

BATTLEZOO ANCESTRIES

FUSIONS



ROLL FOR 
COMBAT

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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 species known as the fusion.

Whether they're a human, a dragon, or even the avatar of a dungeon, species are made up of individuals, with each member of that species 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, scholars have recently classified these gestalt entities into a single speculative species, 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 subspecies, 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 subspecies, so much so that it took centuries for scholars to classify them as a single species 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 and 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).



Fusion Traits

Your fusion character has an assortment of inborn abilities, many of which are shared by others of your kind.

Ability Score Increase. One ability score of your choice increases by 2, and two other ability scores of your choice increase by 1.

Age. Fusions age noticeably faster than humans. They reach maturity around the age of 10 and rarely live longer than 60 years.

Alignment. Fusions can be any alignment. In fact, individual members of a fusion can have different alignments, although fusions usually learn to set aside these differences for the good of all.

Size. Regardless of their subspecies, fusions are noticeably larger than most humanoids. Your size is Large.

Speed. Fusions move about as fast as a typical human. Your base walking speed is 30 feet.

Not Humanoid. Instead of humanoid, your type is either giant (if you're a two-headed giant) or monstrosity (if you're a cerberus or hydra).

Fused Body. As a fusion, you share your body among a number of characters based on your subspecies (usually two for a two-headed giant, three for a cerberus, and four for a hydra). Each character of the fusion shares the same body and occupies the same space, as well as all the fusion species traits. Each character otherwise uses their own statistics, including initiative, hit points, proficiencies, class features, and so on. See the It Takes Two sidebar on page 8 for more details.

Combined Movement. As a gestalt entity sharing one body, your movement is a team effort decided by committee. Whenever a fusion would move (by walking, swimming, via a magical mode of transportation such as teleportation, or some other method), you and the other characters in your fusion must all agree how and where to move. The distance the fusion moves is then subtracted from the distance each other member can move on their turn that round. For example, say you have a walking speed of 30 feet, but another character in your fusion has a movement speed of 40 feet (granted by a class feature or similar ability). On your turn, you could move up to 30 feet, provided your fellow fusions agree. On the other character's turn, they could move up to 10 feet but no further (because you already used 30 feet of their movement). You don't gain the special movement modes of the other members of your fusion, although you might benefit from them on that member's turn. For example, if another member of your fusion has a fly speed, you can't fly on your turn, but the other member can do so on their turn, thereby moving you into a possibly more advantageous position. A fusion character can't take the Dash action (or any other action or bonus action that provides additional movement, including teleportation

spells) unless all members of the fusion agree to do so as a combined action.

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. At 1st level, you and the other characters in your fusion gain a combined feat, which you all must agree to take together. As normal, in order to select a feat, you must meet the feat's prerequisites, if any. At 9th and 17th level, you and the other characters in your fusion gain an additional combined feat.

Languages. You can speak, read, and write Common and one other language determined by your subspecies.

Subspecies. Fusions of different subspecies look so wildly different from each other that it took a long time before any scholar chose to classify them as a single species. Choose one of the following subspecies. All members of a fusion must share the same subspecies.

Two-Headed Giant

Two heads are better than one! You're a humanoid-looking 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.

Additional Skill. You gain proficiency in one skill of your choice.

Additional Language. You can speak, read, and write Giant.

Cerberus

You're a three-headed canine guardian surrounded by six armlike appendages capable of holding and manipulating objects, which typically take the form of chains. You're composed of three different characters, each controlling one head and two of the appendages. You have an acute sense of smell and a vicious bite.

Bite. You gain a bite unarmed strike. When you make an unarmed strike using your bite, you can deal 1d6 + your Strength modifier piercing damage, instead of the normal damage of an unarmed strike.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Additional Language. You can speak, read, and write Abyssal or Infernal.

Hydra

You're a four-headed serpent with eight limbs with the appearance of snake tails, each capable of holding and manipulating objects. You're composed of four different characters, each controlling one head and two of the



limbs. You're difficult to kill by most means, unless a creature knows your weakness or kills all of you at once.

