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ABANDONED ARTS[©] PRESENTS:

AMAZING RACES: KITSUNE!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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RACIAL FEATS AND RACIAL CHARACTER TRAITS

Several new feats are featured below for members of the kitsune race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder*[®] *Roleplaying Game: Advanced Player's Guide.*[™]

KITSUNE FEATS

KITSUNE CHAKRA

You can channel your ki to produce spell-like abilities. **PREREQUISITES:** Magical Tail or any racial spell-like ability, *ki* pool, kitsune

BENEFIT: You can spend points from your *ki* pool in order to use any spell-like ability granted to you by a racial trait or the Magical Tail feat without expending one of your daily uses of that ability. Doing so requires that you expend a number of points from your *ki* pool equal to the spell level of the spell-like ability produced. If you possess a spell-like ability with a spell level of 0, this Kitsune Chakra allows you to use that spell-like ability at will as long as you have at least one point in your *ki* pool.

KITSUNE CHARACTER TRAITS

INSIDER PSYCHOLOGY

You know exactly what humans like to hear.

BENEFIT: You gain a +2 trait bonus on Bluff skill checks made to deceive humans with your words, and Bluff is always a class skill for you. This trait's benefit does not apply when feinting or conveying secret messages.

SHAPECHANGER'S REVEAL

You can shock others by dramatically revealing yourself. **PREREQUISITES:** Int 13, Combat Expertise, Dazzling Display, Improved Feint, shapechanger subtype, base attack bonus +6 **BENEFIT:** If you begin the turn in a form other than your true form, you may forgo the first attack of a full attack action to change into your true form instead of attacking. If you do, you make both a Bluff check to feint all opponents within your reach and an Intimidate check to demoralize all opponents within 30 feet of you that are able to see your transformation. Creatures aware of your shapechanging ability gain a +4 bonus on their opposed Sense Motive skill check, and the DC of your Intimidate check is increased by +4 against such creatures.

ORDINARY FORMS

There's nothing remarkable about either of your forms. **BENEFIT:** When making a Stealth check to hide in a crowd, you may attempt a DC 10 Sense Motive check to gauge the crowd's attitude. Success grants you a +2 trait bonus on your check, as though the crowd had used an aid another action to assist you.

ALTERNATE RACIAL TRAITS

As described in the *Pathfinder*[®] *Roleplaying Game: Advanced Race Guide*[™], alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

BLAZING SPIRIT: Some kitsune manifest their inner power in fiery form, granting them a degree of control over flames. A kitsune with this racial trait can use *produce flames* as a spell-like ability a number of times per day equal to her Hit Die plus her Charisma modifier.

This racial trait replaces the kitsune magic trait.

GIFT OF TONGUES: Many kitsune have a gift for languages. A kitsune with this racial trait receives a +1 racial bonus on Bluff and Diplomacy skill checks. In addition, the kitsune learns one additional language each time that she invests a rank into the Linguistics skill.

This racial trait replaces the agile trait.

GRACEFUL ATTACKS: A kitsune with this trait relies on his grace, not his jaws, gaining Weapon Finesse as a bonus feat. This racial trait replaces the natural weapons trait.

KPOOL: Kitsune are naturally attuned to their life energy, or ki. A kitsune with this racial trait possesses a ki pool with a number of ki points equal to 1 + 1 additional point for every 4 character levels that the kitsune possesses. This ability functions like the monk class feature, except that the kitsune may only spend ki in the following way: by spending 1 point from her ki pool as an immediate action, the kitsune gains DR 5/cold iron until the end of its turn.

If the kitsune gains the *ki* pool class feature from another source, she adds this *ki* pool to that *ki* pool when determining the number of *ki* points she possesses. She may spend these points on class abilities or on racial abilities. In addition, the kitsune may use her Charisma modifier in place of the usual ability score modifier to determine the number of points in her *ki* pool.

This racial trait replaces the kitsune magic trait.

RACIAL ARCHETYPES

As described in the Pathfinder[®] Roleplaying Game: Advanced Player's Guide [™], archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

THE WHITE-FURRED ORACLE (KITSUNE ORACLE ARCHETYPE)

Whether endowed by the very gods the kitsune worship or by some other strange, supernatural presence, white-furred kitsune nearly always walk the path of the oracle, using their mystic heritage to focus and augment their powers.

A white-furred oracle has the following class features.

Nine Mysteries (Su): At the indicated levels, a white-furred oracle may select either her mystery's bonus spell or one of the following spells: charm person (2nd), invisibility (4th), suggestion (6th), confusion (8th), dominate person (10th), mislead (12th), simulacrum (14th), frightful aspect (16th; see the Pathfinder® Roleplaying Game: Ultimate Combat sourcebook), overwhelming presence (18th; see the Pathfinder® Roleplaying Game: Ultimate Magic sourcebook). Whenever the oracle could swap an existing spell known for a new one, she may instead swap a mystery spell for one of the above-listed spells and vice versa, following the normal limitations for swapping spells.

This ability alters the oracle's bonus spells.

Mystic Kama (Su): A white-furred oracle is mystically tied to a grape-sized jewel called a "star gem;" her magical powers stem from this source. When she is not holding her star gem, the oracle must attempt a concentration check whenever she casts a spell or uses a spell-like or supernatural ability (supernatural abilities have an spell level equal to half the white-furred oracle's level for the purposes of determining the concentration DC). On a failed concentration check, the spell or ability fails to function and is wasted. Like a wizard's arcane bond, the star gem can be used once per day to cast any one spell that the oracle knows and is capable of casting. Treat the gem as an arcane bond when determining how it may be replaced if it is lost or destroyed.

In addition, the oracle treats all canine creatures as though they had the frightful presence ability as it applies to her. This ability replaces the oracle's curse.

Ki **Pool (Su)**: At 3rd level, a white-furred oracle gains a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. The number of points in the oracle's *ki* pool is equal to one-half her oracle level + her Charisma modifier. As long as she has at least 1 point in her *ki* pool, she reduces the DC of any concentration checks made to cast defensively by –5. At 10th level, she can increase the casting time of a spell with a casting time of one standard action or less to a full-round action in order to incur no risk of losing an oracle spell on a failed concentration check (she cannot apply metamagic feats to this spell).

By spending 1 point from her *ki* pool, a white-furred oracle can increase the DC of any oracle spell she casts by +1. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a white-furred oracle can cast one of her mystery's spells or nine mystery spells as a full-round action without expending a spell slot by spending a number of *ki* points equal to the spell's level. A white-furred oracle cannot apply metamagic feats to this spell. Using any of these abilities is a swift action.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the white-furred oracle possesses levels in another class that grants access to a *ki* pool, oracle levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The white-furred oracle may then use *ki* points from this pool to power the abilities of every class she possesses that grants a *ki* pool. This ability replaces the revelation gained at 3rd level.

Ki Talents (Su): At 5th level, a white-furred oracle may select a rogue talent or ninja trick that lists a *ki* pool requirement, or any combat feat that requires a *ki* pool, in place of a revelation, using her oracle level as her ninja level, monk level, or rogue level. She must meet all other prerequisites that the feat or ability lists. At 15th level, she may select advanced talents or master tricks that require a *ki* pool in place of a revelation.

Ascended Revelation (Su): At 20th level, a white-furred oracle becomes a native outsider. She loses the kitsune subtype, but is still a shapechanger. In addition, each day when the white-furred oracle regains her spell slots, she may select whether she knows a mystery spell or one of her nine mysteries for each of her spell levels; once this choice is made, it cannot be changed until the white-furred oracle rests and regains her spell slots once more.

This ability replaces the oracle's final revelation.

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