AKASHIC MYSTERIES

• GURU •



AKASHIC MYSTERIES

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A NOTE FROM THE AUTHOR

Welcome to Akashic Mysteries!

Whether this is your first step into the world of akashic magic or you're one of the many fans whose insight and assistance helped guide this project through it's initial playtesting, I want to thank you for your support. Presented in this document is the guru, a class that I have a particular love for. I wanted a class that was capable of encompassing a few unique ideas, from R.A. Salvatore's Highwayman to a kind of "akashic inquisitor". The sineater philosophy was written specifically to fill the latter role, a dark hero (or villain) who feeds off his opponent's sins. Worth noting is that "sins" is a very open term for the purposes of this supplement. An evil deity may very well consider kindness and charity to be the worst kind of sins, while a goodly one probably holds to more traditional moral stances. This means that for an evil sineater, it's entirely possible that a paladin may be the exemplar of a sinful being and the sins he devours are in fact that pure-hearted warriors virtue and convictions.

Michael "Ssalarn" Sayre Lead Designer for Akashic Mysteries Dreamscarred Press

INTRODUCTION

Alchemists, bards, and inquisitors represent a unique cross-section of magic, skill, and martial proficiency. Many people consider these classes to represent an ideal balance point in class design, talented adventurers capable of displaying impressive levels of competence without overshadowing their peers or being overly reliant on their teammates to function. The guru aims to join these classes, combining skillful expertise, unique combat styles, and unusual veils into a new class that works a little bit differently than anything you've seen before. Unlike the alchemist, bard, and inquisitor, the guru uses akasha to facilitate his techniques, investing essence into his hands and weapons, veils, and even directly into his opponents to disrupt their own life energy.

AKASHA

Akasha is an ancient form of magic whose use predates most forms of spellcasting known to the mortal world. Long before wizards began unraveling the secrets of the cosmos and codifying them into arcane formulae, and even before dragons, demons and other beings of magic began mingling their blood with lesser species, wise mystics and abstruse visionaries bound the raw magical essence known as akasha into crude physical forms and bent its might to their enigmatic purposes. Akasha is a somewhat simplistic form of magic, generated by mixing life energy, called Essence, with the small amounts of arcane magic that suffuse all things and shaping them into rough physical forms. These crude magical constructs are sustained by attaching them to points in the body that naturally conduct energy, called chakra. While modern spellcasters scoff at wielders of akasha as crude and unrefined amateurs, many traditions hearkening back through the mists of time still practice the ancient arts of shaping akasha - known as veilweaving - and trust implicitly in its power and reliability.

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VEILWEAVING CLASSES

Characters of any class can learn to use akasha through feats or other means, but the true masters are those who dedicate themselves to wielding this ancient power by advancing in a veilweaving class.

Presented below is the guru, a traveling philosopher who uses wits, wisdom, and skill with unusual and exotic weapons and fighting styles to make his way in the world. The guru specializes in nonlethal techniques, preferring to directly attack the flow of life energy in his opponent's body directly, disrupting their abilities and shattering their defenses.



THE GURU

"Those who find focus in chaos may create unstoppable destruction. Those who find focus in virtue may create unwavering strength. But the one who finds focus in himself...he may do anything."

Role: The guru train in mystic monasteries learning to harness their life energy and focus their spirit to subdue their enemies without taking their lives. The guru can forge his essence into a weapon capable of disrupting an enemy's essence, causing non-lethal damage and even disturbing their inner flow of energy so severely that they succumb to debilitating effects like blindness or exhaustion. All gurus inevitably head out into the world to test their learning and gain new experiences, shaping and defining their Philosophy.

Alignment: The guru can be of any alignment, but is typically Good. Evil creatures rarely see the value in mastering an art that leaves their enemies alive to fight another day.

Hit die: d8

Class Skills

The Guru's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Knowledge (History, Local, Nobility) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 6+ Int modifier.

Class Features

All of the following are class features of the guru.

Weapon and Armor Proficiency: Gurus are proficient with all simple weapons. They are proficient with light armor, but not with shields. The guru may gain additional proficiencies based on their chosen Philosophy.

Veil Shaping: A gurus primary ability is shaping the magical power known as akasha into powerful veils, which are drawn from the guru veil list. She knows and can shape any veil from this list, but cannot select a veil with an alignment descriptor that opposes her own. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + your Wisdom modifier. She can only shape a certain number of veils per day (see table below). Veils are constructs of pure magic and are suppressed while in the area of an Antimagic Field or similar phenomena.



TABLE 1-1: THE GURU

	Base	Frank	D	Will		Veilu	veaving
Level	Attack Bonus	Fort Save	Reflex save	Save	Special	Veils	Essence
1 st	+0	+0	+2	+2	Gentle touch, philosophy, stunning fist	1	1
2 nd	+1	+0	+3	+3	Sunder veil, chakra bind (hands)	2	2
3rd	+2	+1	+3	+3	Chakra disruption (hands)	2	3
4 th	+3	+1	+4	+4	Improved essence capacity +1, philosophy	2	4
5 th	+3	+1	+4	+4	Chakra bind (feet)	3	5
6 th	+4	+2	+5	+5	Chakra disruption (feet)	3	6
7 th	+5	+2	+5	+5	Seal wounds, philosophy	3	7
8 th	+6/+1	+2	+6	+6	Chakra bind (head)	4	8
9 th	+6/+1	+3	+6	+6	Chakra disruption (shoulders)	4	9
10 th	+7/+2	+3	+7	+7	Improved essence capacity +2, philosophy	4	10
11 th	+8/+3	+3	+7	+7	Chakra bind (headband)	5	11
12 th	+9/+4	+4	+8	+8	Chakra disruption (headband)	5	12
13 th	+9/+4	+4	+8	+8	Crack the shell, philosophy	5	13
14 th	+10/+5	+4	+9	+9	Chakra bind (neck)	6	14
15 th	+11/+6/+1	+5	+9	+9	Chakra disruption (neck)	6	15
16 th	+12/+7/+2	+5	+10	+10	Sever the flow, philosophy	6	16
17 th	+12/+7/+2	+5	+10	+10	Chakra bind (belt)	7	17
18 th	+13/+8/+3	+6	+11	+11	Chakra disruption (body)	7	17
19 th	+14/+9/+4	+6	+11	+11	Improved essence capacity +3, philosophy	7	19
20 th	+15/+10/+5	+6	+12	+12	Chakra bind (body), immortal essence	8	20

At 1st level she also gains access to her own personal pool of essence, which can be invested into veils to increase their power. The pool of available essence is listed in the table below; the guru's character level, as noted in the attached supplement, determines the maximum quantity of essence she can invest in any single veil. As a swift action she can reallocate her essence investments into her veils every round. A guru does not study or prepare veils in advance, but must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Gentle Touch (Su): All gurus learn to master the art of the gentle touch, a mystical martial art that involves dealing nonlethal damage with focused bursts of essence. By investing at least 1 point of essence in this ability the guru can charge a weapon granted by his philosophy with a rarified form of akashic energy. All attacks made with that weapon deal additional damage dealt by the guru while this ability is active is non-lethal. A character can assign essence to their gentle touch ability as a swift action. For every point of essence invested in this ability, the

charged weapon deals an additional 1d4 damage. This ability only works against living targets; undead and constructs are immune to its effects.

