

BATTLE ZOO ANCESTRIES

FUSIONS



ROLL FOR 
COMBAT

Mark Seifter

PATHFINDER
COMPATIBLE





From the Archives of Aitheria Nyx Two Heads Are Better Than One

Those who like to call ourselves “people” are often outclassed by the mightiest beings we choose to label “monsters.” We claim that the way we overcome these long odds is by possessing unparalleled teamwork. Of course, that, too, is sheer egocentrism at play. There’s many ancestries out there with a far greater claim to power through teamwork, and none more so than the unlikely ancestry known as fusions. Fusions bear some cursory surface similarity to swarmbloods, which are a single whole made up of a large interconnected system of individuals, but fusions are significantly more separate and individual than swarmbloods, and most fusions and swarmbloods don’t see themselves as parallel. The individual members of a fusion have dramatically different physical and magical capabilities that aren’t shared with the others at all. They don’t share the same mental pathways. What they do share is certain portions of their body, typically the torso and legs. This means that they are in essence separate people who happen to travel together, akin to very close siblings. These physical and metaphysical hallmarks define the fusion ancestry, which otherwise bears stark physical differences—if it weren’t for magical schemas presented in scholarly works, you’d have a hard time convincing me that a two-headed giant, a cerberus, and a hydra should all be classified as part of the same ancestry!

Needless to say, the ancestries who like to call ourselves “normal” often have trouble deciding exactly how to interact with fusions. Those familiar with swarmbloods, chochori, or other ancestries with a tendency towards plurality might incorrectly treat a fusion as a singular system, while those who are even less familiar with other ancestries might be even more mistaken, treating a fusion as a solitary self. Our lack of understanding of fusions makes us see them as monstrous, even as we value family, friendship, and group solidarity, all things that successful fusions embody. Some mistrust or fear fusions as a result. Others are jealous, in their misunderstanding coming to envy fusions for their accomplishments, seemingly more than any one person could achieve on their own. But it shouldn’t come as any surprise to those who understand a fusion’s true nature. After all, two heads are better than one!

— Aitheria Nyx, Herald of the Space Element, Advocate of Monsters

Fusions

The whole is greater than the sum of its parts. No existence in the world proves this saying more than the unusual ancestry known as the fusion.

Whether they're a human, a dragon, or even the avatar of a dungeon, ancestries are made up of individuals, with each member of an ancestry being a single distinct creature... or at least, that *should* be the case. However, some heritages composed of multiple individuals in a single body baffle even the most sage of philosophers as to the physical and metaphysical implications. While these heritages are different enough that some mainstream scholars consider them to be wholly unrelated, ancestry scholars have recently classified these gestalt entities into a single speculative ancestry, which they've called "fusions." These fusions might have outwardly disparate appearances, much like the wildly varying phenotype between a giant tree dungeon, an underground labyrinth dungeon, and an archipelago dungeon, but just like those dungeon heritages, fusions share a deeper similarity: fusions are multiple creatures sharing a single body.

You Might...

- Sometimes get into arguments with the other characters in your fusion about how to act in a crisis.
- Learn how to share and coordinate with others, whether by choice or by necessity.
- Be at ease even when isolated because you're never truly alone.

Others Probably...

- Forget or fail to understand that you are multiple people, rather than a single individual.
- Admire the sheer destructive power of your fusion's many actions or combined activities, mistakenly comparing you to a single other creature.
- Confuse you for another member of your fusion, especially when you aren't wearing distinguishing gear.

Physical Description

Fusions are large beings with multiple heads, each of which is a separate creature sharing a single body. Their body shape and other physical details vary dramatically depending on their heritage, so much so that it took centuries for scholars to classify them as a single ancestry due to their metaphysical similarities. In addition to multiple heads, the other telltale hallmark of a fusion is a patchwork of equipment covering a particular portion of the fusion's body, allowing the separate creatures within the fusion to wear different gear appropriate for their class.



Two-headed giants are roughly humanoid-looking giants with two heads and either two or four arms, with each head a separate creature, controlling half the arms (one of the two arms or two of the four arms).

Cerberi take the form of large powerful three-headed dogs with an otherworldly cast to them. They are capable of manifesting up to six armlike appendages from their body, typically in the form of chains, which are capable of holding and manipulating objects despite their appearance. Each head is a separate creature, controlling two of the cerberus's appendages.

Hydra are large four-headed serpents with long sinuous necks and a massive central body. They have eight snakelike prehensile limbs they can extend from their body, which appear almost like a mass of coiled tails. They can use these limbs to hold and manipulate objects. Each of the hydra's four heads is a separate creature, controlling one-quarter of the hydra's prehensile limbs (two of the eight prehensile limbs for a typical hydra).

