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Giant form pathfinder

When you edit page content, you can assume the shape of a large or massive humanoid creature of a huge subtype when you cast this spell. Assuming a new form, you'll get abilities such as a +8 size bonus for strength, a penalty for dexterity 2, a +6 size bonus for the Constitution, a +6 natural armor bonus, a +10 foot boost bonus for low-light vision and speed. If the form you assume is one of the following abilities, you get the ability listed: 60 feet for swimming, 60 feet in dark vision, rend (2d8 damage), playing 5, catching rocks, and throwing rocks (range 120 feet, 2d10 damage). If a creature has immunity or resistance to an element, you get its immunity or resistance. If a creature has a vulnerability in an element, it can be obtained. Casting time components V, S, M (fragments of creatures you plan to assume) period school conversion (polymorphism) contenting form (Giant Form II school conversion (polymorphism); Level Alchemist 6, Mage/Wizard 7; Blood line boreal 7 casting time 1 standard action components V, S, M (fragments of creatures that you plan to assume) effect range personal target you can assume the form of a large humanoid creature of a huge subtype when you cast this spell with a duration 1 minute/level (D) description (that is: Frost Giant, Fire Giants, Cyclops, Etin, Hill Giant, Ogrgol, Giant, Ogre, Stone) New forms get the following abilities: If you have the following abilities in the supposed form, you get the listed abilities: If a creature is immune or resistant to something, you get 20 resistance to that element. If a creature has a vulnerability in an element, it can be obtained. Last updated: April 3, 2017 Supports a limited subset of Pathfinder rule content. If you would like help with the Pathfinder Player option that does not apply here, please email us and we are happy to offer you additional support. RPGBOT uses a popular color coding scheme during the Pathfinder Build Handbook. There are also many colored items that are also links to the Pizzo SRD. Red: Bad, useless options, or very situational options. Orange: OK option or draw useful options that apply only in rare cases: Good option. Blue: A fantastic option, often essential to the character's functionality. Introduction polymorphism is one of the most confusing and difficult parts of the magic system in Pathfinder. This guide is an attempt to explain how rules work and how to best use polymorphic orders. Because all available polymorphic forms cannot reasonably cover all available forms, this guide is generally only available only with the options presented in the original Bestiary. Additional options check the official Bestiary index and filter it to the type and size of the creature you want. We hope the analysis below will help you to dizzy yourself with the form that is omitted. How does polymorphism work? Before you read this Read the polymorphic section of Pathfinder SRD. I'll wait here because this is internet text. Are you a good mess? It was all right, I was. Let's disassemble things down a bit. What can I get when I do? +10 Bonus on disguise skill checks (perhaps you appear as a member of any polymorphic species, polymorphism with fire spirits won't help impersonate Prince Dwarben) and bonuses to nature armor with a number of bonuses to your ability score. Ability Score Modifier is a size modifier, so it won't accumulate spells like gaining in a race or zooming in. Movement type: This can only be obtained if specified in the order item, such as flying, climbing, swimming, etc. If a creature has a greater or less moving speed than specified in the spell, you can get less movement speed. For example, if a creature has a flying speed of 10 feet and a spell has a flight speed of 30 feet, it can achieve a flight speed of 10 feet. Instead, if a creature specifies a flight speed of 100 feet, it can only get a flight speed of 30 feet. Mobility follows the same rules. Resistance: Resistance to energy, DR, etc., but not to enter vaccinations such as elemental immunity to secret attacks (unless they are mentioned in the description of the order) detected: dark vision, low light vision, blind sense, etc. If a creature has a larger/smaller version of the ability (e.g. dark vision larger than 60 feet), you get a version of the creature. You can only get it if you are assigned to an order item. The default speed changes to match the speed of the form you assume: this is only the default speed, not the flight, climb, or swimming speed that the creature can own. Most orders specify that you can get a special travel speed. The DC of these abilities is the same as the DC for the polymorphic order used to change to its form: This sentence must place two sentences before the paragraph. If a polymorphic effect allows access to one of the creature's abilities, such as poison, dash, or breathing weapon, DC is the same as dc of the polymorphic