Philosophy: All gurus follow a particular philosophy. Usually the tenets of this belief are passed down by guru masters in varying schools and monasteries where like-minded individuals join them to discuss ideology. Guru's gain special benefits based on their philosophy at 1st, 4th, 7th, 10th, 13th, 16th, and 19th level. Many philosophy powers are activated by "burning" essence. Essence that has been burned to activate a philosophy ability cannot be used again for any other purpose until the guru has had a chance to meditate. Essence burn recovers at a rate of 1 point of essence per minute spent in meditation. Philosophies are listed at the end of the guru's class features.

Stunning Fist (Ex): The guru gains Stunning Fist as a bonus feat. For the purposes of determining how many uses of stunning fist you have available, treat your levels in the guru class as monk levels. The guru can use the stunning fist ability as part of any melee attack made using a weapon enhanced by his AIXASTETIC MYSTE



gentle touch ability. 1/day as a free action, the guru can restore a single use of stunning fist by taking 3 points of essence burn. The guru can restore a use of stunning fist in this way 1 additional time per day at 5th level and every 5 levels thereafter.

Chakra Binds: At 2nd level and every three levels thereafter you gain the ability to bind veils directly to your chakras, unlocking potent abilities. You gain the ability to bind to slots in the following order: Hands, Feet, Head, Headband, Neck, Belt, Body.

Sunder Veil (Su): At 2nd level the guru gains the ability to shatter magical defenses with focused thrusts of essence. When making an attack while using his gentle touch ability, the guru can expend a use of his Stunning Fist ability to attempt to end one ongoing spell that has been cast on a creature or suppress the active veils of an akasha user. When you activate this ability, make one dispel check (1d20 + your guru level) and compare that to the highest level spell currently active on the opponent (DC = 11 + the spell's caster level) or the veil the opponent currently has the most essence invested in (DC = 10 + opponent's character level + points of essence invested). If successful, that spell ends, or the targeted veil is suppressed for a number of rounds equal to your guru level. In addition, your gentle touch ability can now be used to damage undead and deals lethal damage to such creatures.

Chakra Disruption (Su): At 3rd level, and every three levels thereafter, a guru gains the ability to inflict debilitating status effects on his opponent. The guru may make a single attack while using his gentle touch ability as a standard action, selecting a disruption he knows and applying it to this attack. The target suffers the chosen disruption unless they succeed on a Fortitude save equal to 10 + Wisdom Modifier + 2 per point of essence invested in the guru's gentle touch ability. A single target cannot suffer the effects of more than one disruption at a time, though the guru can change the disruption currently inflicted on a target with subsequent successful uses of this ability. Unless otherwise noted such conditions end after a number of rounds equal to the guru's Wisdom modifier as the afflicted creature's body slowly re-regulates itself.

At 3rd level, the guru can disrupt the flow of energy in an opponent's hands, making them clumsy and uncoordinated; opponents affected by this disruption take a -1 penalty to all attack rolls made with their hands or equivalent limbs (for example, a dragon's primary claw attacks). This penalty increases by 1 per point of essence invested in the gentle touch ability.

At 6th level the guru can damage the flow of essence

through an enemy's feet, slowing and hampering them. An enemy affected by this disruption has their movement reduced by 10 feet +5 feet per point of essence invested (minimum 5).

At 9th level, a guru can block the flow of energy through an enemy's shoulders causing his movements to become slow and predictable, too weak to properly hold a shield. Enemies affected by this disruption have both their shield and Dexterity bonuses to AC each lowered by 1 (minimum 0). These penalties increase by 1 per point of essence invested.

At 12th level a guru can sever chakra connections associated with an opponent's Headband slot, causing the opponent to be blinded for 1 round + 1 round per point of essence invested.

At 15th level the guru can disrupt the delicate chakra connections in an opponent's head slot, causing them to be stunned for 1 round.

At 18th level the guru can almost completely block the flow of essence throughout an opponent's body, causing them to become exhausted.

Improved Essence Capacity: The guru's intense meditation has made him particularly talented at investing essence. At 4th, 10th and 19th level the essence capacity of all your chakra receptacles increases by 1.

Seal Wounds (Ex): At 7th level, the guru's talent with essence allows them to make small alterations to their own internal circulation. You gain the ability to close minor wounds you sustain by restricting the flow of blood and energy to the affected area; 1/day per class level, you can spend a move action to heal a number of hit points equal to your Wisdom modifier + 5 hit points per point of essence invested in this ability. You must choose how much essence to invest in this ability at the same time you shape your veils for the day, and you cannot reassign that essence until after an 8 hour rest.

Crack the Shell (Su): The guru's skill in controlling essence is now so potent that he can even damage physical objects with a touch. While using his gentle touch ability, the guru can attempt a sunder combat maneuver to sunder an item held or worn by his opponent. If the attack is successful, he deals damage to the item as normal for his gentle touch attack. This attack ignores ½ of the target's Hardness. In addition, his gentle touch ability can now be used to damage constructs and deals lethal damage to such creatures.

Sever the Flow (Su): At 16th level the guru's ability to disrupt an opponent's chakra has become so powerful that he can completely block their connection to the flow of magic. By spending a use of his Stunning Fist ability when he successfully attacks an opponent ARASHIG MYSTERIE

with his Gentle Touch, all magical effects currently affecting the target are disjoined as though affected by a special mage's disjunction. That is, spells and spell-like effects are unraveled and destroyed completely (ending the effect as a dispel magic spell does), and the target must make a Will save for each veil currently shaped or lose its benefits until it can be reshaped. Unlike a standard mage's disjunction, this ability does not affect magic items wielded or worn by the target. This effect can be resisted with a Will save equal to 10 + your Wisdom modifier + the number of points of essence invested in your Gentle Touch ability.

Immortal essence (Su): The guru's mastery of the flow of essence both within himself and within his enemies has reached its ultimate peak and he can now steal a small amount of his opponent's life force with his gentle touch. Whenever he successfully dispels an effect or suppresses a veil with his sunder veil ability, he heals a number of hit points equal to twice the amount of essence invested in his gentle touch. Whenever he successfully uses his sever the flow ability against an enemy, he draws some of their own arcane energy into himself, gaining a temporary pool of essence equal to the spell level of the highest level dispelled effect or the amount of essence invested in any suppressed veils (to a maximum of the guru's essence capacity), whichever is greater. This essence lasts for a number of rounds equal to

the guru's Wisdom modifier and can be used to power any ability he could assign his normal essence pool to. Multiple uses of this ability do not stack; but they do overlap, allowing the guru to replenish temporary essence lost to essence burn.

Philosophies

Akasin

The akasin believes in becoming one with the forces of righteousness, harnessing the radiance of the universe to gain powers of light and healing.

Proficiencies: bardiche, bec de corbin^{UE}, falchion, glaive, greatsword, lance, longbow, ranseur, shortbow, and two-bladed sword.

Absorb Radiance (Su): At 1st level, the akasin can spend time meditating in an area of bright light to gain a pool of temporary essence points equal to 1/2 his class level (minimum 1). The akasin must meditate for 1 minute per point of essence gained in this way. These temporary essence points are always burned first when the akasin activates his philosophy abilities, and cannot be recovered through normal meditation, nor can he ever gain more than 1/2 his class level in temporary essence points at any time via this ability. Whenever the akasin takes essence burn to activate an ability, he gains temporary hit points equal to 5 times the amount of essence burn taken. These temporary hit points last for 1 minute per level. In addition, the Akasin can take 1 point of essence Burn to cast veil of positive energy APG as a spell-like ability with a caster level equal to his character level.