Society

Since fusions appear as giants, canines, or serpents, members of other ancestries sometimes incorrectly conclude fusions must be bestial and antisocial. If they stopped to think about it, rather than judging solely based on appearances, they would realize this can't truly be the case. By virtue of sharing a body between multiple separate creatures, each with their own distinct personalities, fusions are forced from an early age to learn how to share, how to communicate, and how to work together. Because of this, fusions can make surprisingly effective leaders or mediators, at least for people willing to take orders or advice from a giant hydra.

Heritages

Beyond their shared traits due to their gestalt nature, fusion's social tendencies vary greatly by heritage.

Two-Headed Giants

Two-headed giants live the most similarly to other humanoids, with societal structures that seem reminiscent to visitors of most other ancestries. Some humanoid siblings are basically inseparable, and so humanoids can imagine a two-headed giant as simply a more extreme case of that. Two-headed giants' two selves often take up skills that work well together, whether because they're similar and complementary or different enough to cover each other's gaps. This isn't always because they get along perfectly—sometimes a two-headed giant's two selves choose incredibly different paths not intentionally to aid each other by covering a weakness but because they rub each other the wrong way and want to prove how different they are. Other times, it's a sense of rivalry that helps them develop complementary skill sets, each seeking to outdo the other. Still, most two-headed giants' two selves get along with each other fairly well, outside of contentious decisions.

Cerberi

Cerberi have an innate disposition toward guarding places or things which helps them get along well with other guardian ancestries like sphinxes and gargoyles. Cerberi often guard "alone," but they're never truly alone with their other selves. They keep each other company and alleviate any boredom they feel in their tasks by playing together, often via either roughhousing or intellectual competitions. Cerberi have keen senses and most have a particular ear for music. Often, the offer of a new song can set a cerberus more at ease when they're wary or on guard against a new person. Sometimes, a cerberus tires of being a guardian or yearns to hear more music and leaves on a grand adventure. Other cerberi sometimes grumble about these wandering cerberi while looking on at their adventures half in envy.

Hydras

Hydras often live peacefully in swamps and wetlands, hunting food and defending themselves against encroaching creatures or adventurers who mistake them for dragons and expect them to possess a huge hoard of treasure. Those who are especially curious or are pushed by their circumstances leave their marshy homes in search of adventure. Hydras often find great success in their quests, as a single hydra adventurer is capable of feats that would normally require an entire adventuring party to accomplish. Hydras often have strong personalities and traits that distinguish each individual within the fusion, though sometimes after a hydra's head is cut off, the new head that grows back has a slightly different perspective.

RARITY

Rare

HIT POINTS

8

SIZE

Large

SPEED

25 feet

ATTRIBUTE BOOSTS

Two free attribute boosts

LANGUAGES

Common

One language depending on your heritage.

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Diabolic, Draconic, Dwarven, Elven, Jotun, Pyric, Requian, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Depends on heritage (beast for cerberus or hydra, humanoid and giant for two-headed giant)

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

FUSED BODY

As a fusion, you share your body among a number of characters based on your heritage (usually two for a two-headed giant, three for a cerberus, and four for a hydra). Each character part of the fusion shares the same body and space, as well as all the ancestry benefits listed in this sidebar, but has their own initiative, Hit Points, conditions, class, and other abilities. See the It Takes Two sidebar on page 8 for more details.

(continued on page 6)



COMBINED MOVEMENT

As a gestalt entity sharing one body, your movement is a team effort decided by committee. All actions and activities with the move trait, as well as actions and activities with a subordinate move action (like Sudden Charge) or that would move you without the move trait (such as *translocate*) gain the combined trait (page 9). Like most combined activities, you and the other characters in your fusion decide when to take a combined move action, and the movement distance and type depends on the character taking the move action. For example, if you are a ranger with a 25 foot Speed and the other members of your fusion are a sorcerer with a 40 foot fly Speed and a barbarian with a 30 foot Speed, and your turn is first.

You might collectively decide to spend one action to have the sorcerer Fly. In that case, you would spend one action on your turn and the other two characters would commit to spending an action on their turns. Then, on the sorcerer's turn, the sorcerer would fly 40 feet. Similarly, you could decide to have the barbarian use Sudden Charge by spending two actions on your turn and having the other characters commit to spending two actions on their turns, and then on the barbarian's turn, the barbarian uses Sudden Charge to Stride up to 60 feet and then Strike.

COMBINED FEATS

As you grow in power and coordination with the other characters in your fusion, you gain the ability to combine your efforts to produce powerful effects as a team.

You and the other characters in your fusion start with a free 1st level ancestry feat with the combined trait, in addition to the normal ancestry feat all characters gain at 1st level. As normal for feats with the combined trait, you and the other characters in your fusion decide which feat to take together, and you all gain the same feat, which grants its benefits to the fusion. You and the other characters gain a second free ancestry feat with the combined trait at 7th level, and a third free ancestry feat with the combined trait at 15th level.

Beliefs

Fusions vary greatly in their outlooks and philosophies, even among the individuals in the same fusion. Sometimes one is cruel while another is kind, or one is impetuous while another is careful. In this way, they can temper each other's rough edges and come to a balanced decision together.

