

Monsterkin

This type of freelancer forgoes emulating other trades and focuses on emulating monsters instead.

The monsterkin is an archetype of the freelancer class.

Creature Type: At a cost of 30 JP, a monsterkin can instead pick a creature type, gaining the starting hit dice, base attack bonus, saving throws, skill points per level, weapon/armor proficiencies, and traits (good and bad). The creature types that a monsterkin can choose are the following: Aberration, Construct, Fey, Monstrous Humanoid, Outsider, and Undead. Information on creature types are located here:

<https://www.d20pfsrd.com/bestiary/rules-for-monsters/creature-types/>

For an additional 20 JP, a monsterkin can purchase a subtype that is usable by the creature type purchased. The subtypes that a monsterkin can choose are the following: Aeon, Agathion, Air, Angel, Aquatic, Automaton, Azata, Clockwork, Cold, Daemon, Demon, Devil, Div, Earth, Fire, Hive, Nightshade, Psychopomp, Robot, Unbreathing, and Water. The only limitation is that any subtype that has summoning, does not gain that ability. In addition, the following changes are made:

- Cold immunity/resistance is Ice.
- Electricity immunity/resistance is Lightning.
- Acid immunity/resistance is Earth.
- No Sonic resistance/immunity.

This ability may replace starting freelancer base stats. If chosen, cannot modify anything except starting money.

Abilities: A monsterkin can only buy Extraordinary, Supernatural, or Spell-Like Abilities from monsters of a CR equal to his freelancer level or lower. Most abilities cost 10 JP, unless it improves by level, in which costs 20 JP, instead, and 10 JP each time it improves. Abilities bought that require a caster level and caster mod uses the monsterkin's level and his own relevant casting stat. Any Extraordinary abilities that require a natural attack, must be bought with evolutions (see below) before it can be bought.

This ability replaces freelancer-bought abilities except for Bonus Feats, which can still be bought.

Evolutions: A monsterkin can purchase new abilities, powers, and other upgrades which emulate monsters. These abilities are called evolutions. Some evolutions require that the monsterkin be of a specific level before they can be chosen. A number of evolutions grant the monsterkin additional natural attacks. Natural attacks listed as primary are made using the monsterkin's full base attack bonus and add his Strength modifier on damage rolls. Natural attacks listed as secondary are made using the monsterkin's base attack bonus – 5 and add half his Strength modifier on damage rolls (if positive). If the monsterkin only has a single natural attack, the attack is made using his full base attack bonus and he adds 1-1/2 times his Strength modifier on damage rolls made with that attack. Each evolution costs 10 JP or 20/10 JP for any evolutions that improve by level. Unless otherwise noted, each evolution can only be bought once. Maximum number of natural attack types a monsterkin can have is 3 (this is including natural attacks gained from racial or other class features), which increases by 1 per four freelancer levels after 1st. If the monsterkin is at his maximum, he cannot take evolutions that grant additional natural attacks. This does not include attacks made with weapons.

- **Ability Increase (Ex):** A monsterkin grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of his abilities. Increase one of the monsterkin's ability scores by +2. This evolution can be bought more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 6 freelancer levels after 1st. Treat this as a temporary ability bonus for the first 24 hours of obtaining this evolution.