Luminosity (Su): At 4th level the Akasin can restore light to those who have lost it. By taking 1 point of essence burn, the Akasin can cast *remove blindness/deafness* as a spell-like ability with a caster level equal to his class level, but can only remove

the blind condition (this has no effect on deafness). Alternatively, the Akasin can take 1 point of essence burn to fire a single potent ray of blinding energy at an enemy. This ray deals 1d4 damage per class level (1d6 vs. undead) and blinds the target for 1d6 rounds. A DC 10 +1/2 class level + Wisdom modifier Reflex save reduces the damage by ½ and negates the blindness effect.

Lambent Blades (Su): At 7th level the akasin can burn 1 point of essence as a swift action, transforming a wielded Philosophy weapon into a weapon of pure light. This allows it to bypass shield bonuses to armor class and ignore the first two points of any armor bonus to armor class an opponent may have as it leaks through the cracks and seams of their protective gear. This ability lasts for 2 rounds, but can be sustained as a free action taken when it would expire by taking an additional point of essence burn. This effect does not bypass bonuses granted by armor or shields with the *mirrored*^{UE} property. When this ability is active the Akasin can spend 1 use of his Stunning Fist ability to grant the weapon the *brilliant energy* property for one round. AKASTIC MYSTE

Lucent Revivification (Su): At 10th level the akasin can restore life to the dead by inundating their body in pure, holy light. 1/day the akasin can take 5 points of essence burn to cast *raise dead* as a spell-like ability with a caster level equal to his level. The akasin must still provide the material component for raise dead or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire.

Scintillant Form (Su): At 13th level the akasin's body has begun its transformation into a vessel of pure light. The akasin is now immune to the blinded and dazzled conditions. In addition, his body radiates a constant *daylight* effect (caster level equal to the akasin's class level). This effect can be suppressed or resumed as a standard action.

Incandescent Strike (Su): At 16th level, the akasin may make a single attack against an opponent with any weapon he wields as a standard action. When the akasin declares this attack he may take an amount of essence burn up to his class level, or however much essence he has available, whichever is less, and add 5 times that amount of damage to his attack. This damage is dealt as untyped radiant energy and is not subject to damage reduction or energy resistance.

Travel the Paths of Light (Su): At 19th level the akasin can transport himself instantly by becoming one with the light around him. As a move action, the akasin gains the ability to travel between light sources as if by means of a *teleport* spell with a caster level equal to his class level. The magical transport must begin and end in an area with at least normal light.

Sineater

Gurus of this philosophy believe that there is a finite amount of sin in the world and use their abilities to draw it out of others. Some sineaters do this out of an inherent desire to bring peace to those they free from sin; others believe that sins contain a dark and volatile power that they can wield to their own ends, blending the wickedness of others with their own inner energy.

Proficiencies: The sineater gains additional proficiency with the bo staff, dan bong, heavy flail, mancatcher, net, sibat, snag net, spiked chain, and tonfa. The sineater also gains the Improved Unarmed Strike feat as a bonus feat and treats his unarmed strike as a philosophy weapon for all abilities.

Devour Sin (Su): At 1st level, whenever the sineater deals nonlethal damage with his gentle touch ability or a weapon granted by this philosophy to a creature with an Intelligence score of 3 or greater, he restores 1 point of essence burn. If damage reduction or hardness reduces the damage dealt to 0, or if the target is immune to nonlethal, the sineater fails to restore any burned essence. In addition, whenever the sineater is affected by an attack that would reduce him below 0 hit points, he may, as an immediate action, take a number of points of essence burn up to his class level to negate an amount of damage from the attack equal to 5 times the amount of essence burn taken. This cannot reduce the damage below 0, and cannot be used to prevent damage dealt as ability damage or drain.

Veil of Sins (Su): At 4th level the sineater gains increased control over his ability to sustain himself by devouring sin. As a swift action, the sineater can take 1 point of essence burn to gain DR 1/- for 1 round. This damage reduction improves by 1 for every 5 levels the sineater possesses, to a maximum of DR 5/at 20th level.

At 8th level, the sineater can instead take 2 points of essence burn to gain Fast Healing 2, improving by 1 for every 4 class levels the sineater possesses past 8th (to a maximum of Fast Healing 5 at 20th).

At 12th level the sineater can take 3 points of essence burn to gain regeneration 3, improving by 1 for every 4 levels the sineater possesses past 12th (to a maximum of regeneration 5 at 20th level). This regeneration is suppressed for 1 round if the sineater takes damage from a weapon that shares an alignment component with him (for example, a Lawful Good sineater damaged by a lawful or good weapon would have his regeneration suppressed for 1 round).



These abilities can be sustained as a free action taken when they would expire by taking the listed amount of essence burn again, even if the sineater is unconscious. The sineater can maintain more than one use of this ability by paying the total cost for each type of use; for example, a 16th level sineater could sustain the benefits of both DR/- and Fast Healing by taking 3 points of essence burn. He still needs to spend separate swift actions to activate these abilities.

Purify the Unclean (Su): At 7th level the sineater gains the ability to punish beings that embody sin or sinful ideas. Before making an attack roll with a weapon currently modified by his gentle touch ability against an Aberration, Outsider (Evil), or Undead, the sineater can choose to take up to 1 point of essence burn per class level as a free action to deal an additional 5 hit points of damage per point of essence burned. The sineater cannot take more essence burn than he has essence currently available when activating this ability.

Reforge the Soul (Su): At 10th level, the sineater gains the ability to cast atonement as a spell-like ability useable 1/day. After successfully using this SLA the sineater gains a pool of Temporary Hit Points equal to the total hit die of the creature targeted by the atonement. These hit points last for 1 hour / level.

Inescapable (Ex): At 13th level the sineater becomes impossibly difficult to dislodge once he has begun to draw out an enemy's sins. Whenever he hits an enemy with an unarmed strike, he is treated as having the Grab special attack. For every 2 points of essence invested in his Gentle Touch ability the maximum size category of creatures he can grapple is increased by 1 and the bonus granted by the Grab ability to start or maintain a grapple increases by +2.

Maelstrom of Sin (Su): At 16th level the sineater can violently absorb a mass of sin from all nearby sources in a whirlwind of tainted energy. As a full round action the sineater can make a single unarmed strike against all enemies within 10 feet. The sineater must have at least 1 point of essence invested in his gentle touch to use this ability.

Wages of Sin (Su): At 19th level the sineater can draw all sin out of his opponent in a single intense burst. As a full-round action the sineater can make a single unarmed strike attack against a targeted opponent and spend a use of his Stunning Fist ability. If the targeted opponent fails a Will save against this attack (DC of 10 + essence invested in Gentle Touch + the sineater's Wisdom Modifier) the flow of life energy through his body is torn apart as the sineater absorbs all the sin in his soul, paralyzing the target and restoring 1 point of essence burn per hit die of the target to the sineater. A successful save prevents the target from being paralyzed and the sineater from regaining burned essence, though the target still takes normal damage from the attack. This ability cannot affect the same target more than once every 24 hours.



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Vayist

Gurus of this philosophy believe that a person must be free to follow the direction of their own inner motivations. These gurus are often free-spirited creatures who travel wherever the wind takes them and often seek to emulate the wind in their fighting techniques, choosing weapons and techniques that twist and flow like the wind itself.