effect. It's very difficult to resist poisons, and it's fantastic because it's worth taking spell focus (damo). Natural attacks from basic creatures, including proficiency in these attacks: These attacks are based on the default attack bonus, are appropriately modified by strength or dexterity, and use the Strength Modifier to determine the attack bonus. If you resize to polymorphic spells, you'll be able to apply the Size Modifier appropriately to change armor classes, attack bonuses, combat maneuver bonuses, and stealth skill modifiers. Ability scores are not modified by this change unless stated by order: so halfling doesn't get extra power from polymorphism as something really big. Space and reach: Space and reach. With 15x15 feet of space and a 10-foot reach, if you have a human and polymorphism, you now occupy a square of 15x15 feet and have a reach of 10 feet. What do you not get when you do? Special abilities (unless they are mentioned in the description of the order): The new body may look and feel like a real article, but it is not a real article. --Rules of the game: Polymorphism (Part 2) supernatural abilities spells and abilities like special attacks (unless they are mentioned in the description of the spell) like the owl's bonus to racial skill bonuses, perception and stealth. Polymorphic spells cannot be used to change to a specific individual, and polymorphic spells cannot be used to assume the form of a creature with an advanced version of a template or creature. What happens when i polymorphisms? If you are human, not much. But unless you're using Alter Self, you're probably in the form of something cool. That is, animals, dragons, elements, magical beasts, plants, or pest types of creatures. If you are in one of these, here's what happens: mix all your equipment into your body. Items that offer a constant bonus and do not need to be activated (except for the armor and shield bonuses that break the feature) continue to work during mixing in this way: this means a ring of protection, a cloak of resistance, and a belt of physical sica. Perfection continues to function. +1 Pool plate is not (only if you use a wild shape unless you add wild properties). Margie Armor offers an armor bonus, but it is not part of the equipment so it won't mix in you. I order Margie Armor and Shield to keep working, but I'll definitely check on GM. Items that require activation cannot be used while maintaining their shape: No cane, cane, potion, or any slotless magic items. As a GM I can activate items that are not mixed in the form (considering polymorphic pouches) if you have the correct antenna to manipulate it. Again, check with GM. You can't cast the spells that the material components require (unless you have avoided material or natural spelling feats), you can cast orders into somatic or oral components only if the form you choose has the ability to make or speak of a dragon-like move: Avoidance material suddenly looks like a really good idea for transmutors and polymorphic enthusiasts. If the new form does not use the equipment into the form, the size of the equipment matches the new size: Polymorphism with ogres changes to a larger size. Depending on the DM, the size of oversized or undersized items may also change. So your savage's big Bastard sword may remain big when it distorts him into an ogre, or it may remain larger than one size. Check with DM. Loss due to the impact of polymorphic orders It depends on the unique and supernatural ability to rely on the original form (e.g. sharp sense, aroma, dark vision) and the type of natural attack and movement possessed by the original form: depends on the original form. Only a few of the class abilities depend on their original form, so they only lose their racial sense. You also lose all class features depending on the shape, but you can add features (for example a wizard that can grow claws) and still function: so the wizard can multimorph with snakes and grow toenails. Warskins. You may be affected by one polymorphic spell at a time. If a new polymorphic order is cast on you (or you activate a polymorphic effect like a wild look), you can decide whether to make an impact on you, taking place in the previous order. In addition, other orders that change your size will not affect you while you are under the effects of polymorphic spells: If you are affected by valerian polymorphism, someone can polymorphis over you, and you can end the Balmoral polymorphic effect and wait for the polymorphic effect to wear out. Although most of this should be obvious. GM is the final mediator whose power depends on form and is lost in the assumption of a new form. If the new form is owned by the new form, you can restore the number of these abilities. What if I am forming something smaller or bigger than the middle? The only difference is that you need to adjust your ability to the size of the creature before applying the modifier for polymorphism. Size change creature's