. Jorzana then chooses to convert that into Fire Resistance. Invisibility is a 2nd level spell so Jorzana gains Fire Resistance 6.

Epic Options

Colossal Shape [Epic]

The vardøger may assume a colossal form using her shifting form ability.

Prerequisite: 21st level, ability to assume Gargantuan size, Shifting Form class ability

Benefit: The vardøger may now assume the form of creatures with a colossal size using her shifting form ability.

Draconic Form [Epic]

The vardøger is able to assume the form of any creature that has the dragonblood subtype.

Prerequisite: 21st level vardøger, Shifting Form class ability.

Benefit: The vardøger can assume the form of any creature that has the dragonblood subtype, this includes dragons. To use this ability the dragonblooded creature must have a challenge rating equal to or less than one-half's the vardøger's level. The use of this ability is limited to however many times the vardøger can use her shifting form ability.