Proficiencies: bolas, flying blade^{UE}, kyoketsu shogeUC, nine-section whip^{UC}, nunchaku, rope dartUC, scimitar, starknife, shuriken, and whip.

Aether Ties (Su): By taking 1 point of essence burn as a free action, a vayist can infuse the air himself around with a rarified form of essence and send it flowing across the battlefield towards a particular target. The vayist chooses one target within 60 feet and creates a bond that lasts for a number of rounds equal to the vayist's Wisdom modifier. As long as this bond is active the targeted enemy takes a -2 penalty to all attack rolls that do not include the vayist as a target. Whenever an affected enemy misses the vayist or makes an attack that does not include him as a target, the vayist recovers 1 point of essence burn. The vayist gains a dodge bonus to his armor class and a competence bonus on reflex saving throws equal to the number of aether ties he currently has in effect against all attacks made by enemies not currently affected by this ability. The vayist can have one aether tie active at a time, plus one additional aether tie for every 5 levels he possesses, but each tie must be activated and paid for separately.

Aether Infusion (Su): At 4th level the vayist becomes particularly adept at using essence to become one with the air around him, manipulating it to enhance his attacks and defenses and obscure him from his enemies. By taking 1 point of essence Burn as part of a ranged attack, the Vayist can increase the range increment of any ranged weapon he wields by 10 feet, plus an additional 10 feet at 13th and 19th level (to a maximum of an additional 30 feet). This effect lasts for 2 rounds, and the Vayist gains a +2 competence bonus on all attack rolls made with weapons affected by this ability. By taking 2 points of essence burn, the vayist can surround himself with a whirlwind of air that obscures him from view. protecting him as though he were affected by a blur spell for 3 rounds. By taking 4 points of essence burn, the vayist can use mirror image as a spell-like ability with a caster level equal to his class level.

Leaf on the Wind (Ex): At 7th level the vayist has learned to keep his composure, and his feet, whenever life, or an enemy, knocks him down. By taking 1 point of essence burn, he can stand up from prone as a free action that does not provoke attacks of opportunity. He can perform this action even when it's not his turn. Alternatively, he can use this ability to reduce the damage from any fall as though it were 10 feet less per point of essence in his essence Pool, regardless of whether that essence is assigned to other abilities. Essence currently unavailable due to essence burn is not counted when calculating this total.

Revitalizing Breath (Su): At 10th level, gurus of this Philosophy can breathe new life and energy into their companions. They gain breath of life as spell-like ability with a caster level equal to his class level useable 1/day. Using this ability causes the vayist to take 5 points of essence burn.

Breath of the East Wind (Su): At 13th level the vayist's ability to disperse his essence into the air around himself grants him new and potent abilities. By taking 1 point of essence burn as a swift action, the vayist can use alter winds, centered on himself, as a spell-like ability with a caster level equal to his class level. This effect always moves with the vayist. By taking 4 points of essence burn as a swift action, the Vayist can use air walk on himself as a spell-like ability with a caster level equal to his class level. This ability cannot be used to affect anyone other than the vayist. Finally, the vayist can take 5 points of essence burn as a full round action to use river of wind as a spell-like ability with a caster level equal to his class level; when the vayist uses this ability he can choose to disperse his physical form and become one with a roaring current of air, instantly transporting himself to any square within the abilities area of effect.

Roaring Gale (Su): At 16th level, the vayist may take 4 points of essence burn as part of a full round action to make one attack against each enemy within the first range increment of a ranged Philosophy weapon he possesses.

Perfect Independence (Su): At 19th level the vayist benefits from a continuous freedom of movement effect.

9



NEW FEATS

This section contains new feats for veilweavers and classes interested in utilizing the Essence system. A new type of feat, marked with the [Akashic] descriptor, is presented below. Akashic feats can be taken by anyone, though they will usually provide greater benefit to veilweavers or characters with access to the Essence subsystem.

Access Higher Chakra Slot

You gain the ability to bind Veils to a Higher Chakra, increasing their power and versatility.

Prerequisites: Con 17, character level 17th.

Benefit: When this feat is selected, choose one of the following equipment slots: neck or belt. You can now bind a Veil to that slot. This does not allow you to bind more than one Veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

Neck: +1 insight bonus on Bluff and Diplomacy checks.

Belt: +1 insight bonus on Fortitude saves.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new slot.

Access Low Chakra Slot

You gain the ability to bind Veils to a Low Chakra, increasing their power and versatility.

Prerequisites: Con 13, character level 7th.

Benefit: When this feat is selected, choose one of the following slots: Hands, Head, or Feet. You can now bind a Veil to that slot. This does not allow you to bind more than one Veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

Head: +1 insight bonus on Will saves.

Feet: +1 insight bonus on Acrobatics and Stealth checks.

Hands: +1 insight bonus on Climb and Swim checks. **Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new slot.

Access Middle Chakra Slot

You open up one of your body's centers of power, allowing you to bind a Veil or a magic item to that chakra.

Prerequisites: Con 15, character level 13th.

Benefit: When this feat is selected, choose one of the following equipment slots: Headband, Shoulders, or Wrists. You can now bind a Veil to that slot. This

does not allow you to bind more than one Veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

Wrists: +2 insight bonus to CMB checks made to disarm or as part of a grapple.

Headband: +1 insight bonus on Perception and Sense Motive checks

Shoulders: +1 insight bonus on Reflex saves.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new middle chakra.

Akasha-Imbued Body [Akashic]

The akasha within you coats your bones and infuses your muscles, making you more resilient.

Benefit: When you take this feat, you gain 2 hit points for each akashic feat you have. Whenever you take a new akashic feat, you gain 2 more hit points. If you are using the death by massive damage rules, you gain a +4 bonus on Fortitude saves made to avoid death from massive damage.

Akasha-Infused Spells [Akashic]

You gain the ability to invest Akasha directly into the spells you cast.

Prerequisites: Con 13, ability to cast 1st-level spells. **Benefit:** When you take this feat, choose one school of magic. You can invest Essence into this feat to increase the caster level of one spell you have known or prepared from that school of magic by 1. Prepared casters apply this benefit to all instances of the chosen spell (so if a wizard has prepared *fireball* twice, both instances gain the benefits). For each additional point of Essence invested in this ability you may choose an additional spell from the selected school to gain this benefit.

You gain 1 point of essence

Akashic Augmentation

You can augment a psionic power with your chakra energy rather than mental energy.

Prerequisites: Con 13, ability to manifest 2nd-level psionic powers.

Benefit: You can invest Essence into this feat and choose a particular psionic power that you know. The power point cost to augment that power is reduced by a value equal to the invested Essence. This can't reduce the augmentation cost to less than 1. You can't invest more Essence in this feat than the chosen power's level, even if the maximum Essence capacity of this feat would normally be higher than that value.

You gain 1 point of Essence.



Akashic Charge [Akashic]

You can channel Akasha to amplify your blows when charging. When you make a charge attack while this feat is active, your weapon is briefly encased in a thin sheath of Akashic energy.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: Once per day, you can invest Essence into this feat. You gain an insight bonus on attack rolls and damage rolls equal to the invested Essence on all charge attacks.

You gain 1 point of Essence.

Body-bound Mind [Akashic]

The energy of Akasha courses through your mind, increasing your mental capacity.

Prerequisites: Con 13, a power point reserve.

Benefit: Once per day, you can invest Essence into this feat. You gain bonus power points equal to twice the invested Essence. Once the amount of Essence invested is chosen, it cannot be altered and remains invested for 24 hours.