Fusions worship all sorts of deities, sometimes splitting dramatically from their other selves on theological matters. Scholars of the afterlife wonder if there's any special consequences for fusions of wildly differing faiths, but fusions believe it's no different than for various family members in another ancestry.

Fusion Heritages

Fusion heritages look so wildly different from each other that it took a long time before any scholars chose to classify them as a single ancestry. Choose one of the following fusion heritages at 1st level. All members of a fusion share the same heritage, and fusions can't have versatile heritages.

Two-Headed Giant

Two heads are better than one! You're a humanoid giant with two heads and either two or four arms. You're composed of two different characters, each controlling one head and half the arms (one arm if you have two arms or two arms if you have four arms). Whether to work together better with your counterpart or to show them who's better, you've trained in more skills than most could manage. You're trained in a skill of your choice. At 5th level, you become an expert in the chosen skill. You're a humanoid and a giant, and your additional language is Jotun.

Cerberus

You're a three-headed canine guardian, surrounded by six armlike appendages capable of holding objects and taking Interact actions, which typically take the form of chains. You're composed of three different characters, each controlling one head and two of the appendages. You gain an appendage unarmed attack instead of a fist unarmed attack, which otherwise has the same statistics as a fist unarmed attack. You also gain a jaws unarmed attack that deals 1d6 piercing damage, has the finesse trait, and is in the brawling weapon group. You gain a special sense: imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind. In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your scent. You're a beast, and your additional language is your choice of Diabolic or Requian.

Hydra

You're a four-headed serpent, with eight limbs with the appearance of snake tails, each capable of holding objects and taking Interact actions. You're composed of four different characters, each controlling one head and two of the limbs. You gain a limb unarmed attack instead of a fist unarmed attack, which otherwise has the same statistics as a fist unarmed attack. You also gain a jaws unarmed attack that deals 1d6 piercing damage, has the finesse trait, and is in the brawling weapon group. You're difficult to kill by most means unless a creature knows your weakness or kills all of you at once. When at 0 Hit Points, your head is cut off, but you don't die unless you were brought to 0 Hit Points by a death effect. If an effect explicitly decapitates you, you still don't die, but you're immediately reduced

to 0 Hit Points and dying 4. Even when your dying value reaches 4 or more, you don't die, unless all your heads are at 0 Hit Points at the same time or the effect that brought your dying value to 4 or more dealt fire or acid damage. However, in exchange, effects that deal acid or fire damage increase your dying value by 1 more than normal. When unconscious at 0 Hit Points but not dying, as long as you don't have a wounded value of 4 or higher, after 1d4+1 rounds, you regain 1 Hit Point, your head regrows, and you become conscious. Your head also regrows and you become conscious if you regain Hit Points by any other means, as long as you don't have a wounded value of 4 or higher. If your wounded value is 4 or higher, your head doesn't regrow until your wounds are treated. You're a beast, and your additional language is Draconic.

the other member of your fusion. Even if the other member later loses the spell (such as by retraining the spell out of their repertoire), you can continue to maintain it through this feat.

KEEN SCENT

FEAT 1

FUSION

Prerequisites heritage other than cerberus

Your head has a nose with an especially keen scent, allowing you to notice creatures by their smell. You gain a special sense: imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind. In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your scent.

Ancestry Feats

The following feats are available to fusion characters.

1ST LEVEL

FUSION LORE

FEAT 1

FUSION

You understand your own physical and metaphysical nature and that of fellow fusions, and you've learned how to get along and get your way using both the carrot and the stick when a group consensus is necessary. You gain the trained proficiency rank in Diplomacy and Intimidation. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You gain the Additional Lore feat in Fusion Lore.

FUSION MAGIC

FEAT 1

FUSION

Prerequisites another member of your fusion knows at least one cantrip

You draw upon the magic of one of the other individuals in your fusion, granting you a cantrip they know. Choose a cantrip from any of the arcane, divine, occult or primal spell lists known to one of the other members of your fusion (for instance, in a wizard member's spellbook or a sorcerer member's spell repertoire). You can cast this cantrip as an innate spell from the same tradition as





It Takes Two?

Unlike any other ancestry, fusions are a single ancestry shared by multiple player characters in the same body! Each of these characters is a separate person, with their own class and their own background, though the backgrounds for two characters who are part of the same fusion need to avoid contradicting each other. For instance, if one of the characters has a background about being raised by animals in the forest and another has a background about being raised as a princess in the royal palace, it might not be possible to reconcile them. While they share the same body and space, each character rolls their own initiative, wears and invests and carries their own magic items. In the case of magic items that are normally impossible to wear together on the same body, they magically adjust to fit together onto a fusion character. For instance, a two-headed giant fusion of a wizard and a fighter might have a magical robe on the left side of their body and a suit of heavy armor on the right side of their body.