- **Bite (Ex):** A monsterkin's maw is full of razor-sharp teeth, giving him a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). If the monsterkin already has a bite attack, this evolution allows him to deal 1-1/2 times his Strength modifier on damage rolls made with his bite.
- **Bleed (Ex):** A monsterkin gains the ability to inflict bleeding wounds. Select one type of natural attack. Natural attacks of that type deal 1d6 points of bleed damage. This evolution can be bought more than once. Each time a monsterkin buys this evolution, he applies to a different natural attack. The bleed effect doesn't stack.
- **Blindsense (Ex):** A monsterkin's senses become incredibly acute, giving him blindsense out to a range of 30 feet. This ability allows the monsterkin to pinpoint the location of creatures that he cannot see without having to make a Perception check, but such creatures still have total concealment from the monsterkin. Visibility still affects the monsterkin's movement and he is still denied his Dexterity bonus to Armor Class against attacks from creatures he cannot see. *Prerequisite:* The monsterkin must be at least 9th level before buying this evolution.
- **Blindsight (Ex):** A monsterkin's senses sharpen even further, granting him blindsight out to a range of 30 feet. The monsterkin can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as he has line of effect to the target. *Prerequisites:* The monsterkin must possess the blindsense evolution and must be at least 11th level before buying this evolution.
- **Breath Weapon (Su):** A monsterkin learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either earth, fire, holy, ice, lightning, shadow, water, or wind. The monsterkin can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per two freelancer levels he possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + half of the freelancer's level + his Constitution modifier. The monsterkin can use this ability once per day. The monsterkin can use this ability 1 additional time per day by spending an additional 10 JP (maximum 3/day). *Prerequisite:* The monsterkin must be at least 9th level before buying this evolution.
- **Burrow (Ex):** A monsterkin grows thick and gnarled claws, allowing him to move through the earth. The monsterkin gains a burrow speed equal to 1/2 his base speed. He can use this speed to move through dirt, clay, sand, and earth. He does not leave a hole behind, nor is his passage marked on the surface. *Prerequisite:* The monsterkin must be at least 9th level before buying this evolution.
- **Channel Resistance (Ex):** A monsterkin becomes less easily affected by the channel energy ability of clerics. The monsterkin gains a +2 bonus on any saves that are made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat). At 7th level, this bonus can be increased to +4 by spending 10 additional JP. *Prerequisite:* The monsterkin must possess the undead creature type to take this evolution.
- **Claws (Ex):** A monsterkin has a pair of vicious claws at the end of his limbs, giving him two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge).
- **Climb (Ex):** A monsterkin becomes a skilled climber, gaining a climb speed equal to his base speed. This evolution can be bought more than once. Each additional time it is bought, increase the monsterkin's climb speed by 20 feet.
- **Constrict (Ex):** A monsterkin gains powerful muscles that allow him to crush those he grapples. Whenever the monsterkin successfully grapples a foe using the grab evolution, he deals additional damage equal to the amount of damage dealt by the attack used by the grab evolution. *Prerequisite:* The monsterkin must possess a grab ability or grab evolution before buying this evolution.
- **Damage Reduction (Su):** A monsterkin's body becomes resistant to harm, granting him damage reduction. Choose one alignment: chaotic, evil, good, or lawful. The monsterkin gains DR 5 that can be bypassed by weapons that possess the chosen alignment. The alignment must be opposite to one of the alignments possessed by the monsterkin. At 12th level, this protection can be increased to DR 10 by spending 10 additional JP. *Prerequisite:* The monsterkin must be at least 9th level before buying this evolution.

- **Elemental Attacks (Su):** A monsterkin's attacks become charged with elemental energy. Pick one elemental type: earth, fire, holy, ice, lightning, shadow, water, or wind. All of the monsterkin's natural attacks deal 1d6 points of elemental damage of the chosen type on a successful hit. *Prerequisite:* The monsterkin must be at least 5th level before buying this evolution.
- **Fast Healing (Su):** A monsterkin's body gains the ability to heal wounds very quickly, giving him fast healing 1. The monsterkin heals 1 point of damage each round, just like natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the monsterkin to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the monsterkin is alive. This healing can be increased by 1 per round for every 10 additional JP spent (maximum 5). *Prerequisite:* The monsterkin must be at least 11th level before buying this evolution.
- **Flight (Ex or Su):** A monsterkin grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The monsterkin gains a fly speed equal to his base speed. The monsterkin's maneuverability depends on his size. Medium or smaller monsterkins have good maneuverability. Large monsterkins have average maneuverability, while Huge monsterkins have poor maneuverability. For 10 additional JP, the monsterkin flies by means of magic. He loses his wings, but his maneuverability increases to perfect. Flying via magic makes this a supernatural ability. The monsterkin's fly speed can be increased by spending additional JP, gaining a 20-foot increase to fly speed for each 10 JP spent. *Prerequisite:* The monsterkin must be at least 5th level before buying this evolution.
- **Frightful Presence (Ex):** A monsterkin becomes unsettling to his foes, gaining the frightful presence ability. The monsterkin can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the monsterkin must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + half of the freelancer's level + his Charisma modifier. If the monsterkin has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the monsterkin are immune to this effect. *Prerequisite:* The monsterkin must be at least 11th level before buying this evolution.
- **Gills (Ex):** A monsterkin has gills and can breathe underwater indefinitely.
- **Gore (Ex):** A monsterkin grows a number of horns on his head, giving him a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge).
- **Grab (Ex):** A monsterkin becomes adept at grappling foes, gaining the grab ability. Pick bite, claw, pincers, slam, tail slap, or tentacle attacks. Whenever the monsterkin makes a successful attack of the selected type, he can attempt a free combat maneuver check. If successful, the monsterkin grapples the target. This ability only works on creatures of a size one category smaller than the monsterkin or smaller. Monsterkins with this evolution receive a +4 bonus on CMB checks made to grapple.
- **Huge (Ex):** The monsterkin grows even larger, becoming Huge. The monsterkin gains a +16 bonus to Strength, a +8 bonus to Constitution, and a +5 bonus to his natural armor. He takes a -4 penalty to his Dexterity. This size change also give him a -2 size penalty to his AC and attack rolls, a +2 bonus to his CMB and CMD, 10-foot reach, a -4 penalty on Fly skill checks, and a -8 penalty on Stealth skill checks. The monsterkin's reach increases to 15 feet. Any reach evolutions the monsterkin possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. *Prerequisites:* The monsterkin must have the large evolution and must be at least 15th level before buying this option.
- **Immunity (Su):** A monsterkin's body becomes extremely resilient to one elemental type, gaining immunity to that type. Pick one elemental type: earth, fire, holy, ice, lightning, shadow, water, or wind. The monsterkin gains immunity to that energy type. This evolution can be bought more than once. Its effects do not stack. Each time, he applies to a different energy type. *Prerequisites:* The monsterkin must have the resistance evolution of the same type as the immunity evolution and must be at least 10th level before buying this evolution.
- **Improved Damage (Ex):** One of the monsterkin's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This evolution can be bought more than once. Its effects do not stack. Each time a monsterkin buys this evolution, he applies to a different natural attack.