If you have the ability to bind a Veil to your Head slot (even if you don't have one currently bound), you gain an additional 2 bonus power points as long as at least 1 point of Essence is invested in this feat.

You gain 1 point of Essence.

Chakra Strike [Akashic]

You can channel Akasha into your precision-based attacks, damaging your foe's inner energy and body simultaneously.

Prerequisites: Con 13, sneak attack or studied strike class feature.

Benefit: You can invest Essence into this feat. You gain an insight bonus on damage rolls made when delivering attacks with the sneak attack or studied strike class features equal to twice the invested Essence.

You gain 1 point of Essence.

Chakra-Enhanced Fortitude [Akashic]

You can use Akasha to strengthen your blood and harden your internal organs. You boost your ability to resist effects that would adversely affect your health.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: You can invest Essence into this feat. You gain an insight bonus on Fortitude saves equal to the invested Essence.

You gain 1 point of Essence.

Chakra Power [Akashic]

You can take your body's toughness and natural resilience and use it to fuel attacks whose power exceeds mere physical strength.

Prerequisites: Con 13, Power Attack or Piranha

Strike.

Benefit: You can invest Essence into this feat. You gain an insight bonus to CMB to succeed on a Bull Rush, Overrun, or Sunder attack equal to the invested Essence. You also gain an insight bonus equal to the invested Essence on damage rolls made when using Power Attack or Piranha Strike.

You gain 1 point of Essence.

Chakra Targeting [Akashic]

You can focus Akashic energy into your ranged attacks, dealing more damage with successful critical hits.

Prerequisites: Con 13, Deadly Aim.

Benefit: You can invest Essence into this feat. While using the Deadly Aim feat, you gain an insight bonus equal to the invested Essence on ranged attack rolls against targets within 30 feet, and an insight bonus equal to the invested Essence on ranged damage rolls.

You gain 1 point of Essence.

Daevic Rage [Akashic]

You can channel Akasha to enhance your rage. When you do so, eldritch energy bleeds from your body with every wound you take, shrouding you in power that harms your foes and shields you from harmful magics.

Prerequisites: Con 13, rage class feature.

Benefit: You can invest Essence into this feat. While raging, you deal an additional 2 points of untyped energy damage per point of Essence invested on all melee attacks and a +1 insight bonus per point of Essence invested on all saves vs. spells and spell-like abilities for one round after taking hit point damage. This ability can only be triggered once per round.

You gain 1 point of Essence.

Divine Essence [Akashic]

You can channel positive or negative energy to imbue yourself with Akasha.

Prerequisites: Con 13, Channel Energy class feature.

Benefit: You can spend a use of Channel Energy as a free action to add 1 point of Essence to your Essence pool for 1 round. For the duration of this effect, your Essence capacity in all Veils, Akashic feats, and other Essence powered abilities is increased by 1. At 5th level and every 5 levels thereafter you may spend an additional use of channel energy when activating this ability to increase the bonus to capacity by an additional 1 (for example, a 15th level cleric could spend 4 uses of channel energy to increase his total Essence capacity by 4 for 1 round).

You can use this ability once per round.





Enhanced Veil Capacity

Your capacity for channeling akasha allows you to maintain more essence in a single veil.

Prerequisites: Con 15 or veilweaver level 7th.

Benefit: When you shape your veils, choose one veil. Your essence capacity for that veil is increased by 1. Each time you shape your veils, you can change the veil that benefits from this feat.

Special: You can take this feat multiple times. For each time you take this feat, you can apply its effects to one additional veil while shaping. You can't apply this feat's effects more than once to the same veil

Essence Expertise [Akashic]

By achieving a special meditative state, you can focus your Essence to grant yourself Akashaenhanced defenses.

Prerequisites: Con 13, Int 13, Combat Expertise.

Benefit: You can invest Essence into this feat. You gain an insight bonus to CMB to make a disarm attack, a feint in combat, or a trip attempt equal to the invested Essence. You also gain an insight bonus equal to the invested Essence to AC when using Combat Expertise.

You gain 1 point of Essence.

Essence Focus [Akashic]

The blending of Akasha and psionics you have mastered gives you unusual focus and recovery.

Prerequisites: Con 13, a power point reserve.

Benefit: You can invest a point of Essence into this feat as a move action to regain your psionic focus. Essence invested in this way cannot be reassigned for 3 rounds. In addition, while Essence is invested in this feat you gain the ability to activate two abilities which require you to expend your psionic focus as part of the same action (for example, a psion using this ability could gain the benefits of both Quicken Power and Talented as part of the same expenditure).

Essence of Movement [Akashic]

You flow through the battlefield, nimbly evading the blows of your enemies.

Prerequisites: Con 13, Dex 13, Dodge

Benefit: You get a +1 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area, plus an additional +1 per point of Essence invested in this feat. In addition, you gain a +1 insight bonus per point of Essence invested on all acrobatics checks. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose the dodge and acrobatics bonuses. This feat counts as Mobility for determining prerequisites.

You gain 1 point of Essence.

Essence of Recovery [Akashic]

You can channel Akasha to enhance your ability to heal. When you use your Akasha-infused healing class feature, your body and hands hum with eldritch energy.

Prerequisites: Con 13, lay on hands or wholeness of body class feature.

Benefit: Once per day, you can invest Essence into this feat. Add the invested Essence to your class level to determine the amount of healing available to you from your lay on hands or wholeness of body class features. If you have both class features, the benefit applies to both. Once the amount of Essence invested is chosen, it cannot be altered and remains invested for 24 hours.

You gain 1 point of Essence.

Essence Rejection

A strange defect or racial quirk has left you utterly devoid of even the vaguest hints of Akashic energy, and your chakra energy is unusually resistant to Akashic effects.

Prerequisite: No Essence pool.

Benefit: You gain a +1 bonus on saving throws against effects generated by Veils. This bonus increases by 1 at 4th level and every 4 levels thereafter (to a maximum bonus of +6 at 20th level).

Special: You lose the benefit of this feat if you gain any Essence.

Essence of the Immortal [Akashic]

You fortify your heart and lungs with Akasha, making you even more durable.

Prerequisite: Con 15, must have an Essence pool.

Benefit: You gain hit points equal to twice your total Essence pool. If the size of your Essence pool changes, the number of hit points granted by this feat changes to match the new total.

Special: This counts as the Toughness feat for determining prerequisites.

Extra Essence

You are better able to harness your personal store of Akasha.

Prerequisites: Con 13

Benefit: You gain 1 point of Essence. If you are capable of shaping at least one Veil, you instead gain 2 points of Essence.

Focused Critical [Akashic]

You can focus your spirit into your weapon attacks, dealing more damage with successful critical strikes.

Prerequisite: Con 13.

Benefit: You can invest Essence into this feat. You gain an insight bonus equal to the invested Essence on

12

attack rolls made to confirm a critical threat. You also gain an insight bonus equal to the invested Essence on damage rolls made as part of a critical hit. (This extra damage is also multiplied for the critical hit.)

You gain 1 point of Essence.

Life Bond [Akashic]

You can transfer your own vital essence into another.

Prerequisites: Con 17, veilweaver level 5

Benefit: You gain the ability to transfer your life force to other living creatures. As long as you are in physical contact with another creature, you can spend a full round action to transfer any number of your own hit points to that creature. You cannot lower your current hit points below zero with this ability.