Each creature within a fusion is a separate creature and is targeted separately with their own Hit Points and conditions. This means it's possible for one creature in a fusion to die while the other creature or creatures remain alive, for one creature in a fusion to be turned to stone while the rest of the fusion isn't, or for one creature in a fusion to polymorph while the rest of the fusion hasn't (in which case they look like a bizarre chimera). However, effects that alter a creature's size don't work on a fusion unless they can affect all creatures in the fusion at the same time; growing or shrinking one head of the hydra isn't enough to increase the whole hydra's size. There might be other similar effects that the GM determines don't work unless they affect all creatures in the fusion.

As with any other PCs, normally a different player is responsible for creating and portraying each character in a fusion. This can be incredibly fun to roleplay with the right person or people. However, in a situation with fewer players than normal where the group was considering having one player control multiple characters, having that player control linked fusion characters can be an excellent choice. For instance, in a one-on-one game, the single player might portray all four heads of a hydra.

LET'S SPLIT UP, GANG! ♦♦

FEAT 1

COMBINED CONCENTRATE FUSION

You gather mystic energy and then split in a flash of colorful light, forming separate bodies for every member of your fusion that are each size Medium (a two-headed giant looks roughly like a humanoid, a cerberus looks like a wolf or human-sized dog, and a hydra looks like a human-sized serpent). While split, each member of the fusion has their own body and moves separately, temporarily losing the effects of the fused body and combined movement ancestry abilities. Additionally, while split, you can't use any combined actions except that you can use Let's Split Up Gang! again when all members are adjacent to each other to return to your combined form, and you can't use other effects that normally apply to other members of your fusion (like the ability to automatically use touch telepathy or the Did You Mean Me? And Shared Mind reactions), as determined by your GM.

Special If you're a hydra, since you only have one head in your split body, your head isn't cut off at 0 Hit Points and you die normally from decapitation or at dying 4.

LOOK BOTH WAYS ♦

FEAT 1

FUSION

You carefully change your perspective to fill in the gaps left by the gazes of the other members of your fusion. Choose yourself or one of the other members of your fusion. The member of your fusion you chose gains all-around vision until the start of your next turn. This lets them see in all directions and prevents them from being flanked.

MIDNIGHT HEAD

FEAT 1

FUSION

Your head has always been able to see in the dark better than the others in your fusion. You gain darkvision. You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

RACING THOUGHTS

FEAT 1

FUSION

Your arguments, debates, and discussions with the other members of your fusion have reached the point where you can communicate wordlessly, even for a complex discussion. You gain touch telepathy, allowing you to communicate purely mentally via touch with any creature if you share a language. This telepathy extends to other members of your fusion without needing to explicitly touch a part of the body they control.

RAISE A BARRICADE ♦

FEAT 1

COMBINED FUSION

Requirements a member of your fusion is wielding a shield

You work together with all the members of your fusion to raise a shield and protect everyone. You Raise a Shield and grant the circumstance bonus to AC to every member of your fusion.

Special You can only perform Raise a Barricade on your turn if you are wielding a shield.

SHARE VIGOR ♦

FEAT 1

COMBINED FUSION HEALING

You and the other members of your fusion share a body, and you call upon the shared life force to share your wounds. Each member of your fusion chooses whether to give or receive Hit Points. Those who choose to give Hit Points each lose a number of Hit Points they choose, up to 4 Hit Points for each level they have. Those who choose to receive Hit Points then divide the gifted Hit Points as evenly as possible among them. If all members of the fusion choose to give or receive, Share Vigor has no effect.

5TH LEVEL

ALL FOR ONE ♦

FEAT 5

COMBINED FUSION

You and the other members of your fusion attack as one, working

together to pierce your foes' defenses. Each member of your fusion Strikes the same target. Combine the damage of all successful Strikes before applying resistances, weaknesses, and the like only once. If any of the members of your fusion use the Aid reaction to assist the attack rolls of another member of your fusion, the assisted member gains a circumstance bonus to their damage roll equal to the circumstance bonus to their attack roll.

Members of your fusion who haven't acted yet this round increase their multiple attack penalty, even though their next turn hasn't started yet. This applies to future uses of All For One (or another combined attack like X-Strike) on the same turn, as well as to any individual attacks they make on their own turn.

Special Your fusion can only perform All For One's Strikes during the turn of the member of the fusion acting first in initiative that round.

EMERGENCY SHUNT ❖❖

FEAT 5

FUSION

Frequency once per day

Requirements None of the members of your fusion is immobilized.

With an exhausting amount of exertion, you manage to move your shared body using only the parts you control. You Stride. Unlike all other move actions, this isn't a combined action.

FUSION LEADER

FEAT 5

FUSION

After a lifetime spent together, where you either succeed or fail together, you're especially good at leading other members of your fusion and following their lead. This can be especially handy when one of you is trying to avoid notice, since you can't help but bring the others along. While exploring, when you are leading and members of your fusion are Following the Expert, you grant a +3 circumstance bonus instead of +2 to members of your fusion if you're an expert in the applicable skill, and a +4 circumstance bonus if you're a master. You also gain a +4 circumstance bonus to checks to Aid other members of your fusion.