- **Improved Natural Armor (Ex):** A monsterkin's hide grows thick fur, rigid scales, or bony plates, giving him a +2 bonus to his natural armor. This evolution can be bought once for every four freelancer levels after 1st.
- **Incorporeal Form (Sp):** Once per day, a monsterkin can become incorporeal for 1 round per freelancer level. While in this form, the monsterkin gains the incorporeal subtype and incorporeal quality. He only takes half damage from corporeal sources as long as they are magic (he takes no damage from nonmagical weapons and objects). Likewise, his spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. *Prerequisite:* The monsterkin must be at least 15th level before buying this evolution.
- **Keen Scent (Ex):** A monsterkin's sense of smell becomes even more acute. The monsterkin can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile. *Prerequisite:* The monsterkin must possess the gills and scent evolutions to buy this evolution.
- **Large (Ex):** A monsterkin grows in size, becoming Large. The monsterkin gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to his natural armor. He takes a –2 penalty to his Dexterity. This size change also gives him a –1 size penalty to his AC and on attack rolls, a +1 bonus to his CMB and CMD, a –2 penalty on Fly skill checks, and a –4 penalty on Stealth skill checks. The monsterkin also gains a 10-foot reach. Any reach evolutions the monsterkin possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Medium, if the medium evolution was taken. *Prerequisites:* The monsterkin must be Medium size or medium evolution and must be at least 10th level before buying this evolution.
- **Lifesense (Su):** A monsterkin can pinpoint living creatures with ease. The monsterkin notices and locates living creatures within 60 feet, just as if he possessed the blindsight evolution. *Prerequisites:* The monsterkin must possess the undead creature type and must be at least 11th level before buying this evolution.
- **Low-Light Vision (Ex):** A monsterkin gains low-light vision, enabling him to see twice as far as a hume in conditions of dim light.
- **Magic Attacks (Su):** A monsterkin is infused with magic, allowing him to treat all of his natural attacks as if they were magic for the purpose of overcoming damage reduction. If the monsterkin is 10th level or higher, all of the monsterkin's weapons are treated as the alignment of the monsterkin for the purpose of overcoming damage reduction.
- **Medium (Ex):** A monsterkin grows in size, becoming Medium. The monsterkin gains a +4 bonus to Strength and a +2 bonus to Constitution. He takes a –2 penalty to his Dexterity. This size change also gives him a –1 size penalty to his AC and on attack rolls, a +1 bonus to his CMB and CMD, a –2 penalty on Fly skill checks, and a –4 penalty on Stealth skill checks. *Prerequisites:* The monsterkin must be Small size and must be at least 5th level before buying this evolution.
- **No Breath (Ex):** A monsterkin no longer needs to breathe. The monsterkin does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. *Prerequisite:* The monsterkin must be at least 11th level before buying this evolution.
- **Pincers (Ex):** A monsterkin grows a large pincers at the end of one pair of his limbs, giving him two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). Monsterkins with the grab evolution linked to pincers gain a +2 bonus on CMB checks made to grapple.
- **Poison (Ex):** A monsterkin secretes toxic venom, gaining a poison attack. Pick one bite or sting attack. Whenever the selected attack hits, the target is poisoned. *Toxic Venom*—type poison (injury); save Fort negates; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save. The save DC is equal to 10 + half of the freelancer's level + his Constitution modifier. For 10 additional JP, this poison deals Constitution damage instead. This poison can be used no more than once per round. *Prerequisites:* The monsterkin must have a bite or sting evolution and must be at least 7th level before buying this evolution.