Bite. You gain a bite unarmed strike. When you make an unarmed strike using your bite, you can deal 1d6 + your Strength modifier piercing damage, instead of the normal damage of an unarmed strike.

Regenerating Heads. When you are reduced to 0 hit points but not killed outright, your head is cut off but you don't die. You are dying and roll death saving throws as normal, but if you would ever die as a result of three death saving throws, you stabilize instead. Once you've stabilized, you regain 1 hit point at the start of your next turn, and your head regrows. This trait doesn't function if all the other characters in your fusion also have 0 hit points or if you have taken fire damage since the end of your last turn.

Society

Since fusions appear as giants, canines, or serpents, members of other species sometimes incorrectly conclude that fusions must be bestial and antisocial in demeanor. If they stopped to think about it, rather than judging the fusion solely based on appearances, these onlookers 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.

Subspecies

Beyond their personality and societal traits they share with all other members of the fusion ancestry due to their gestalt nature, fusions' social tendencies vary greatly by subspecies.

Two-Headed Giants

Compared to other fusions, two-headed giants live the most similarly to other humanoid, with societal structures that seem reminiscent to visitors used to the societies of most other species, particularly humanoid cultures. Some humanoid siblings are basically inseparable, and so humanoids can imagine a two-headed giant as simply a more extreme case of that same phenomenon.

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 species 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 of smell and hearing, and most cerberi 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.

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 species.

Fusion Feats

The following feats are available to fusion characters.

1ST LEVEL

Fusion Lore

Prerequisite: *fusion species*

You understand your own physical and metaphysical nature, as well as that of other fusions. In addition, you've learned how to get along and get your way (using either the carrot or the stick) when a group consensus is necessary. You gain the following benefits:

- You gain proficiency in your choice of either the Arcana or History skill, as well as your choice of either the Intimidation or Persuasion skill.
- When you make an Intelligence (Arcana or History) check to recall information about fusions, you can treat a d20 roll of 9 or lower as a 10. In addition, on a successful check you might know more information about the subject than normal, at the GM's discretion.

Fusion Magic

Prerequisite: *fusion species, other members of your fusion know at least two cantrips*

You draw upon the magic of the other individuals in your fusion, granting you the ability to cast some of the cantrips they know. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn two cantrips chosen from among the cantrips known by the other members of your fusion. These cantrips don't need to be from the same spell list or known by the same member of your fusion. Your spellcasting ability for the cantrips is the ability increased by this feat.

Keen Scent

Prerequisite: *fusion subspecies other than Cerberus*

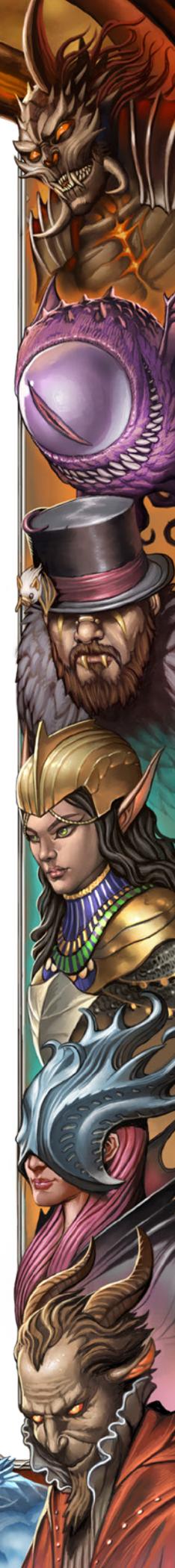
Your head has a nose with an especially keen scent. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Perception skill.
- You have advantage on Wisdom (Perception) checks that rely on smell.

Let's Split Up, Gang! (Combined)

Prerequisite: *fusion species*

As a combined action, you and the other members of your fusion can gather mystic energy and then split in a flash of colorful light, forming separate bodies for every member of your fusion. Each body is 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 their Fused Body and Combined Movement species traits. In addition,





It Takes Two?