HYDRODYNAMIC HYDRA

FEAT 5

FUSION

Prerequisites hydra heritage

You're in control of parts of your shared body that make it easier for you to swim through the swamps and marshes where hydras love to live. You gain a 15-foot swim Speed and all four members of your fusion gain the amphibious trait.

Special If every member of your fusion takes this feat, your swim Speed improves to be equal to your land Speed.

SHARED VIGILANCE ❖

FEAT 5

COMBINED FORTUNE FUSION

Prerequisites cerberus heritage

Trigger You're about to roll initiative and at least one member of your fusion is rolling Perception for initiative.

You and the other members of your fusion look out for each other, with the first to notice a danger pausing to make sure the least observant is ready to act together. All three members of your fusion roll initiative,

Combined Activities

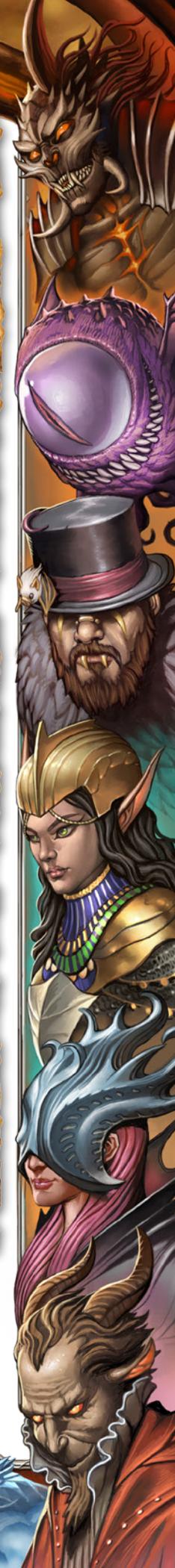
Fusions introduce a new trait for actions and activities, the "combined" trait, which means that every character in a fusion is working together to perform it. Combined activities have two separate steps. First, the fusion pays the appropriate action cost for the activity. Then they perform the activity (also known as "granting the benefits"), possibly on the same turn, and possibly on the turn of another character in the fusion.

Each round during an encounter, the first time a character who is part of a particular fusion takes their turn, all characters in the fusion can agree to take one or more combined actions together. Combined activities cost the listed number of actions for every character in the fusion: the first character to act spends their actions, and all the other characters in the fusion contribute the same number of future actions on their next turns. In order to take a combined activity, all characters in the fusion must be able to act and must be expecting to gain enough actions on their next turn to contribute to the combined activity, and they each must meet any requirements for the combined activity. Once the actions are committed, the fusion decides which character will perform the combined activity on their turn. For most combined activities, after contributing actions and future actions, the fusion can choose to perform the combined activity immediately on the turn of the first character in the fusion to act, or to wait and have another character in the fusion perform the combined activity on their turn. Some combined activities have stricter rules for when they're performed; for instance, Raise a Barricade can only be performed on the turn of a character in the fusion wielding a shield. If a character in a fusion becomes stunned, slowed, or otherwise unable to act (or to specifically use the combined activity) after previously contributing their next turn's actions to a combined activity, the combined activity is disrupted unless its effects have already occurred. For example, if one character in a fusion is immobilized, the fusion can't use a combined move activity because the immobilized condition prevents that character from moving.

To select a feat with the combined trait, every character in the fusion must choose to take the feat together. In this case, they all gain the benefit of the feat (typically allowing them to use a new combined activity).

While combined activities were initially designed specifically for the fusion ancestry, you and your GM can consider adapting them to be used by especially coordinated groups of characters from other ancestries to represent powerful combination attacks! What could be cooler than a team of adventurers making a combo attack?

and then all three of you take the result in the middle, acting one after the other at the same initiative. If all three results are different, the "middle" result is that result that is neither the highest nor the lowest, and if two or all three results are the same, the "middle" result is the repeated result. For example, if the three of you rolled results of 25, 22, and 16, you would act at initiative 22, and if you rolled results of 25, 25, and 16, you would act at initiative 25.





Why Free Feats?

It might seem unusual that fusions receive not one but eventually three free combined feats over time, for each character in the fusion, granting them powerful benefits. However, these free combined feats help to offset some of the logistical challenges of having multiple players needing to work together using a single body, including having to coordinate with other players and potentially having characters who would prefer to be positioned in different places on the battlefield forced to share the same position. If your group has an exceptionally high degree of teamwork and coordination and finds sharing a body to be an overall advantage on its own (for instance, building to ensure all members of the fusion work best at the same range while skillfully using combined movement on a high-movement character to offset Speed penalties to other characters), you might consider removing the free combined feats for your group. This is a bit more likely if a single player controls all the characters in a fusion.