Pistolero's Bind [Akashic]

With a flick of the wrist you repair your damaged weapon with a thin layer of Akasha.

Prerequisites: Con 13, proficient with at least one firearm, ability to bind Veils to your Hands slot.

Benefit: You can use a standard action to remove the broken condition from a single firearm you are currently wielding, as long as that condition was gained by a firearm misfire. This is not a permanent fix, as you have merely reinforced the weapon with a weak Akashic Veil. Any further misfires will cause the weapon to become useless until it is repaired (though the Akasha reinforcing the weapon will prevent early firearms from exploding).

Shape Veil

You gain the ability to shape a single Veil.

Prerequisite: Veilweaver level 3rd or Con 13, Wis 13, and character level 5th.

Benefit: When this feat is selected, choose a Veil from any class's Veil list. The Veil must match one of the following slots: Hands, Feet, Head, Wrists, Shoulders, Headband, Belt, Neck. A Veil that can be shaped in multiple slots is not eligible to be taken unless both slots are included in this list.

You can shape that Veil using the normal Veilweaving rules. If you do not have levels in a Veilweaving class, you have total Veils shaped of 1 and use your Wisdom to determine the DC's and effects of your Veil abilities. If you gain any levels in a Veilweaving class, your primary Veilweaving attribute is determined by that class. Once chosen, the Veil granted by this feat can never be changed. Your Veilweaver level for this Veil is equal to your character level.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose a new Veil.

Shared Veil

You can share a Veil with an ally with which you have a special bond.

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Prerequisite: Ability to shape Veils and an animal companion, eidolon, familiar, mount, or creature whose services are granted as part of known Veil.

Benefit: At your option, any one Veil shaped by you and currently affecting you can also affect your familiar, animal companion, or mount. The creature in question must remain within 15 feet of you to receive the benefit and must have the appropriate limb or body part (a horse cannot benefit from a Veil that occupies the Hands slot, for example). If the creature leaves this radius of effect, it loses the benefits of the Veil until such time as it returns within 15 feet. If the Veil has an activated ability (like Gorget of the Wyrm's breath weapon attack) the companion instinctively knows how to use it and can be commanded to do so with a Handle Animal check as though it were a trained trick. Familiars do not require a check, and can be commanded to utilize their Veil as a free action (though they must still spend the appropriate action to activate it). Your companion also shares the benefits of any Essence you have invested in the Veil.

Tainted Chakra [Akashic]

Your chakra is tainted with the energy of some dark entity or shadowed bloodline, giving your Veils and Essence abilities a sinister cast.

Prerequisites: Ability to shape Veils.

Benefits: You can shape Veils with the [evil] descriptor regardless of your alignment. You gain a +1 profane bonus on the save DCs of such Veils and increase any profane bonuses normally offered by such Veils by +1.

Treewalker [Akashic]

You can run up trees and other living vertical surfaces as though they were solid ground.

Prerequisites: Con 15 or veilweaver level 1, ability to bind Veils to your Feet slot.

Benefit: You gain the ability to fuse a small portion of your life energy to that of other living creatures, enabling you to briefly bind your hands and feet to trees, plants, and other non-sentient living things, allowing you to move up and down the surfaces of these as though you had a climb speed equal to your base land speed.



Twin Veil

One of your chakra slots becomes more receptive and capable of sustaining more Akasha than would normally be possible.

Prerequisite: Veilweaver level 9th.

Benefit: When this feat is selected, choose a chakra to which you can bind Veils. Two of your shaped Veils can occupy (and be bound to) that chakra simultaneously. This still counts as two Veils towards your total number of active Veils.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new chakra. This feat stacks with the Twinveil Ring class feature, allowing up to three of your shaped Veils to occupy (and be bound to) your Ring chakra.

Normal: Without this feat, each chakra slot can only be occupied or bound by a single Veil.

Veilbound Metamagic

You can use Essence to enhance your spells.

Prerequisites: Con 13, ability to cast 1st-level spells, any metamagic feat.

Benefit: When you take this feat, choose one metamagic feat you know. Once per day, you can invest Essence into this feat and choose one or more spells that you know (and have prepared, if you prepare spells) to apply the effects of the selected feat to. Using this ability adds one hour to the normal time required for spell preparation (for spontaneous casters this requires an hour of meditation). You must invest a number of points of Essence equal to the normal spell level adjustment required by the metamagic feat (minimum 1 point of essence) for each spell to be affected. The next time you cast that spell, the spell gains the effect of that feat without any change to its level (or casting time, if you cast spells spontaneously). You can apply the effect of this feat to as many spells as you can afford to invest with Essence. For example, you could invest 4 points of Essence to quicken one spell (as Quicken Spell), or 12 points of Essence to quicken 3 spells, as long as you had at least 12 points of Essence to invest, an Essence capacity of at least 4, and knew the Quicken Spell feat. Once Essence is invested in a spell, it remains invested until the spell is cast, at which point the Essence returns to your Essence pool.

You gain 1 point of Essence



Veilbound Resilience [Akashic]

You can use Akasha to seal your wounds, causing the wounds to throb with eldritch energy while they mend.

Prerequisites: Con 13, Heal 1 rank.

Benefit: Once per day, you can invest Essence in this feat. As a swift action, you can heal your own wounds. Each use of this ability heals 3 hp per point of Essence invested in the feat, and you can use the feat a number of times per day equal to the invested Essence. Once the amount of Essence invested is chosen, it cannot be altered and remains invested for 24 hours. If you have the ability to bind a Veil to your body slot, each use of this ability instead heals 5 hp per point of Essence invested in the feat.

You gain 1 point of Essence.





Veiled In Purity [Akashic]

You can wrap your chakra in positive energy, concealing your true nature.

Prerequisites: Ability to shape veils

Benefit: You can shape veils with the Good descriptor regardless of your alignment. If your alignment is not good, you appear as one alignment step closer to good for each veil with the good descriptor you have equipped when subjected to abilities like a paladin's detect evil ability or detect alignment spells. If you have at least three veils with the Good descriptor bound, you are treated as being good aligned for spells and abilities whose effects are determined by alignment, such as a paladin's smite evil or a holy smite spell.

Veil-Touched Nemesis [Akashic]

Akashic energy imbues your attacks, enabling your allies to more easily exploit your enemy's weaknesses.

Prerequisites: Con 13, favored enemy class feature. **Benefit:** Whenever you successfully deal weapon damage to a favored enemy, that enemy suffers a penalty to armor class against all attacks made by your allies equal to the amount of Essence invested in this feat for 1 round. This penalty does not apply to attacks made by you.

You gain 1 point of Essence.

Veil-Woven Channel [Akashic]

You can enhance the power of your Channel Energy ability with Akasha-focused power.

Prerequisites: Con 13, Channel Energy class feature.

Benefit: You can invest Essence into this feat. When you use your Channel Energy class feature choose one of the following: armor class, fortitude saves, reflex saves, will saves, or attack rolls. When you use Channel Energy to heal, all creatures healed by the effect gain a bonus equal to the amount of invested Essence to the selected ability for 1 round. When you use your Channel Energy class feature to deal damage, all creatures who fail their save take a penalty to the selected ability equal to the amount of Essence invested for 1 round.

You gain 1 point of Essence.

View Energy

You can imbue your eyes with chakra, allowing you to see the life energy that flows through living things.

Prerequisites: Con 13, Wis 13, Perception 5 ranks.