Unlike any other species, fusions are a single species in the same body, shared by multiple player characters! 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, carries their own gear, and attunes to 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 player character, 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.

your fusion can't use any combined actions, except to use this feat again while all members are within 5 feet of each other to return to your combined form. At the GM's discretion, all members also lose the benefits of other effects that rely on the other members of the fusion (such as the Look Both Ways or Fusion Leader feats). Finally, if you're a hydra, you lose your Regenerating Heads subspecies trait, because you only have one head while in your split body.

Look Both Ways

Prerequisite: fusion species

You can carefully change your perspective to fill in the gaps left by the gazes of other members of your fusion. As a bonus action, select a member of your fusion other than you. Until the start of your next turn,

that character has advantage on Wisdom (Perception) checks that rely on sight and gains the benefit of any special visual senses you might have, such as darkvision or the ability to see hidden creatures and objects.

Midnight Head

Prerequisite: fusion species

Your head has always been able to see in the dark better than the others in your fusion. You gain darkvision to a range of 60 feet, allowing you to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Racing Thoughts

Prerequisite: fusion species

Your arguments, debates, and discussions with the other members of your fusion have reached the point where you can communicate with nearby creatures without words. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with a creature for it to understand you, provided that creature can understand at least one language.

Raise a Barricade (Combined)

Prerequisite: fusion species

You work together with all the members of your fusion in order to raise your shield and protect everyone, rather than just you. Provided at least one member of your fusion is holding a shield, you can use a combined bonus action to grant the shield's AC bonus to all members of your fusion. This bonus begins once the turn of a character holding a shield begins and lasts until the start of that character's next turn. The bonus from Raise a Barricade isn't cumulative with the bonus from another shield.

Share Vigor (Combined)

Prerequisite: fusion species

You and the other members of your fusion share a body, and as a combined bonus action you can call upon this shared life force to take on the burden of each other's wounds. When you use Share Vigor, you and each other member of your fusion chooses either to donate or receive hit points. Members who choose to donate hit points each lose a number of hit points they choose, up to 3 hit points for each level they have. A character can't drop to 0 hit points in this way. Those who choose to receive hit points then divide the donated hit points as evenly as possible among them, regaining hit points up to their hit point maximum. If all members of the fusion chose to donate or receive, Share Vigor has no effect.

All for One (Combined)

Prerequisite: 4th level, fusion species

You and the other members of your fusion attack as one, working together to pierce your foes' defenses. As a combined action, each member of your fusion makes a weapon attack against the same target. Each attack that hits gains a bonus to the damage roll equal to your proficiency bonus.

Emergency Shunt

Prerequisite: 4th level, fusion species

With an exhausting amount of exertion, you can move your shared body using only the parts you control. At the start of your turn, you can choose to use Emergency Shunt, provided no member of your fusion is grappled, restrained, or similarly held in place. If you do, until the end of your turn you can move up to your speed, even if the previous movement of the other members of your fusion would prevent you from doing so.

Once you use Emergency Shunt, you must finish a long rest before you can do so again.

Fusion Leader

Prerequisite: 4th level, fusion species

After a lifetime of succeeding or failing together, you're especially good at both leading other members of your fusion and following their lead. You gain the following benefits:

- When another member of your fusion makes an ability check using a skill in which they're not proficient, that character can add half their proficiency bonus (rounded down) to the check, provided you're proficient in that skill.
- When you make an ability check using a skill in which you're not proficient, you can add half your proficiency bonus (rounded down) to the check, provided at least one other member of your fusion is proficient in that skill.

This benefit doesn't stack with the bard's Jack of All Trades class feature.

Hydrodynamic Hydra

Prerequisite: 4th level, Hydra subspecies

You're in control of the parts of your shared body that make it easier for you to swim. You and all other members of fusion can hold their breath for up to 1 hour. In addition, you gain a swim speed equal to your walking speed. If all members of your fusion have this feat, you gain a swim speed of 60 feet instead.