original size Str dex cone adjustment size fine +6 -6 - small +4 -2 - small - small - small medium -2 -2 medium -2 medium giant -8 +4 -4 medium colossus -12 +4 -6 medium colossus -12 +6 medium size -16 medium size -16 medium size medium size -16 medium size medium size? Example! If the new form does not blend the equipment into the form, the size of the equipment matches the new size. So if you're an Eldritch knight and you're using Giant Foam, you can continue to use your awesome magic sword. Let's take a look at some examples of Marly being level 10 dwarf wizards. His moving speed is 20 and he has a dark vision. He has no other special movement speed or vision type. He casts polymorphism on a regular basis, so he needs to understand what happens to him when he changes shape. With polymorphism, we can replicate the effects of beast shape I, elemental body I, and popping self, so let's look at some examples. Marly wears armor +1, protective +1 rings, resistance +1, fast runner shirt, and physical perfection +2 belts. In this case, when mali polymorphism transforms into a human, polymorphism behaves like a change of self. Marley loses his dark vision and 20-foot movement speed. He gained a human 30-foot moving speed, and a +2 size bonus on power, as stated in the change self-order description. Because he is still a humanoid, everything continues to work normally. Mali polymorphism is transformed into earth elements and often involves large quantities of underground. At some point, Marley decides that he wants the earth to glide through some walls and ceilings. When he is polymorphized into earth elements, dry elemental body I. You get a +2 size bonus on your strength and +4 natural armor bonuses and elemental body I. You get a +2 size bonus on your strength. You'll also get 60 feet of dark vision and the ability to slide the earth. In the superlative entry of a small Earth Elemental, Marly gains a 20-foot movement speed. He does not get the oyster speed of the element because it is not specified in the order. However, he does get the earth gliding ability. Because the earth cannot glide without oyster speed, it means that Mali must get oyster speed as part of the Earth Glide capability, although it is not specifically stated in the order description, but it's something athletes and GM should discuss. Spells can gain elemental dark vision, but do not specify tremors. This means that Mali does not get tremor. Marly also handles 1d6 damage and newly modified strength bonuses by acquiring slam attacks from small earth elements. He is not vaccinated against bleeding, critical hits, etc. Marly loses the bracer of armor (except for armor and shield bonuses, works working)) and can't activate his fast runner's shirt, but his ring of protection, the cloak of resistance, the belt of physical perfection all continue to function normally (items that offer a certain bonus ... It continues to work). Elements can be voiced, so they can perform verbal components. Marly needs a lot of avoidance material for many spells, or he needs to lay down the order component pouch before it can be configured later. You can also use body components at the discretion of DM, but DM may rule that anappers, such as earth elemental rocks, are not sufficient to mimic complex body components. This is interesting up to DM, so Marly needs to check on dm before throwing an order. At some point, Marly may still choose to invest in the order to eliminate this complication. Marley Polymorphism her words ... Mal Marley is clearly upset, decides to cast a polymorphism on her trusty steed. Horses are big str 16, dex 14, cone 17. Because of its size, the horse is resized to medium size (Str 12, Dex 16, Con 15), and then applies a beast-shaped water machine (see Beast Shape II) for large animals to give the Str 16, Dex 14, Con 15, and +4 bonuses to natural armor. The words are essentially the same, but +4 traded two points of the Constitution for natural armor. Regardless of class, building a character has some points in the character to solve it with an effective polymorphism. Race is no longer important when it is race. No longer is a human/elf/etc, but the ability will affect the ability score when the score modifier and size is polymorphic. Half-rings and humans are prime examples. Halring has higher dex but lower strength. This modifier doesn't disappear when the size of the harping changes, so humans with the same statistics as harping have slightly different ability scores. This makes halfling more useful in the form of dexterity, and can focus on the form of weapons finesse and mainly dependent on dexterity. If you're building your character completely to focus on polymorphism, you can afford not to focus on your spelling field abilities. In general, if a mage has to give up his or her abilities to intelligence, the transmutor must give up some of his intellect in order to give points to his strengths, dexterity, and the Constitution. Druids