Benefit: Once per day, you can invest Essence into this feat. While Essence is invested in this feat you can spend a move action to activate a special mode of sensory perception, called chakra-sight, which allows you to accurately detect and pinpoint living creatures, regardless of invisibility or lighting conditions. This chakra-sight has a range equal to 5 feet per point of invested Essence. The chakra-sight lasts until the start of your next turn.

If you have the ability to bind a Veil to your Headband slot, the chakra-sight granted by this feat is capable of detecting both living and nonliving creatures.

You gain 1 point of Essence.

Weaver's Reflexes [Akashic]

You can use Akasha to boost your ability to avoid harm by giving yourself enhanced reaction speed.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: You can invest Essence into this feat. You gain an insight bonus on Reflex saves equal to the invested Essence.

You gain 1 point of Essence.

Wildclaw Chakra [Akashic]

You can channel Akasha to enhance your combat prowess while wild shaped.

Prerequisites: Con 13, wild shape class feature.

Benefit: You can invest Essence into this feat. While wild shaped, you gain an insight bonus on attack rolls made with natural weapons equal to the invested Essence.

You gain 1 point of Essence.

Will of the Daeva [Akashic]

You can use Akasha to boost your willpower, giving you newfound strength of purpose.

Prerequisite: Con 13 or veilweaver level 1

Benefit: You can invest Essence into this feat. You gain an insight bonus on Will saves equal to the invested Essence.

You gain 1 point of Essence.



VEILWEAVING

Akasha is the power of creation itself, the very essence of magic. Akasha resonates with arcane, divine, and psionic energy, often acting as a natural amplifier for those power sources, though it is potent in its own right. Sages and scholars have debated whether akasha is the result of those power sources mixing and meshing with the life energy of mortal beings, or if perhaps it is the undiluted source from which those diverse powers sprang. What is known is that all creatures have some facility to access this power or be accessed by it.

Veils are the most common tools by which akashic magic is utilized. These veils are created when a creature channels akashic energy through natural conduits in the body known as chakra. This energy is then molded by the willpower of the creature from which it sprang into a semi-tangible construct capable of converting the wielder's life energy, known as essence, into a near infinite variety of effects.

Every creature has a finite amount of essence in their being, referred to as an essence pool. While essence is not typically expended when veils or other akashic effects are activated, a given creature can only devote a certain amount of their essence to any particular function. This is done by investing the essence into the chosen receptacle, which could be a veil, akashic feat, or other ability.

Veils are limited only by the wearer's focus and imagination. When a character first gains access to a veilweaving class, he has the potential to manifest and utilize any veil available to that class. The character's facility with any particular veil may vary depending on the size of his essence pool and whether or not he has unlocked the associated chakra, which enables him to bind a veil or effect.

Binding is a process veilweavers and other wielders of akashic magic learn through experience and growth. When they've utilized a particular chakra long enough that it has become imbued with a surplus of akashic power, akashic characters learn how to build even more complex and powerful constructs by utilizing the reinforced channels of energy in their bodies. This is the process known as binding, and it is possibly one of the potent abilities any veilweaver can learn.

CHAKRAS AND VEILS

Every Veil is associated with a chakra, even if it is not bound to it. Chakras are points on the body that conduct magical energy. Veils do not interfere with magic items that occupy the same slot. The Veil appears as a translucent eldritch construct surrounding that part of the body. You cannot shape two Veils that occupy the same chakra. Each chakra corresponds directly to the matching equipment slot. Some Veils can occupy one of two or more different equipment slots; you choose when you manifest your Veil which of these slots you want it to occupy. Even if the Veil can occupy more than one slot, you cannot have more than one instance of a given Veil shaped at the same time. The available slots are: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, Body. Some classes may gain access to specific and unique Veils and chakra slots not normally available. Veils can be bound to a slot to increase their power once a character has reached a certain level of experience in manipulating Akasha. By binding a Veil to that slot you gain the most potent abilities from the Veil by flooding it with even more of your inherent Akashic energy. Once a character has gained the ability to bind Veils to a particular slot, they can automatically bind a Veil there as part of the process of shaping their Veils for the day.

AKASHA AND MAGIC INTERACTIONS

While veilweaving is quite different from standard spellcasting, the basic rule for the interactions of veils and magic is very straightforward: veils interact with spells and vice versa in the same way that spells normally interact with other spells or spell-like abilities.

Spell resistance is effective against most Veils that directly target a creature or emulate an enchantment effect, but unless otherwise specified does not apply against area of effect abilities or auras. Veils that grant or enhance natural attacks or weapons, such as the Horns of the Minotaur, are never subject to spell resistance. A veilweaver's veil effects always overcome their own spell resistance.

Veils are mostly physical constructs of akasha, and as such can be targeted by effects like a Sunder attack; a Veil that takes more than twice the Veilweaver's level in damage in a single attack is suppressed and does not function for 1d4 rounds. Veils have a Hardness score equal to the Veilweaver's level and gain a bonus to saves vs. targeted effects equal to the amount of Essence currently invested. veils can also be targeted by dispel magic, mage's disjunction, or similar spells effects, and are treated as a magic item when determining the effects. A veil successfully affected by a Mage's Disjunction is suppressed for the duration of the spell and effect and any Essence invested in a suppressed Veil becomes unavailable until the effect ends. Veils are nearly invisible



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until invested with at least one point of Essence; a veilweaver gains a +5 circumstance bonus to Disguise checks to hide the fact that he has an uninvested veil shaped, though detect magic , true seeing, or similar effects automatically reveal their presence. As soon as a point of Essence is invested in a veil they flare into tangibility and are easily noticeable.

Bonuses from shaped veils: Note that the general rules for stacking still apply; two bonuses of the same type do not stack, even if they come from two different Veils or a veil and a spell or spell-like effect.

Identifying veils and effects: Information about a veil's properties or effects can be determined using the Knowledge (arcana) skill according to the following table:

Task	Skill DC
Identify a magical manifestation as akasha or veilweaving	DC 10
Identify a specific veil's basic properties	DC 15
Identify a specific veil's bind effects	DC 20

In areas where akashic magic is uncommon or otherwise unheard of, increase the DC of these checks by 5.

Descriptors: Veils use many of the same descriptors as spells. Whenever a Veil contains a descriptor, it carries all the same connotations as the spell descriptor of the same name. Since Veils do not have schools, subschools, domains, or disciplines, these descriptors are the primary way to categorize and identify a Veil and its effects.

Essence Burn: Some spells and abilities cause essence burn. Essence that has been burned to activate an ability cannot be used again for any other purpose until the veilweaver has had a chance to rest in a calm environment. Essence burn naturally recovers at a rate of 1 point of essence per minute.

Ongoing effects and unconsciousness: Veils do not require conscious action to maintain, but if a veilweaver is rendered unconscious while he has active veils shaped a number of things may occur. Any active aura powers granted by shaped veils are suppressed until the veilweaver regains consciousness, at which point the veilweaver must spend a move action to reactivate them. Any effects that occur automatically over time, such as the temporary hit point generation of the Stone Giant's Girdle, continue to accrue as normal. Veils that are sundered while the veilweaver is unconciousness are not just suppressed, but destroyed completely and cannot be used again until the veilweaver reshapes his veils.