Shared Vigilance

Prerequisite: 4th level, Cerberus subspecies

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. When you roll initiative, all three members of your fusion roll and take the middle result, acting on the same initiative count in an order you choose. If all three initiative results are different, the middle result is the result that is neither the highest nor the lowest. 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 on initiative count 22, but if you rolled results of 25, 25, and 16, you would act on initiative count 25.

Storm of Jaws (Combined)

Prerequisite: 4th level, Hydra subspecies

Your fusion lashes out in a storm at all nearby foes, potentially making multiple attacks with each head if enough foes are nearby. As a combined action, each member of your fusion coils their neck

Combined Actions

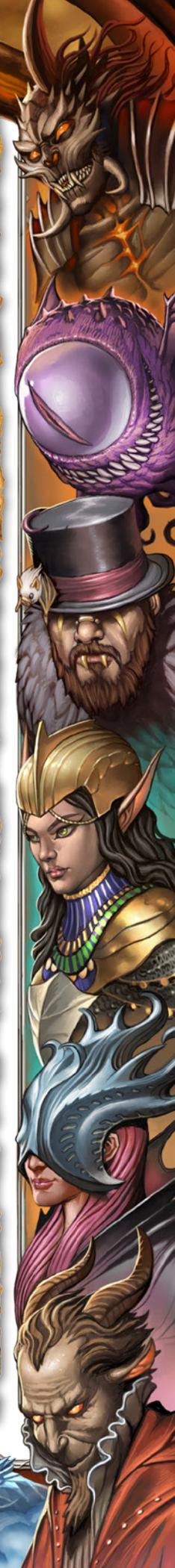
The fusion species introduces a new kind of action, the "combined" action. Combined actions require that every character in a fusion work together to perform it. Combined actions have two separate steps. First, the fusion pays the appropriate action cost, devoting each members' action or bonus action to the combined action. The fusion then performs the action, 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 starts their turn, all characters in the fusion can agree to use one or more combined actions together. When a fusion uses a combined action, each character in that fusion sacrifices the ability to use a corresponding action until the following round. For example, if the fusion chooses to use a combined bonus action, all members of the fusion must devote their bonus action to doing so, preventing each individual member from using their bonus action for any other purpose until the following round. In order to use a combined action, all characters in the fusion must be able to act and must expect to be able to take the action that contributes to the combined action on their turn.

Once all the actions are committed, the fusion decides when to perform the combined action. For most combined actions, after contributing the required actions, the fusion can choose to perform the action immediately on the turn of the first character in the fusion to act. Alternatively, the characters can wait to perform the combined action on the turn of another character in the fusion. Some combined actions have stricter rules for when they can be used. For instance, Raise a Barricade can be performed only on the turn of a character in the fusion using a shield. If a character in a fusion becomes unable to act (or otherwise use a specific combined action) after 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 becomes grappled, the fusion can't use a combined action that allows them to move, because the grappled condition prevents that character from moving.

To select a feat that requires a combined action (also called a combined feat), every character in the fusion must agree to take the feat together—each character must either select the feat separately or choose it as the bonus feat granted by their Combined Feats species trait at 1st, 9th, or 17th level. In either of these cases, once every member of the fusion selects the feat, all members of the fusion gain the benefits of the feat (typically allowing them to use a new combined action together).

While combined actions are designed specifically for the fusion species, you and your GM might consider adapting them to be used by especially coordinated groups of characters from other species to represent powerful combination attacks!





Why Free Feats?