who want to rely on wild shapes should do the same instead of sacrificing wisdom. AC may not be enough to protect you because you give up your armor and shield bonuses when you're in Damoff. Many polymorphic options will give you a flowering in natural armor, but this is very unlikely to catch up with the fighters on the entire plate. Therefore, there must be reasonable dexterity for ac and the Constitution. Strength will most likely be the main source of damage. You need to find the right balance between physical abilities, and improve your ability to find yourself most heavily. Class Vision: Equivalent to a wizard, but does not have a blood line (unless you are taking a blood-free prototype). The Brown Fur Transformers Circle gives you a fantastic ability to grow an arcane on top of the wizard. Alchemist: Alchemist receives polymorphic spells at the same level as Mage and Mage, but only increases to level 6 spells. You can't get new options as fast as a wizard or a wizard, but Alchemist's Mutagen offers an easy way to improve your physical ability score. Natural armor bonuses don't pile up (they are both natural armor bonuses; neither are enhanced bonuses to natural armor like natural armor amulets), but pension bonuses on strength are a good idea in most polymorphic forms. Even if you don't want to polymorphism, alchemists are still a great class option. Infusion discovery allows polymorphic effects to be bottled and shared with allies. Imagine handing a fighter a giant shape I potion and transforming into a rock troll for a few minutes. Clergy: Animal domains include a small number of polymorphic options. With 2/3 BAB and d8 hit points, clergy are a decent option for polymorphism. However, because there are too few polymorphic options, it cannot be a central part of the build. Druids: Druids are part of a wild shape, gaining all beast shapes, plant shapes, and elemental body spells and levels in front of the mage. Up to the form of Dragon II and III, this means that Get the best polymorphic options early in your level. As they level, druids can use their top-notch polymorphic effects more times a day than others, natural magic, and other cast spells while wildly forming into something that can't do that normally. In addition to all this, the intermediate BAB progress allows the attack to be more accurate than anyone else and benefit from a power attack. Eldrich Knight: Eldrich Knight is a prestige class, but deserves to be mentioned. Once you get into the entire BAB and bonus battle achievements in a polymorphic order, it can be very valuable. Unfortunately it will cost you two levels of order casting, which means you've got the order level behind polymorphism forms. Wizards: You can order one level later than the Wizard, but you can get more orders per day. Here, the difference between a wizard and a wizard is the same as that of a wizard in other cases. Wizards also have a lot of pedigree that allows you to grow claws if you don't already have them. This allows you to add claw attacks to creatures that don't have business with claw attacks like snakes. Witch (Converted Patron): You get a limited selection of polymorphic spells, but you get the beast look and the best option dragon form. Wizard: Potty schools and their sub-schools offer some great options, and you may have some additional conversions for a few rounds of the day. See this guide to help you play your translator. Feats Agile Maneuver: If you have high dexterity, or like a form with high dexterity and grabs (such as contraction snakes), this is a must. Defensive Combat Training: If you plan to wrestle, you need a decent CMD to keep your enemies in the struggle. Dodge: You need as many AC as possible. Improved Grapple: There are very few conversion spells that require energy storage, so it's not immediately clear what this is for you. When polymorphic, all abilities provided by the dispersion effect allow the spell to use a DC to resist the storage tons. In other words, order focus improves the DC of poison, trampling, breathing weapons. Larger order focus (conversion): where +1 is good, +2 is great. Toughness: Druids hit d8, but wizards and wizards get only d6. Despite a decent constitution, AC is probably mediocre. Additional hit points will keep you on the front lines. Important Strike: A form with a single full-fledged natural damage with high damage can take advantage of Vital Strike. For tips on Vital Strike, see the practical guide to Vital Strike. Weapon finesse: If you want to use dexterity-dependent polymorphism a lot, this is a must. Many creatures, such as Fire Elemental, naturally use weapon finesse, but polymorphism with creatures without weapon finesse does not necessarily cause harm. All natural weapons can be used with weapon finesse, so you can use almost any form of weapon finesse with dexterity and low strength. Weapon Focus: Can be used in weapon focus if you tend to use small forms, especially common