- **Pull (Ex):** A monsterkin gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the monsterkin makes a successful attack of the selected type, he can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the monsterkin. This ability only works on creatures of a size equal to or smaller than the monsterkin. Creatures pulled in this way do not provoke attacks of opportunity. This evolution can be bought more than once. Its effects do not stack. Each time a monsterkin buys this evolution, he applies to a different natural attack. *Prerequisite:* The monsterkin must have a reach of 10 feet or more to buy this evolution.
- **Push (Ex):** A monsterkin gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the monsterkin makes a successful attack of the selected type, he can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the monsterkin. This ability only works on creatures of a size equal to or smaller than the monsterkin. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be bought more than once. Its effects do not stack. Each time a monsterkin buys this evolution, he applies to a different natural attack.
- **Reach (Ex):** One of the monsterkin's natural attacks is capable of striking at foes at a distance. Pick one natural attack. The monsterkin's reach with that natural attack increases by 5 feet.
- **Rend (Ex):** A monsterkin learns to rip and tear the flesh of those he attacks with his claws, gaining the rend ability. Whenever the monsterkin makes two successful claw attacks against the same target in 1 round, his claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the monsterkin's Strength modifier. *Prerequisites:* The monsterkin must possess the claws evolution and must be at least 6th level before buying this evolution.
- **Resistance (Ex):** A monsterkin's form takes on a resiliency to one particular elemental type, which is usually reflected in his physical body (ashen hide for fire, icy breath for ice, and so on). Pick one elemental type (earth, fire, holy, ice, lightning, shadow, water, or wind). The monsterkin gains resist 5 against that elemental type. This resistance increases by 5 for every 5 freelancer levels the monsterkin possesses, to a maximum of 15 at 15th level. This evolution can be bought more than once. Its effects do not stack. Each time a monsterkin buys this evolution, he applies to a different elemental type.
- **Scent (Ex):** A monsterkin's sense of smell becomes quite acute. The monsterkin gains the scent special quality, allowing him to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the monsterkin to precisely locate the creature, only to detect its presence. He can detect the direction with a move action. The monsterkin can pinpoint the creature's location if it is within 5 feet. The monsterkin can use scent to track creatures.
- **See in Darkness (Su):** A monsterkin can see perfectly in darkness of any kind. *Prerequisite:* The monsterkin must be at least 9th level before buying this evolution.
- **Shadow Blend (Su):** In any condition of illumination other than bright light, the monsterkin disappears into the shadows, giving him concealment (20% miss chance). If he has the shadow form evolution, he instead gains total concealment (50% miss chance). The monsterkin can suspend or resume this ability as a free action.
- **Shadow Form (Su):** The monsterkin's body becomes shadowy and more indistinct. This shadow form grants the monsterkin constant concealment (20% miss chance), and his melee attacks affect incorporeal creatures as if he had the ghost touch weapon property. The monsterkin's melee attacks deal only half damage to corporeal creatures.
- **Sickening (Ex):** The monsterkin's smell or appearance is so offensive he sickens nearby creatures. Any living creature that approaches within 20 feet or begins its turn in that area is sickened for 1 round unless it succeeds at a Fortitude save (DC 10 + half of the freelancer's level + his Constitution modifier). Creatures that successfully save cannot be affected by the same monsterkin's sickening effect for 24 hours.
- **Skilled (Ex):** A monsterkin becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be bought more than once. Its effects do not stack. Each time a monsterkin buys this evolution, he applies to a different skill.