It might seem unusual that over time fusions receive three combined feats for free, granting the fusion powerful benefits. However, these free feats help offset the logistical challenges of multiple players working together to control a single body. Players of fusion characters must coordinate with their fellow players, and their individual characters might occasionally be forced into non-optimal positions as a result of having to share a single body with their fellow fusions. That said, if your group exhibits a high degree of teamwork and finds that sharing a body is an overall advantage (for example, if all members of the fusion work well at long range, or if they skillfully use the fastest character to offset the movement restrictions of the other members), you might consider removing the free combined feats from the fusion character. 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 use combined actions without requiring all members to use their individual feat selections to gain a single combined feat. If you decide to remove the free combined feats for fusion characters, you might instead allow each character in the group (fusion or not) to gain an additional feat at 1st, 9th, and 17th level. This variant levels 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 subspecies.

and makes a bite unarmed strike against two different targets within 10 feet of you, up to eight attacks total. Each of these attacks must be against a different creature, so you can only make the maximum number of attacks if eight or more creatures are within 10 feet of you.

X-Strike (Combined)

Prerequisite: 4th level, Two-Headed Giant subspecies

You and your partner in the fusion reach around a foe and attack as one in the shape of an X, catching the foe off guard. As a combined action, both members of your fusion make a melee weapon attack against a single target within your reach. Each attack is made with advantage.

Barricade Block

Prerequisite: 8th level, Raise a Barricade feat

You can use your shield to deflect blows directed at any member of your fusion, including yourself. While under the effects of the Raise a Barricade feat, whenever a creature you can see attacks you or

another member of your fusion, you can use your reaction to impose disadvantage on the attack roll. You must be holding a shield to use Barricade Block.

Cross Training

Prerequisite: 8th level, fusion species

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. Whenever you finish a long rest, you can choose to gain one of the following benefits, which lasts until the next time you finish a long rest:

- Proficiency with one weapon, skill, tool, or musical instrument of your choice, provided at least one other member of your fusion also has that proficiency.
- Proficiency with light armor, provided at least one other member of your fusion also has that proficiency. If you're already proficient with light armor, you instead gain proficiency with medium armor, or with heavy armor if you already have proficiency with medium armor.
- Proficiency in saving throws using one ability score of your choice, provided at least one other member of your fusion also has that proficiency.
- The ability to speak, read, and write one language of your choice, provided at least one other member of your fusion also knows that language.

Did You Mean Me?

Prerequisite: 8th level, fusion species

You can quickly twist the parts of your body around to take on a foe's assault. When a creature you can see attacks another member of fusion, you can use your reaction to become the target of the attack instead. Once you use this feat, you must finish a short or long rest before you can do so again.

Energetic Assault

Prerequisite: 8th level, fusion species

You've developed an affinity to a particular type of magical energy, which 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, hot-headed member choosing fire damage). When you select this feat, choose acid, cold, fire, or lightning. When you score a critical hit with a melee weapon attack, the target takes an extra 1d6 damage of your chosen type. In addition, for the next minute the target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier at the end of each of its turns. On a failed save, the target takes another 1d6 damage of the same damage type. On a success, the effect ends.

Fusion Magic Adept

Prerequisite: 8th level, Fusion Magic feat, other members of your fusion can cast at least one 1st-level spell and one 2nd-level spell

Your magical connection to the other members of your fusion grows,

allowing you to use more of their spells as your own. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Select one 1st-level spell and one 2nd-level spell, each of which must be known by any other member of your fusion. These spells don't need to be from the same spell list or known by the same member of your fusion. Your spellcasting ability for the spells is the ability increased by this feat. Once you use this feat to cast one of the spells, you must finish a long rest before you can cast that spell again.

Look Every Way

Prerequisite: 8th level, *Look Both Ways* feat

You can effortlessly shift your gaze to cover all directions. When you use *Look Both Ways*, the character you select gains the feat's benefits until you use the feat again to select a different member of your fusion.

Boulder Throw (Combined)

Prerequisite: 12th level, *Two-Headed Giant* subspecies

You can work in tandem with your partner to lift and toss a boulder or other piece of the scenery. As a combined action, you throw the boulder at a point you can see within 120 feet on you. The area on the ground in a 20-foot radius of where the boulder lands becomes difficult terrain. In addition, each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + the Strength modifier of the character in your fusion with the highest Strength score. On a failed save, the target takes 7d8 bludgeoning damage and is knocked prone. This damage increases by 2d8 at 14th (9d8), 16th (11d8), 18th (13d8), and 20th (15d8) level. On a success, the target takes half as much damage and isn't knocked prone.