Even in the case of a highly coordinated party, it's usually more fun to be able to use a few combined actions without costing all the ancestry feats for multiple characters, so if you decide to remove the free combined feats for fusion characters, consider using the ancestry paragon variant for every character in the group as a way to level the playing field while giving the fusion characters more space to learn combination abilities!

Orthrus and Beyond

The two-headed giant, cerberus, and hydra are each designed specifically for two, three, and four characters respectively, and their combined actions are balanced around those numbers. However, it's possible that your group really wants to play a hydra or giant with three heads, or a two-headed canine (often called an orthrus instead of a cerberus) for thematic or aesthetic reasons. In that case, you can adjust existing abilities to work for a different number of characters or re flavor them to work for a different heritage.

STORM OF JAWS ❖❖

FEAT 5

COMBINED FUSION

Prerequisites hydra heritage

Your fusion lashes out in a storm at all nearby foes, potentially making multiple attacks with each head if enough foes are nearby. Each member of your fusion coils their neck and extends the reach of their jaws Strikes by 5 additional feet and then attempts two Strikes with the jaws unarmed attack granted by the hydra heritage, up to eight Strikes total. Each of these Strikes must be against a different creature, so you can only make the maximum number of attacks if eight or more foes are within reach.

These attacks count toward the multiple attack penalty for all members of the fusion, even those who haven't acted yet this round, but the multiple attack penalty doesn't increase until after all the attacks from Storm of Jaws. At that point, all members of the fusion increase their multiple attack penalty, even those whose turns

haven't started yet. This multiple attack penalty applies to future uses of another combined attack like All For One on the same turn, as well as to any individual attacks they make on their own turn.

Special Your fusion can only perform Storm of Jaws's Strikes during the turn of the member of the fusion acting first in initiative that round.

X-STRIKE ❖

FEAT 5

COMBINED FUSION

Prerequisites two-headed giant heritage

You and your partner in the fusion reach around a foe and attack as once from both sides in the shape of an X, catching the foe off guard as well as a flanking maneuver could. Both members of your fusion Strike the same target, who is off-guard to both Strikes as long as you could flank them (for instance, if they have deny advantage or all-around vision, they might not be off-guard).

The member of your fusion who hasn't acted yet this round increases their multiple attack penalty, even though their next turn hasn't started yet. This applies to future uses of X-Strike (or another combined attack like All For One) on the same turn, as well as to any individual attacks they make on their own turn.

Special Your fusion can only perform X-Strike's Strikes during the turn of the member of the fusion acting first in initiative that round.

9TH LEVEL

BARRICADE BLOCK

FEAT 9

FUSION

Prerequisites Raise a Barricade, Shield Block

You can not only raise a single shield to protect every member of your fusion, you can block for them as well. When you and the other members of your fusion Raise a Barricade, as long as you are the member of the fusion wielding the shield, you can use your Shield Block reaction to block for any member of the fusion, not just for yourself.

CROSS TRAINING

FEAT 9

FUSION

You've lived with the other members of your fusion your entire life, so it's no surprise that you've picked up some of their tricks along the way. You gain the multiclass dedication feat for one of the main classes of another member of your fusion, even if you normally couldn't take another dedication feat until you take more feats from your current archetype and even if you don't meet the archetypes attribute modifier prerequisite.

DID YOU MEAN ME? ❖

FEAT 9

FUSION

Frequency once per day

Trigger A foe targets one of the other members of your fusion with a harmful effect and doesn't target you, but they could have targeted you instead.

You quickly twist the parts of your body around, or even alter some of the portions under your control, in order to take on a foe's assault. The foe targets you instead of the member of your fusion they attempted to target.

ENERGETIC ASSAULT

FEAT 9

FUSION

You've developed an affinity to a particular type of magical energy that explodes out of your attacks when you strike a telling blow. Often this affinity is different among members of the same fusion, and it sometimes matches the members' personalities (with a cold analytical member choosing cold damage and a fiery hotheaded member choosing fire damage). Choose acid, cold, electricity, or fire. On a critical hit with an unarmed attack or melee weapon attack, you deal 1d4 persistent damage of the chosen type to the target of your attack.

FUSION MAGIC ADEPT

FEAT 9

FUSION

Prerequisites Fusion Magic, another member of the fusion can cast 1st and 2nd rank spells from spell slots

Your magical connection to the other members of your fusion grows, allowing you to use more of their spells as your own. Select one 1st-rank spell and one 2nd-rank or lower spell known by another member of your fusion (they don't need to be from the same spell list or known by the same member of your fusion). You can cast each of your chosen spells once per day as innate spells of the same tradition as the member of your fusion from whom you borrowed them.

LOOK EVERY WAY

FEAT 9

FUSION

Prerequisites Look Both Ways

You can effortlessly shift to cover all directions against weaker foes. The member of the fusion you chose the last time you used Look Both Ways can't be flanked by creatures of your level or lower at all times, even after the effect of Look Both Ways ends. You can use Look Both Ways to change the member you're protecting and to protect from flanking from more powerful creatures.

