

STITCH FOLK (v 1.0)



titch Folk are unique in that their bodies are created from cloth. When whole, their bodies are real flesh and blood, and Stitch Folk require food and air as any other living creature. However, if a limb becomes too injured or it becomes too inconvenient, Stitch Folk can remove body parts until later use. The impermanence of their

physical form can make them formidable foes, but each Stitch Folk is deathly afraid of fire, which can lead to a swift end.

YOU MIGHT...

- Strive to achieve greatness, either in your own right or on behalf of a cause.
- Appreciate quality craftsmanship in all forms and insist upon it for all your gear.
- Keep to yourself and find it difficult to form close bonds with others.

OTHERS PROBABLY...

- Think you judge others based on wealth and appearance.
- Fear you as something other, a construct feigning emotion.
- Recognize the deep loyalty you have to those you are close with.

PHYSICAL DESCRIPTION

Stitch Folk are nearly indistinguishable from humans, marked only by stitch marks adorning portions of their body, typically joints such as the elbows, neck, or knees.

Curiously, Stitch Folk do not age, yet their physical forms seem to influence their personality and thoughts: Stitch Folk formed with child-like bodies tend to exhibit child-like tendencies, while Stitch Folk formed with older bodies tend to act wiser and more cautiously. Because of their easily shiftable physical forms, Stitch Folk tend to view gender as something of a fashion statement, to be shifted around as is comfortable.

SOCIETY

Stitch Folk are a rare people, and as such have had no known major empires or kingdoms. They are naturally wanderers, and tend to find themselves filling in the niches of the societies they find themselves in. Many wandering Stitch Folk find work as traveling merchants, or messengers between small villages or kingdoms.

In ages past, Stitch Folk tended toward caste systems, at least within their own people. Stitched of higher quality materials (silks and other highly valued cloths) were of higher station while lower quality materials (hemp and wool) were commoners or slaves. While most Stitched have moved past these biases, the oldest tend to harbor some prejudice.

ALIGNMENT AND RELIGION

Stitch Folk are typically an ordered people, finding chaos and anarchy disturbing on a spiritual level. Perhaps it is because fire itself is a chaotic force. Stitch Folk tend toward lawful alignments, but are as likely to be evil as they are good.

Stitch Folk worship whichever common gods are around, with a preference toward gods of travel and outsiders. Few worship gods of death.

NAMES

Stitch Folk names have no typical naming pattern, often mimicking the society of their creation.

STITCH FOLK TRAITS

Hit Points: 8

Size: Medium

Speed: 25

Ability Boosts: Two Free Ability Boosts

Languages: Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

LIVING CLOTH

Stitch Folk have Resistance 2 to Non-Magical Slashing damage. They also have Fire Weakness equal to 1/2 their level, minimum 1.

HERITAGES

Although it can't really be told when a Stitch Folk is fully animate, each one is made of different materials. Choose one of the following Stitch Folk heritages at 1st level.

SILK STITCH FOLK

Your silken form causes certain types of magic to slide right off of you. If you roll a success on a saving throw against an enchantment effect, you get a critical success instead.

LEATHER STITCH FOLK

Your form is covered by rugged leather, and your can be folded in just the right way to negate other forms of damage. Over a 10 minute procedure, you may switch the resistance gained from Living Cloth to Non-Magical Bludgeoning or Non-Magical Piercing damage. If a feat references the resistance to Non-Magical Slashing damage, it also affects the resistance to Non-Magical Bludgeoning or Non-Magical Piercing damage if those are active.

COTTON STITCH FOLK

Your cotton form absorbs toxins rather well. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

WOOL STITCH FOLK

You are made of naturally warm materials and can resist the cold rather well. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on)

HEMP STITCH FOLK

Your hemp form makes you sturdier and stronger than most other Stitch Folk. You increase the HP gained from your Ancestry to 10 and gain a +2 Circumstance bonus to Athletics checks to Grapple, Shove, and Trip

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a Dragonborn, you can select from the following ancestry feats.

1ST LEVEL

RETACHABLE LIMBS

Over 10 minutes, you may reattach parts of your body that have been lost or damaged (disintegrated, petrified, or otherwise scarred) at a 1 gp per level.