Once you use this feat, you must finish a short or long rest before you can do so again.

Enveloping Chains (Combined)

Prerequisite: 12th level, *Cerberus* subspecies

As a combined action, you and the other members of your fusion whirl your chains around, elongating them with magic to lock nearby foes in place and cause them psychic pain. Each creature you choose within 30 feet of you must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + the Strength or Dexterity modifier of the character in your fusion with the highest Dexterity score. On a failed save, the target takes bludgeoning damage equal to your level and is restrained. On a success, the target takes half as much damage and isn't restrained.

While restrained, the target can't teleport. In addition, at the end of each of its turns the target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + the Intelligence, Wisdom, or Charisma modifier of the character in your fusion with the highest Intelligence, Wisdom, or Charisma score. On a failed save, the target takes psychic damage equal to your level.

The effect lasts for 1 minute, until all members of your fusion fall

A Farewell to Arms

The fusion subspecies 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 feats do, in addition to the multiple actions that the characters must devote to using them. As such, they tend to have effects that are especially powerful. For instance, *Omega Beam* might seem like its damage and accompanying effects are overpowered. On the other hand, four characters must work together to create the *Omega Beam* (and enemies have time before the beam fires to disrupt it or move out of its path). In this way, combined actions are balanced but can be quite feast or famine.

unconscious, or until you release the target (which doesn't require an action). The effect also ends if you ever move more than 30 feet from the target. A target restrained by the chains can use its action to make a Strength or Dexterity check (its choice) against a DC equal to 8 + your proficiency bonus + the Strength modifier of the character in your fusion with the highest Strength score. On a success, the target frees itself.

Once you use this feat, you must finish a short or long rest before you can do so again.

Fusion Magic Impresario

Prerequisite: 12th level, *Fusion Magic Adept* feat, other members of your fusion can cast at least one 3rd-level spell and one 4th-level spell

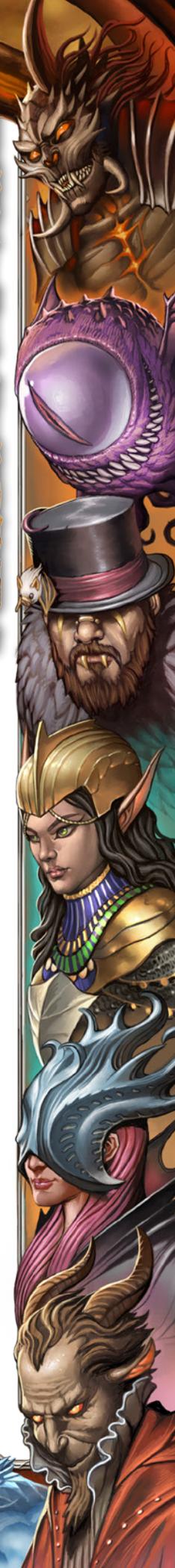
Your magical connection to the other members of your fusion is powerful enough to allow you to share spells of surprising complexity. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Select one 3rd-level spell and one 4th-level spell, each of which must be known by any other member of your fusion. These spells don't need to be from the same spell list or known by the same member of your fusion. Your spellcasting ability for the spells is the ability increased by this feat. Once you use this feat to cast one of the spells, you must finish a long rest before you can cast that spell again.

Fusion's Reach

Prerequisite: 12th level, *fusion species*

Whether from a longer neck or better control of your arms or limbs, you can easily strike foes from a distance. While you're Large or larger, your reach increases to 10 feet.





Fusion Adventurers

Fusions often become adventurers, where their powerful combination of skills allow them to excel, and people of other species 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 species societies, like guild artisan, 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.