13TH LEVEL

BOULDER THROW

FEAT 13

COMBINED FUSION MANIPULATE

Prerequisites two-headed giant heritage

Frequency once per hour

Requirements Both members of your fusion have a hand free.

You work in tandem with your other partner in your fusion and expend tremendous effort to lift and toss a boulder, a clump of compressed earth, or the like. You throw the boulder up to 120 feet, where it crashes down on all creatures in a 10-foot burst dealing 14d6 bludgeoning damage to all creatures in the area with a Reflex save against the higher of the class DC and the spell DC of the member of the fusion on whose turn you choose to perform the Boulder Throw. The boulder leaves difficult terrain in the area from the rubble. At each level after 13th, the damage increases by 2d6, to a maximum of 28d6 at 20th level.

Critical Success The creature is barely impacted by the debris, taking half minimum damage (starting at 7 at level 13 and increasing up to 14 at level 20).

A Farewell to Arms

The heritages all have something that can work as arms to allow you to play a fusion character with your group regardless of what class and build everyone in the fusion is playing, rather than being stuck with spellcasters, monks, and other classes that can handle things better without any hands. However, if you and your fellow fusion players would rather, you can remove these appendages.

Combined Feat Power and Niche

Combined feats require every character in the fusion to choose the feat, so they come at a higher cost than normal ancestry feats to gain, in addition to the action cost to use them requiring multiple characters' effort. As such, they tend to have some effects that are especially powerful. For instance, Omega Beam might seem like the damage number is out of control if viewed without context. But on the other hand, four characters had to work together to create the Omega Beam, and there was time when it was charging up to disrupt it or move away. Combined activities are balanced in this way, but by combining into one roll, they can be quite feast or famine. This is part of the reason that they have unusual critical success and critical failure entries, rather than using basic saves, to help avoid a situation where the entire party is looking at double or nothing.

Success The creature mostly escapes the boulder and takes half damage.

Failure The creature is struck head-on and takes full damage, falling prone.

Critical Failure The creature is truly clobbered and takes additional damage equal to the number of damage dice, is knocked prone, and is stunned 1.

ENVELOPING CHAINS

FEAT 13

COMBINED DIVINE FUSION

Prerequisites cerberus heritage

Frequency once per hour

You and the other members of your fusion whirl your chains around and create and elongate more chains using magic, creating an enormous region of enveloping chains that lock nearby foes in place and prevent them from teleporting away. Each foe within a 30-foot emanation must attempt a Reflex save against the higher of the class DC and the spell DC of the member of the fusion on whose turn you choose to perform the Enveloping Chains.

Critical Success The creature avoids being hindered by the chains in any way, but they're still grazed and take bludgeoning damage equal to half your level.

Success The creature is temporarily entwined by the chains. They take bludgeoning damage equal to your level and for 1 round, they take a -10-foot circumstance penalty on their Speeds and Enveloping Chains attempts to counteract any teleportation effect on them or any effect that would move them to a different plane.



Fusion Adventurers

Fusions often become adventurers, where their powerful combination of skills allow them to excel, and people of other ancestries are more willing to overlook their differences. Fusions tend toward a wide variety of classes, and they usually choose classes that are complementary to the other characters in their fusion so that it's easier to work together. They're less likely to have backgrounds that involve integrating seamlessly into other ancestries' societies, like bartender, but they otherwise have backgrounds that vary widely. Characters in the same fusion always have backgrounds that are compatible with each other; while that doesn't mean they need to have the same or even similar background, since each character might have their own interests and training, they can't share backgrounds that contradict each other when it comes to where their shared body was located.

Failure The creature is fully enveloped by the chains. They take bludgeoning damage equal to your level and are grabbed by the chains for up to 1 minute. In addition to Escaping normally against the chains' DC, they must attempt a Will save against the chains' DC at the end of each of their turns they remain grabbed by the chains to resist the chains' power mentally, escaping the chains on a successful Will save and taking bludgeoning damage equal to your level on a failure. In addition, for 1 minute, they take a –10-foot circumstance penalty on their Speeds and Enveloping Chains attempts to counteract any teleportation effect on them or any effect that would move them to a different plane.

Critical Failure The creature is completely at the chains' mercy. As failure, but the creature is restrained for 1 round and the initial damage and damage for failing a Will save each increase by 7 (to a total of 20 at 13th level, and 27 at 20th level).

FUSION MAGIC IMPRESARIO FEAT 13

FUSION

Prerequisites Fusion Magic Adept, another member of the fusion can cast 3rd and 4th rank spells from spell slots

Your magical connection to the other members of your fusion is powerful enough to allow you to share spells of surprising complexity given the way you've learned them. Select one 3rd-rank or lower spell and one 4th-rank or lower spell known by another member of your fusion (just as with Fusion Magic Adept, they don't need to be from the same spell list or known by the same member of your fusion). You can cast each of your chosen spells once per day as innate spells of the same tradition as the member of your fusion from whom you borrowed them.