STITCH LORE

You have met many other Stitch Folk, learning from the elders and teaching the newly formed. YOU gain the trained proficiency rank in Crafting and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Stitch Folk Lore.

PUPPET PAL

You sew and imbue a bit of your soul into a cloth toy, turning it into a familiar. You gain a Puppet familiar, a Tiny construct made of cloth. This familiar uses all the same rules as other familiars, which are detailed on page 217.

EYE OF THE NEEDLE

You sewed your eyes to catch more light than others. You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

BLOODLESS STUFFING

You release some of the innate magic turning your stuffing to flesh. You gain resistance to Bleed Damage equal to half your level (minimum 1). You can also recover from bleeding more easily. Your flat check to remove persistent bleed damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

CONSTRUCTED FORM

You do not have a natural body, and can suppress your internal workings. You gain a +1 Circumstance Bonus to saves vs Disease and Poison Effects.

DRESS-UP DOLL

You sculpt your body into the form of someone else. You gain a +2 Circumstance bonus to Disguise checks to impersonate another creature and increase Critical Failures into Failures instead.

5TH LEVEL

STRETCHY ARMS

You stretch the materials of your arms longer than they should go. When you wield a melee weapon that requires 1 hand and doesn't have reach, you can increase the length of your arm by using an Interact action. Until the end of your turn, weapons wielded in your extended grasp gain reach of 10 feet.

MAGICAL THREAD

Your innate slashing resistance applies to slashing damage from magical or enchanted sources.

LOP IT OFF

(Requires Retachable Limbs)

As a reaction to an effect that causes non-mental persistent damage, or after taking non-mental persistent damage, you slice off the offending part of your body to immediately end the persistent damage. You take damage as if you failed the flat check vs 2 instances of the damage.

9TH LEVEL

NO SPLIT ENDS

Your innate slashing resistance increases to equal half your level, rounded down.

REPLACEABLE SKIN

(Requires Lop it Off, Expert Level Crafting)

Over 8 hours, you may undergo a process that changes your heritage as you replace each part of your body with another made from a different material. If someone with Master level training in Crafting aids you, it only takes 4 hours. If someone of Legendary level training in Crafting aids you, it only takes 2 hours. This duration does not count towards a night's rest.

13TH LEVEL

FIREPROOF THREAD

Your innate Fire Weakness decreases to 2.

AUGMENTED FORM

(Requires Replaceable Skin, Silk Heritage, and Master Level Crafting)

You can boost 1 Physical Stat (Str, Dex, or Con) and 1 Mental Stat (Int, Wis, or Cha). You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts below 18.

This process takes 8 hours (4 with Master Level Crafting Prof, 2 with Legendary Level Crafting Prof), after which you are clumsy 1, drained 1, and enfeebled 1. These conditions can't be removed or reduced by any means until 3 days have passed. You may switch the boosts gained from this feat with more procedures.

17TH LEVEL

UNDYING MIND (UNCOMMON)

(Requires Replaceable Skin, Silk Heritage, and Master Level Crafting)

As long as your head remains intact, you cannot die. You still suffer from the Dying Condition, however your soul does not leave your body at Dying 4.

You become a valid target for the Stitch Folk Transplant Ritual.

You learn the Stitch Folk Transplant Ritual and may teach it to anyone with Master Level Crafting Proficiency

RITUALS

STITCH FOLK TRANSPLANT - RITUAL 8

Traits: Uncommon, Healing, Conjuraton, Necromancy

Cast: 1 day; **Cost** a Silken Body worth 2000 gold

Secondary Casters: 4

Primary Check: Crafting; **Secondary Checks:** Medicine, Occultism, Crafting

Range: 10 feet; **Target:** A Silk Heritage Stitch Folk with the Undying Mind Feat.

You transplant the head of a Silk Heritage Stitch Folk to a new body. At the end of the transplant, the target is revived with full HP and are clumsy 1, drained 1, and enfeebled 1 for 1 week. These conditions can't be removed or reduced by any means until the week has passed.

CREDITS / INSPIRATION

Hi there, Ploogle08 here. This is my first bit of homebrew for Pathfinder 2e. Inspired by the String People species in PirateAba's amazing web serial [The Wandering Inn](#)! You should go check it out.

CHANGELOG

V 1.0

What you see.