natural weapons such as claws. While polymorphic your strength/dexterity should be fantastic, but the base attack bonus does catch up with the fighters, so the bonus on the attack is good. Character/Alter as a self-alchemist 2, Bard 2, Magus 2, Shaman 2, Wizard/Wizard 2, Summoner/Unconnected Summoner 2, Witch 2 as a chosen or medium humanoid by Dymoff. You won't get a natural armor bonus, but you can get swimming speed with some special sensations (especially dark vision and aroma), and you can get a modest ability bonus depending on the size you change, even if you're already that size. Only races that offer one of the bonuses allowed by Alter Self are included. There are a number of races that don't give anything to the turks. Ricans Lopez is omitted because it is a template that applies to humanoids. Little Humanoid: You get a Dex +2 size bonus in order. Previously, if you're a medium, you're get +1 for attacks and AC for new sizes, and +4 bonuses for stealth checks. Intermediate Humanoid: You get a +2 size bonus from order to strength. Previously, small +1 for attack and +1 for small will lose AC, and stealth checks will lose the +4 size bonus. Adaref: Low-light field of view, scent, 40-foot speed bogard; dark vision, low-light field of view, 20-foot speed, 30-foot swimming speed bugbear: Dark Vision, 30-foot speed Catfolk: low-light field of view, 30-foot speed change; Dark vision, 30-foot speed Dhampir: Dark vision, 30ft speed Dhampir: Dark vision, 30ft speed Dhampir: Dark vision, 30-foot speed Dhampir: Dark vision, 30-foot speed Dhampir: Dark vision, 30-foot speed Dhampir: Dark Vision, 20-foot Speed Dwarf: Dark Vision, 20-foot Speed Dour: Dark Vision, 20-foot Speed Elf: Low Light Vision, 30 Feet. Speed Play: Dark Vision, 30-foot Speed Hoggoblin: Dark Vision, 30-foot Speed Kitsune: Low-light vision, 30-foot speed lizard: 15 feet swimming speed, 30-foot speed lokata: low-light vision, 30-foot swimming speed, but only 10 feet of land speed muffok: 30 feet speed, low light, 30 feet. Out: Low light field, 30-foot speed ougrekin: low-light field of view, 30-foot speed oak; Dark vision, 30-foot speed three-quarters: Dark vision, 30-foot speed wasquatch; dark vision, low-light field of view, scent, 30-foot speed. Skulk: Low light field, 30-foot-fast tengu; low-light field of view, 30-foot-fast troglodite: Dark vision, 30 feet. Speed Trox: Dark Vision, 40-foot velocity predominance: low-light field of view, 20-foot speed bana: low-light field of view, 30-foot speed Bishkana: Low light field of view, 30 ft speed Waiaing: Dark Vision, 20-foot Speed Beast Shape I Alchemist 3, Bloodrager 3, Magus 3, Wizard 3, Low 30 feet, 30 feet (average mobility), 30 feet of low visibility, 60 feet of low visibility and 60 feet. For your combat needs, Deinonychus is the best bet. Use cheetahs if you ban your DM dinosaurs. Use electric eel or bull shark for swimming. Unfortunately, with the addition of a monster physique, the beast becomes a much less attractive option for polymorphism sshapeed i am not trapped in it. Gargolye surpasses The Daynicus in damage, and Gargolye can match the eagle's flight without sacrificing damage. Beast shape I'm still good, druids will do well with deinonychus, but the monster physique is strictly better. Little Animals: You get +2 size bonus esthefirm and +1 natural armor bonus on your dexterity. Nutrition: The only attraction of nutrition is the 60-foot speed. Beast Shape does not give a powerful charge. Archaeology: Eagles are considerably better flyers, but the birds have gone so far that archaeology has an impressive land speed. Badger: Badger: The badger is an interesting combat option with three attacks, but the underlying damage is very good, so you're almost entirely dependent on unmodified intensity. It also doesn't get the badger's oyster speed until Beast Shape III. Baboon: Baboons aren't an impressive statistical block, but they offer beast-shaped abilities and still have opposite thumbs. Dire Rat: 40 feet moving speed, climbing 20 feet, and swimming 20 feet. Low-light vision and scent. With some ranks in stealth, Dire Rats is a fantastic Scout form. 1d4 bytes can't get you away from the battle, but if you fought rats in RPG you shouldn't ever surprise you. Dodo: Dodo is extinct because it's a lousy species. And because the dog had his own eggs. But mostly because it's a lousy paper. Dog: 40 feet moving speed, low-light vision, scent. 1d4 byte attack. Worse than strictly scary rats, but considerably less degrading, you can move in public without terrible people. Eagle: Low-light field of view, flying with average maneuverability. Eagles usually get 80 feet flying, but the beast looks like I limit you to 30 feet. You can also get all three attacks, none of which won -5 penalties, and all attacks will be subject to a full strength bonus. Electric eel: low-light field of view, 30 feet swimming speed. Apparently the electric eel breathes the air I didn't know until I read it in the Pathfinder Rules. D6-bit, plus a secondary proximity touch to handle tail and electrical damage. Goats: Nothing else can be obtained. Big Horned Owl: The eagle is strictly better. Octopus: Low-light field of view, 30-foot swimming speed. You don't jet to me a little sadly. 