



## MECHALUS ASSIMILATOR PRESTIGE CLASS:

The Mechalus Assimilators make up the renegade faction of Mechalus who have returned to their aggressive roots, where most Aleerins viewed their peoples eradication of another race as a heinous act, some believed it was only evolution asserting itself, believing that only the strong survive. These mechalus believe that flesh is weak and that they may only reach their evolutionary pinnacle by endeavouring to become more "machine-like". them into their Uni-mind, which is the collective consciousness of their entire faction.

They seek to further augment their cybernetic forms to this ultimate artificial goal. They believe that those who do not believe as they do only think that way due to a lack of understanding that is not in the lesser races capacity to grasp, as such they do not believe other races have the right to exist and have developed a means of assimilating. In general the Dragon Empire at large is unawares of this faction, to date they have only interacted in the outlands, building their numbers and strengths, assimilating whole "primitive" worlds.

**Hit Die:** d10

### Requirements

To qualify to become a Mechalus Assimilator, a character must fulfill all of the following criteria:

- **Abilities:** Must have a Str of 16+
- **Base Combat bonus:** +5
- **Skills:** Use Device 8 ranks, Research 8 ranks, any Craft 5 ranks, any Knowledge 5 ranks
- **Special:** Must be a Mechalus
- **Alignment:** Any non good

### Class Skills

The Mechalus Assimilator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disable Device (Int), Intimidate (Cha), Knowledge (Int), Profession (Wis), Search (Int), Speak Language (Int), Repair (Int), Research (Int), and Use Device (Int).

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are class features of the Mechalus Assimilator prestige class:

- **Weapon and Armor Proficiency:** A Mechalus Assimilator is proficient with all high tech simple and martial weapons and all armors.
- **Uni-Mind(Ex):** The Assimilator is linked to a Group consciousness, like a Hive mind, all parts working together to service the whole, the Uni-mind links all Mechalus Assimilators together telepathically. As such they are always considered to be cooperating, granting them a +2 circumstance bonus to all skill checks, in combat this translates to a +2AC and +2 to attack rolls, but only so long as more than one assimilator is present).





- **Assimilation(Ex):** An Assimilator who can grapple an opponent, can choose instead of causing damage, to instead choose to inject the grappled target with Mechalus nano-virus that infects the victim rapidly, turning them into another mechalus, rewriting the victims genetic sequencing and removing all the targets original racial abilities and replacing them with those of a mechalus, the victim is loyal to the Uni-mind and becomes evil. The nano-virus requires the victim to make a Fortitude save (DC20), and has an incubation of 1d6 rounds, after that time the victim may only take partial actions suffering agonies as they are transformed they loses a point of Wis per round, when the victims Wis reaches zero they are fully transformed into a mechalus). A *Remove Curse* spell will destroy the virus's control over the victim restoring original alignment, and control to the individual, the physical change however is permanent, they can be cosmetically to appear as their original race, but genetically thereafter they will be a mechalus.
- **Fast Healing 2(Ex):** The nanites in the Mechalus assimilators body, also work to repair their now more artificial than biological forms, restoring 2 hp's per round to the Assimilator. This does not allow it to regrows or reattach lose organs or body parts.
- **Artificiality 1:** The mechalus assimilator takes the first step away from it's biological origins and one closer to a machine. At this point an Assimilator loses it's Con score, they no longer need to sleep, eat or drink and can work endlessly never getting tired. They do however lose the ability to heal damage naturally. If they did not have it before they also gain Darkvision 60 ft.
- **Ability Boost:** The first time a mechalus gains this they receive +2 Strength, +2 Natural armor, the second time they receive an additional +2 Strength, +4 Natural armor (cumulative with first bonuses).
- **Artificiality 2:** The mechalus assimilator at this stage becomes immune to all mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects and necromantic effects.
- **True Artificiality:** The mechalus assimilator at this point has completed it's transformation and it's type changes to Construct. At this point it is no longer subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a fortitude save, nor may it suffer death from massive damage. But may also not be raised or resurrected.

### The Mechalus Assimilator

Level	Attack	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	0	0	+2	Uni-Mind Assimilation
2 <sup>nd</sup>	+2	0	0	+3	Fast Healing 2 --
3 <sup>rd</sup>	+3	+1	+1	+3	--
4 <sup>th</sup>	+4	+1	+1	+4	Artificiality 1
5 <sup>th</sup>	+5	+1	+1	+4	Ability boost
6 <sup>th</sup>	+6	+2	+2	+5	Artificiality 2
7 <sup>th</sup>	+7	+2	+2	+5	--
8 <sup>th</sup>	+8	+2	+2	+6	Ability boost
9 <sup>th</sup>	+9	+3	+3	+6	--
10 <sup>th</sup>	+10	+3	+3	+7	True Artificiality

