



Amazing Races:

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 vanara 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 GuideTM

Vanara Feats

GREATER KI CLOUD

Your ki cloud is very durable.

Prerequisites: *ki* pool, *Ki* Cloud, base attack bonus +4, vanara

Benefit: As long as you have at least 1 point in your *ki* pool, your *ki* cloud persists for a number of hours equal to your Wisdom modifier (minimum 1) and is not dissipated by winds less severe than windstorm force (51 miles per hour or more), nor does your cloud dissipate when you attack a creature.

KI CLOUD

You can manifest a flying cloud of spiritual energy.

Prerequisites: *ki* pool, vanara

Benefit: You can spend 2 points from your *ki* pool to manifest a nimbus of spiritual power in the form of a fluffy white cloud.

The *ki* cloud forms at your feet, lifting you up and allowing you to fly. You gain a fly speed equal to your base land speed for as long as you stand upon the *ki* cloud. A *ki* cloud has perfect maneuverability and persists for 1 hour or until you attack any creature, whichever comes first. Any effect that would break an *invisibility* spell causes the *ki* cloud to dissipate, as does exposure to severe winds (31 miles per hour or more). When the cloud expires or dissipates, you float downward at a rate of 60 feet per round for 1d6 rounds. If you reach the ground in that amount of time, you land safely. If not, you take falling damage normally. This is a supernatural ability.

PREHENSILE TOES

Your feet are appendages capable of fine manipulation.

Prerequisites: climb speed, grippli or vanara **Benefit**: You can use your prehensile feet to hold objects. You cannot wield weapons with your

objects. You cannot wield weapons with your feet, and you cannot move (except to climb) while holding objects with your feet.

VANARA FEINT

By flipping quickly between agile handstands and tricky martial stances, you can catch your opponents by surprise.

Prerequisites: Improved Feint, Prehensile Toes, Quick Draw, Vanara Flip, vanara

Benefit: When you use your Vanara Flip feat, you may attempt to feint one opponent within your reach as a free action. An opponent that has witnessed you use this ability before gains a +5 bonus on the opposed Sense Motive skill check.

VANARA FLIP

You can walk on your hands, and quickly transfer weapons and objects between your assorted prehensile extremities.

Prerequisites: Prehensile Toes, Quick Draw, vanara

Benefit: As a swift action, you can shift your posture, standing on your hands (or on your feet, if you were standing on your hands to begin with) and transferring held objects between hands, feet, and tail however you desire.

WUKONG PIPE

You can concoct a mystical mixture for your smoking pipe.

Prerequisite: ability to cast *sending* or any 5th-level or higher divination spell, vanara

Benefit: You can prepare a special concoction made of herbs and leaves that, when smoked from a pipe, can change the effects of certain divinatory spells. While smoking such a concoction, you may choose to alter any divination spell that you cast which would convey or reveal visual information to you (such as a *scrying* spell) so that the visions appear within a cloud of pipe smoke, which drifts nearby. Any creature that can observe the cloud can see the visions, not only you. Additionally, if you cast a *sending* spell in this way, you may choose to send a hazy, smoky image of yourself to the recipient. The image accurately reflects your current appearance at the time that you cast the *sending* spell.

*See the Pathfinder® Roleplaying Game: Advanced Race Guide™

Vanara Character Traits

AERIAL SWING

You can spring and swing from the trees with ease and grace.

Benefit: Whenever you are climbing or clinging to a vertical surface, you are treated as though you had a running start for the purposes of making Acrobatics skill checks to jump.

EASY GRACE

Where others would execute a grand display of agility, you prefer a serenely subtle shift.

Benefit: You may use your Wisdom modifier in place of your Dexterity modifier when making Acrobatics skill checks.

FIERCE DEFIANCE

You will not go quietly.

Benefit: You can attempt to escape from a net (or any other entanglement which would ordinarily require a full-round action to attempt to break free of) as a standard action.

WOOD WALLOP

You have an affinity for the most unassuming of weapons.

Benefit: You can wield a hefty tree branch or a sturdy stick as though it was a quarterstaff, and observers perceive such a cudgel as an improvised weapon until you attack with it.

Alternate Racial Traits

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

Dexterous Tail: With a successful concentration check, a vanara with a prehensile tail and this trait can cast spells with material components while grappling.

This racial trait replaces the nimble trait.

Serene Striker: When making attacks of opportunity, vanara with this trait may use their Wisdom modifier in place of their Strength or Dexterity modifier on attack rolls.

This racial trait replaces the nimble trait.

Racial Archetypes

As described in the Pathfinder® Roleplaying Game: Advanced Player's GuideTM, 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.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

THE AGILE ARCANIST (Varana Magus Archetype)

Whimsical mystics and magical acrobats, vanara magi blend studious arcane study, agile defensive techniques, and the spiritual manifestation of *ki* power into a wondrous magical tradition unlike any practiced by members of any other arcane profession.

An agile arcanist has the following class features:

- **Class Skills**: An agile arcanist adds Acrobatics and Escape Artist to his list of class skills.
- **Diminished Spellcasting (Ex):** An agile arcanist casts one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence score allows bonus spells for that level.
- **Canny Defense (Ex):** An agile arcanist gains the canny defense ability. This ability is identical to the duelist prestige class ability of the same name. This ability replaces spell recall.
- **Ki Magic (Su)**: An agile arcanist may qualify for feats which require a *ki* pool, even if he does not have a *ki* pool. The magus may spend arcane pool points to activate any feat or ability which requires the expenditure of a *ki* point. This ability alters arcane pool.
- **Ki Cloud (Su)**: At 5th agile arcanist gains *Ki* Cloud (see above) as a bonus feat, even if he does not meet the usual prerequisites for that feat. The agile arcanist may spend points from his arcane

pool to manifest the cloud. An agile arcanist with the Greater *Ki* Cloud feat (see above) can maintain the cloud as described by that feat as long as he has at least 1 point in his arcane pool.

- This ability replaces the bonus feat gained at 5th level.
- **Evasion (Ex)**: At 7th level, an agile arcanist can avoid even magical and unusual attacks with great agility. If the magus makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the magus is wearing light armor or no armor, and a helpless magus does not gain the benefit of evasion. This ability replaces medium armor.
- Feats of Acrobatics (Ex): At 11th level, an agile arcanist adds Acrobatic, Cartwheel Dodge, Disorienting Maneuver, and any feat which lists 'vanara' as a prerequisite to the list of bonus feats that he may select at 11th and 17th levels. See the *Pathfinder*[®] *Roleplaying Game: Ultimate Combat*[™] sourcebook for a description of the Cartwheel Dodge and Disorienting Maneuver feats. This ability alters the magus' bonus feats.
- Improved Evasion (Ex): At 13th level, an agile arcanist gains the improved evasion ability, taking only half damage on a failed Reflex saving throw against an attack which deals half damage on a successful save. Like evasion, improved evasion can be used only if the magus is wearing light armor or no armor, and a helpless magus does not gain the benefit of improved evasion.

This ability replaces heavy armor.

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