1d3 bytes, and grab the tentacles. Keep in mind that you don't get the ability to grab up to Beast Shape II. Platypus: You can't get an electric position, you won't get poison from beast-shaped I. Sloth: You're kidding, right? A species that is too slow to symbolize moss growing on your body? Tilasin: Tilasin does nothing. Dogs are strictly better. Trumpet Swan: The bass trumpet swan has a better flying speed than the Eagles, but the Beast Shape I is limited to 30 flying speeds, so the two are almost identical. Velociraptor: Low-light field of view, scent, 60-foot speed, and three major natural weapons. Both are in good shape for small sizes, but it cannot compete with Deinonychus. Eagle: Low-light vision and scent. Scents are very rare in flying organisms. In beast shape I'll have the same speed as an eagle or a trumpet swan, so the eagle is a fantastic option as you don't mind giving up the eagle's attack. Intermediate Animals: You get +2 size bonuses and +2 natural armor bonuses for your strength. Boar: Low-light field of view, scent, 40-foot moving speed, 1d8 gore attack. Bull Shark: Blind sense up to Beast Shape III, but because it's an excellent version of the scent you get a sharp scent, and you get a very impressive 2d8 bite of a bull shark with low light vision. Cheetahs: Low-light field of view, scent, 50-foot movement speed, 1d6 damage, 1st bite 1st claw, 1d3 damage 2. It's special because there are no sprints. Contraction Snake: Scent, 20 foot moving speed, 20 foot climbing speed, 20 foot swimming speed. 1d4 bytes are not good because they do not hold up to the beast shape II. Deinonychus: low-light vision, aroma, 60 foot moving speed. Two basic claws from 1d8 damage, basic bit attacks at 1d6, and 1 assist in 1d4 attack only for fun. The best combat form in Beast Shape I, even if you don't get the pounding up to Beast Shape II. Dimorftodon: Low-light vision, scent (rare in flying creatures), flying. The 30-foot speed of beast-shaped I Dimorpdodon matches the limits imposed on other options, such as eagles and eagles. Unfortunately, you won't get poisoned until Beast Shape III, so eagles and eagles are still better flight options. Deer Badger: A bigger badger with literally a slightly greater damage dice. You won't get the oyster speed of the badger until Beast Shape III, so Dire Badger is surpassed by numerous other options. Dolphins: 80 feet swimming speed (beast-shaped I limited to 60 feet), low-light vision, 1d4 slam. You can't get sight in the shape of a beast, so dolphins can't get significantly better. Instead go to the bull shark. Elk: 50-foot movement speed and 3 mediocre attacks. Frog: Low-light vision, 30-foot moving speed and 30 foot swimming speed. It is a special ability, so you cannot use your tongue, and a 1d6 bite is not quite interesting. Gar: Gar's only attraction is Grab, which you won't get until Beast Shape II. Giant Gecko: Giant Gecko only offers climbing speed because it doesn't have the expert climbing skills of giant gecko. And why use climbing speed when you can fly? Giant Porpoopin: Giant Poccuppine's Quills ability is special and can't be obtained, and it's not enough to form a tail-slapping battle. Giant Turtles: You don't get any special abilities of giant turtles at any point. Giant Weasel: You don't get to catch up to beast shape II, you don't get blood drain. Goblin Dog: Low-light field of view, scent, 50-foot moving speed, 1d6 bytes. It does not get allergic reactions because it is a special ability. You get immune to the disease (I think it's resistance, and you get resistance). Hyena: low-light field of view, scent, 50-foot moving speed, 1d6 bytes. You don't travel until Beast Shape II. Kangaroo: No travel until Beast Shape II. Leopard: Low-light field of view, scent, 30-foot travel speed, 1d6 damage to get primary bite and two primary claws. You won't get pounding until Beast Shape II, you won't get the rake until Beast Shape III. Monitor Lizard: low-light field of view, 30-foot moving speed, 30-foot swimming speed, 1d8 bite. Don't grab up to Beast Shape II or Venom until Beast Shape III. Pony: Low-light field of view, scent, 40-foot moving speed, two 1d3 hooves. RAM: Useless. Equestrian dogs: low-light field of view, scent, 40ft moving speed, 1d6 bytes. You don't travel until Beast Shape II. Squid: Low-light field of view, 60-foot travel speed. Get a base bite from 1d3 to 1d3 and two secondary tentacle attacks at 1d4. You don't get the ink cloud, and you don't get the jet until Beast Shape III. Deer: Low-light field of view, scent, 50-foot speed and three attacks. It's not terrible, but it can't match the actual combat form like Dinonicus or cheetah. Stingray: Beast Shape

