Climber

*You are so small you can climb around on other creatures rather than wrestling with them*

Prerequisites: [Small] size or smaller

Benefit: When you grapple a creature of one or more size categories larger than yourself, instead of inflicting [Grappled] on them, they are [Climbed] by you instead. You may move into their square, and whenever the [Climbed] creature moves, you move with it. If they gain or lose [Flying], [Soaring], [Swimming], or [Burrowing], you gain or lose those conditions as well. You gain a +2 AC against a creature you are climbing, and they are [Flat footed] to your attacks. If the [Climbing] condition is removed, you are immediately moved to the nearest unoccupied space.

The DC of this ability increases by 2 for every size category above your size they are past 1.

Climbed

A [Climbed] creature has one or more opponents climbing on them; these opponents are said to be "climbing" it. The [Climbed] creature loses any Steatlh check results it may have had in relation to the climbing creatures.

A climbed creature may remove the [Climbed] condition with a successful Reflex save made as a move or standard action. The DC for this save is the highest among the climbing opponents of the following: 10+1/2 opponent's level + higher of the opponent's STR or DEX modifiers +1 for each additional climbing opponent.