Shared Mind

Prerequisite: 12th level, fusion species

While you're a separate person from the others in your fusion, your minds aren't completely disconnected. When another member of your fusion would make an Intelligence, Wisdom, or Charisma saving throw against an effect that could affect you but that didn't target you, you can use your reaction to blend your minds together to help ward off the assault. If you do, both you and the other character make the saving throw with advantage. Whether each of the saving throws succeeds or fails, you and the other character both suffer the appropriate consequences of the triggering effect (if any).

Vigorous Regrowth (Combined)

Prerequisite: 12th level, Hydra subspecies

Working together with the other members of your fusion, you can use a combined action to kick your regeneration into overdrive, allowing you and your fellow fusion members to recover from nearly any injury. For the next minute, every member of your fusion regains hit points equal to their level at the start of each of their turns, provided they haven't taken fire damage since the end of their last turn.

Once you use this feat, you must finish a long rest before you can do so again.

Beyond the Grave

Prerequisite: 16th level, fusion species

You can instill a fragment of your own life force into a fallen comrade's body 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. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- As an action, choose another member of your fusion that is dead. You magically reanimate the portions of your fusion body normally controlled by the character, directing them as if they were your puppet. The puppet uses the same statistics as the dead character, except its hit point maximum is equal to half

the character's hit point maximum, and it doesn't have any class features or other special abilities. The effect lasts for 1 minute, until the puppet is reduced to 0 hit points, or until you fall unconscious.

While the effect lasts, on each of your turns you can use a bonus action to mentally command the puppet to make a single attack or to contribute its actions to a combined action (which you otherwise can't use while any member of your fusion is dead). The puppet's attacks deal normal damage but don't otherwise apply any additional effects, since the puppet doesn't have any of its special abilities.

The puppet is unstable, so each turn after it attacks or contributes its actions, it loses 2d6 hit points. However, if you don't command the puppet, it doesn't lose any hit points that turn. As it's not a living creature, the puppet can't regain hit points in any way. You can use this feat to reanimate a dead character multiple times, but a single character can't be affected by multiple Beyond the Grave effects at once.

Once you use this feat, you must finish a short or long rest before you can do so again.

Fusion Confusion

Prerequisite: 16th level, fusion species

You can use an action to magically expose foes around you to the melding of multiple minds within your fusion.

You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- As an action, choose up to four creatures you can see within 60 feet of you. Each creature must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (whichever you chose to raise when you took this feat). On a failed save, the target becomes confused for 1 minute. While confused, the target can't take reactions. In addition, at the start of each of its turns the target rolls a d8 to determine what it does on that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the target takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

Once you use this feat, you must finish a short or long rest before you can do so again.

Make My Fusion Grow! (Combined)

Prerequisite: 16th level, fusion species

You and the other members of your fusion can increase your shared size for a short time. As a combined bonus action, you become Huge. The effect lasts for 1 minute, until all members of your fusion fall unconscious, or until you use another combined bonus action to return to your normal size. While the effect lasts, you have advantage on ability checks and saving throws that rely on Strength, and your weapon attacks deal an extra 1d4 damage.

Once you use this feat, you must finish a short or long rest before you can do so again.

Omega Beam (Combined)

Prerequisite: 16th level, Hydra subspecies

Using all four of your heads together, you can charge up and fire off an incredibly powerful beam to annihilate your foes, creating devastation more damaging than just about any other magic in a 5-foot-wide, 300-foot-long line. As soon as your fusion uses the combined action for Omega Beam, you begin visibly charging the beam, which fires on the turn of the last member of your fusion to act that round. If any member of your fusion becomes unable to act (such as by becoming unconscious or stunned) before the beam fires, you expend the use of this feat but the beam dissipates with no effect. Each target in the beam's path when it fires must make a Dexterity or Constitution saving throw (whichever is worse). The DC of this save is equal to 8 + your proficiency bonus + your Intelligence, Wisdom, or

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.

Charisma modifier (choose the ability when you select this feat). On a failed save, the target takes 40d8 force damage. On a success, the target takes half as much damage.

Once you use this feat, you must finish a long rest before you can do so again.



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