FUSION'S REACH FEAT 13

FUSION

Prerequisites You are Large.

Whether from a longer neck or better control of your arms or limbs, you can easily strike foes from a distance. Your reach increases to 10 feet as long as you are Large.

SHARED MIND ◀

FEAT 13

FORTUNE FUSION

Trigger Another member of your fusion is about to attempt a Will save against a mental effect that could affect you but didn't target you.

While you're a separate person from the others in your fusion, your minds aren't completely disconnected, and you can blend them together to help ward off a mental attack. Even though you originally weren't targeted, each of you attempts the Will save against the triggering effect, but you both use the higher of the two d20 results, adding your own individual Will save modifiers and taking the appropriate effects.

VIGOROUS REGROWTH ♦♦

FEAT 13

COMBINED FUSION

Prerequisites hydra heritage

Frequency once per day

Working together with the other members of your fusion, you turn your regeneration on overdrive to regrow from any injury. For 1 minute, every member of your fusion gains regeneration equal to their level, overcome by fire and acid. This means you recover Hit Points equal to your level at the start of each of your turns and regrow your severed head if you're at 0 Hit Points. As normal for a hydra, if your wounded value becomes 4 or higher, you stay unconscious until your wounds are treated.

17TH LEVEL

BEYOND THE GRAVE ♦♦

FEAT 17

CONCENTRATE FUSION

Frequency once per 10 minutes

Requirements Another member of your fusion is dead, and no member of your fusion is using Beyond the Grave on that dead member of your fusion.

You instill a fragment of your own life force into your fallen comrade's parts, even going so far as to regrow their missing head if you're a hydra, though your efforts only produce a shadow of their full power. The puppet has the original's attack modifier, AC, saving throw modifiers, Perception, and skill modifiers, but it has only 70 Hit Points and lacks the original's special abilities, including immunities, resistances, and weaknesses.

The puppet gains the minion trait, and it can only Stride, Strike, and contribute its actions to allow you to use combined activities (which you otherwise can't use when one member is dead). The puppet's Strikes deal the fallen member's normal damage but don't apply added effects, since it doesn't have special abilities. The effect automatically ends if the puppet's Hit Points drop to 0, if the fallen member comes back to life, or after 1 minute, whichever comes first.

The puppet attacks your enemies to the best of its abilities when you Command a Minion and takes no actions otherwise. Because of this, you must commit an action to Command a Minion in order to have the puppet help with combined activities.

The puppet is unstable, so each turn after it takes its actions (or contributes them to a combined activity), it loses 4d6 Hit Points. It's not a living creature, and it can never regain its lost Hit Points in any way. If you don't Command the puppet, it doesn't lose any Hit Points that turn.

FUSION CONFUSION ◆◆

FEAT 17

CONCENTRATE FUSION

Frequency once per hour

You expose foes around you to the melding of multiple minds within your fusion, causing them to become confused. Choose up to four foes within 60 feet. The foes might become confused, depending on their Will saves against the higher of your class DC or spell DC.

Critical Success The foe is unaffected.

Success The foe babbles incoherently and is stunned 1.

Failure The foe is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.

Critical Failure The foe is confused for 1 minute, with no save to end early.

MAKE MY FUSION GROW! ◆

FEAT 17

COMBINED FUSION

Prerequisites You are Large

Frequency once per 10 minutes

You and the other members of your fusion increase your shared size for a short time, the better to defeat your foes. You gain the effects of 4th-rank *enlarge* for 1 minute

OMEGA BEAM ◆◆

FEAT 17

ARCANE COMBINED CONCENTRATE FUSION

Prerequisites hydra heritage

Frequency Once per day

Using all four of your heads together, you charge up and fire off an incredibly powerful beam to annihilate your foes, creating devastation

Fusion Settlements

Settlements larger than a small family are rare among cerberi and hydras, but two-headed giants often form isolated villages hidden in the hills or mountains. While many fusions are “solitary” (aside from their fellows in the fusion), there are some who adapt to life in settlements of other ancestries or even prefer to live there.

more damaging than just about any other magic or effect in a line up to 2 feet wide and up to 300 feet long. As soon as your fusion spends the actions for Omega Beam, you visibly begin charging the beam, which fires on the turn of the last member of your fusion to act in that turn. Creatures in the beam’s path take 40d12 force damage, with a result depending on their Fortitude or Reflex save (whichever is lower) against the highest class DC or spell DC among the members of the fusion.

Critical Success The creature is able to mostly avoid and shrug off the Omega Beam and takes 40 force damage.

Success The creature resists or dodges some of the beam but still takes half damage.

Failure The creature takes the beam’s full force and takes full damage, and they’re dazzled for 1 round.

Critical Failure The creature is ravaged by the beam. They take full damage, plus an additional 100 force damage and are dazzled for 1 minute and stunned 1.



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