- **Slam (Ex):** A monsterkin can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (1d6 if Small, 2d6 if Large, 2d8 if Huge).
- **Slippery (Ex):** Due to his slimy hide or a slick exoskeleton, the monsterkin is especially slippery. The monsterkin gains a +4 bonus to CMD to escape a grapple and on Escape Artist checks.
- **Spell Resistance (Ex):** A monsterkin is protected against magic, gaining spell resistance. The monsterkin's spell resistance is equal to 10 + his freelancer level. This spell resistance does not apply to spells cast by the monsterkin. *Prerequisite:* The monsterkin must be at least 10th level before buying this evolution.
- **Sticky (Ex):** The monsterkin is especially sticky, whether from a coating of adhesive slime, partially congealed blood, or tiny barbed spines. The monsterkin gains a +4 bonus on combat maneuver checks to initiate or maintain a grapple.
- **Sting (Ex):** A monsterkin possesses a long, barbed stinger at the end of his tail, granting him a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). *Prerequisite:* The monsterkin must possess the tail evolution to take this evolution.
- **Swallow Whole (Ex):** A monsterkin gains the swallow whole ability, giving him the ability to consume his foes. If the monsterkin begins his turn with a creature grappled using his bite attack (see the grab evolution), he can attempt a combat maneuver check to swallow the creature. The creature must be at least two size categories smaller than the monsterkin. Swallowed creatures take damage equal to the monsterkin's bite damage each round plus 1d6 points of bludgeoning damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to 1/10 the monsterkin's total hit points. The monsterkin's AC against these attacks is equal to 10 + 1/2 his natural armor bonus (if any). If a swallowed creature cuts its way out, the monsterkin loses this ability until he heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the monsterkin's mouth, where it can attempt to escape or be swallowed again. *Prerequisites:* The monsterkin must possess the grab evolution, tied to a bite attack and must be at least 9th level before buying this evolution.
- **Swim (Ex):** A monsterkin gains webbed hands, feet, or powerful flippers, giving him a swim speed equal to his base speed. This evolution does not give the monsterkin the ability to breathe underwater. This evolution can be bought more than once. Each additional time it is bought, increase the monsterkin's swim speed by 20 feet.
- **Tail (Ex):** A monsterkin grows a long, powerful tail. This grants him a +2 racial bonus on Acrobatics checks made to balance on a surface. This evolution can be bought more than once.
- **Tail Slap (Ex):** A monsterkin can use his tail to bash nearby foes, granting him a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d4 if Small, 1d8 if Large, 2d6 if Huge). This evolution can be bought more than once, but the monsterkin must possess an equal number of the tail evolution. *Prerequisite:* The monsterkin must possess the tail evolution to take this evolution.
- **Tentacle (Ex):** A monsterkin possesses a long, sinuous tentacle, granting him a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). This evolution can be bought more than once.
- **Tremorsense (Ex):** A monsterkin becomes attuned to vibrations in the ground, gaining tremorsense out to a range of 30 feet. This works like the blindsense evolution, but only if both the monsterkin and the creature to be pinpointed are in contact with the ground. *Prerequisite:* The monsterkin must be at least 7th level before buying this evolution.
- **Trip (Ex):** A monsterkin becomes adept at knocking foes to the ground with his bite, granting him a trip attack. Whenever the monsterkin makes a successful bite attack of the selected type, he can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails, the monsterkin is not tripped in return. This ability only works on creatures of a size equal to or smaller than the monsterkin. *Prerequisite:* The monsterkin must possess the bite evolution to buy this evolution.

- **Unnatural Aura (Su):** A monsterkin is obviously of unnatural origin. Normal animals do not willingly approach the monsterkin unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.
- **Web (Ex):** A monsterkin gains a pair of spinnerets, giving him the ability to spin webs. The monsterkin can use these webs to support himself plus up to one creature of the same size. He can throw webbing as a ranged touch attack up to 8 times per day, entangling a creature up to one size larger than the monsterkin. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with an Escape Artist check or a Strength check (at a –4 penalty). The DC of these checks is equal to 10 + half of the freelancer's level + his Constitution modifier. The webs have a Hardness of 0 and a number of hits points equal to the monsterkin's freelancer level. The monsterkin can climb his own webs at his climb speed and can pinpoint any creature touching his webs. *Prerequisites:* The monsterkin must possess the climb evolution and must be at least 7th level before buying this evolution.
- **Wing Buffet (Ex):** A monsterkin learns to use his wings to batter foes, granting him two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d3 if Small, 1d6 if Large, 1d8 if Huge). *Prerequisite:* The monsterkin must possess the flight evolution, with wings, to select this evolution.