Essence Capacity: However large your Essence pool is, you can only invest a certain amount of Essence into any one Veil, feat, class feature, magic item, or other Akashic receptacle. Your character level determines this Essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify your base capacity:

Character Level	Essence Capacity
1st – 5th	1
6th- 11th	2
12thh-17th	3
18th-20th	4



KASTERIC MYSTERIES

Hands Slot Veils

Forcestrike Knuckles	Daevic, Guru	Deal force damage with unarmed strikes and natural attacks
Gloves of the Master Theif	Guru	Gain bonuses to Sleight of Hand and Disable Device
Hands of the Bard	Guru, Vizier	Gain bonuses to Concentration checks and certain spell DCs
Snakehandler's Gauntlets	Guru, Vizier	Gain DR and bonus to saves vs. poison

Feet Slot Veils

Coward's Boots	Guru, Vizier	Gain bonuses to movement speed
Immovable Boots	Daevic, Guru	Gain bonuses to CMD vs. bull rush and trip attempts
Lavawalker's Boots	Guru, Vizier	Walk on liquids and gain resistances
Stalker's Tabi	Guru, Vizier	Gain bonuses to Acrobatics and Stealth checks

Head Slot Veils

Diadem of Pure Reflection	Guru	Gain bonus on saves vs. blind, daze, and stunning effects
Mast of Elemental Mastery	Guru	Convert elemental damage to a different type

Shoulders Slot Veils

Courtesan's Cloak	Daevic,	Gain a bonus to saving throws and to AC vs ranged attacks
	Guru	

Headband Slot Veils

Circlet of Brass	Vizier	Increase the power of spells and abilities which deal fire damage
Diadem of Pure Reflection	Guru	Gain bonus on saves vs. blind, daze, and stunning effects
Dreamcatcher	Daevic,	Gain bonus to selected Knowledge skills
	Guru, Vizier	
Eyes of the Hawkguard	Vizier	Increase range of vision and ranged weapons

Neck Slot Veils

Collar of Skilled Instruction	Vizier	Use Aid Another on allies at range
Courtesan's Cloak	Daevic, Guru	Gain a bonus to saving throws and to AC vs ranged attacks
Metabolist's Scarf	Guru	Reduce bleed damage

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Belt Slot Veils

Guardian Sash	Guru	Gain bonus to AC vs. critical confirmation rolls
Stalker's Tabi	Vizier	Gain bonuses to Acrobatics and Stealth checks
Stone Giant's Girdle	Daevic, Guru, Vizier	Gain a pool of temporary hit points

Body Slot Veils

Aerial Nimbus	Guru	Wearer can walk on air like solid ground
Eyes of the Hawkguard	Guru, Vizier	Increase range of vision and ranged weapons
Martyr's Toga	Guru	Take an ally's wounds upon yourself instead
Stone Giant's Girdle	Daevic, Guru, Vizier	Gain a pool of temporary hit points

VEILS

The veils are listed here in alphabetical order.

AERIAL NIMBUS

Descriptors: none Class: Guru Slot: Body Saving Throw: none

This veilweaver's form seems somewhat hazy and out of focus, as though he were surrounded by a small cloud.

A veilweaver who wears this unusual veil is supernaturally light and attuned to the very air around them. While this veil is shape up to 10 feet of the wearer's movement can be used to tread on air as if walking on solid ground. Moving vertically is similar to walking up or down a hill (the maximum upward or downward angle possible is 45 degrees, and the rules for moving on a diagonal apply - every second square of movement counts as 10 feet). The wearer must still end their movement on a solid surface or they immediately fall.

Essence: For each point of Essence invested in this ability, the wearer increases the amount of their movement that be spent walking on air by 10 feet.

Chakra Bind (Body): When this veil is bound to the Body slot, the wearer is treated as though under a constant *air walk* effect, but is never affected by strong winds unless they choose to be. The wearer can extend these benefits to one additional ally within 60 feet for each point of essence invested in this ability. Allies who end their turn outside of this ability's area of effect immediately lose its benefits. Alternatively, the veilweaver may suspend the *air walk* effect as a standard action to summon an elder air elemental as though they had cast *summon monster VIII* with an unlimited duration. If the elemental is slain or dismissed all effects of this veil are suppressed for 1d4 rounds and the veilweaver cannot use the summon option of any instance of this veil for 24 hours. The veilweaver may dismiss the elemental as a standard action, returning it to the veil without suffering any negative consequences, though if the elemental is summoned again before at least 8 hours have passed, any effects or damage it took previously persist.

CIRCLET OF BRASS

Descriptors: fire Class: Guru, Vizier Slot: Headband Saving Throw: none

This Veil, first shaped by an ancient efreeti lord, molds Akasha into a brazen circlet that seems to flicker and move like molten flame.

The wearer of this Veil is especially potent at controlling the powers of flame. The wearer increases the save DC of any of his spells or abilities which deal fire damage by 1, and gains a +2 insight bonus to damage rolls with those abilities.

Essence: For each point of Essence invested in this ability, increase the bonus to save DCs by 1 and the bonus to damage rolls by +2.

Chakra Bind (Headband): Binding this Veil to your Headband slot invests your eyes with fiery energy. As a standard action, you may launch a ray of fiery energy from your eyes with a range of 60 feet. On a successful ranged touch attack, this ray deals 1d6 points of fire damage +1d6 per point of Essence invested in this ability.



COLLAR OF SKILLED INSTRUCTION

ASTRIC MYSTER

Descriptors: none Class: Daevic, Guru, Vizier Slot: Neck Saving Throw: none

This Veil lends its magic to your voice commanding the attention of those around you.

The wearer of this Veil can use the aid another action to assist an ally within 10 feet on a skill or ability check. The ally must be able to hear and understand your instructions, and you take all rolls and actions as normal for the chosen aid another action.

Essence: For each point of Essence invested in this ability you can assist one additional ally and the range increases by 5 feet. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

Chakra Bind (Neck): Binding this Veil to your Neck slot fills you with an even greater ability to coordinate your allies and share your will. When you bind this Veil choose one Teamwork feat you meet the prerequisites for. As a standard action, you can grant this feat to yourself and all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels you possess. Allies do not need to meet the prerequisites of this bonus feat.

COURTESAN'S CLOAK

Descriptors: none Class: Daevic, Guru Slot: Shoulders, Neck Saving Throw: none

It's said this veil was first developed by the famed courtesan Tamakichi to Suzuko who wore it to guard herself from the prying eyes and jealous retributions of her lover's wives.

The wearer of this veil gains a +1 insight bonus to their armor class against ranged attacks and a +1 insight bonus to saving throws.

Essence: For each point of essence invested in this veil the bonus to armor class increases by +1. For every two points of essence invested the bonus to saving throws increases by +1.

Chakra Bind (Shoulders): Binding this cloak to your Shoulders slot gives you a preternatural edge in avoiding unseen attacks. You gain Evasion, as the Rogue class feature.

Chakra Bind (Neck): Binding this veil to your Neck slot unlocks its maximum potential; you gain Improved Evasion, as the Rogue Advanced Talent.

COWARD'S BOOTS

Descriptors: none Class: Guru Slot: Feet Saving Throw: none

A fluctuating aura of crystalline energy surrounds your feet and shins, causing each step to propel you forward with increased force

The Coward's Boots, despite the name, can propel an intrepid adventurer into the fray just as easily as they can carry him out. A character manifesting this Veil increases their base speed by 5 feet.

Essence: For each point of Essence invested in this ability your base speed is increased by an additional 5 feet.

Chakra Bind (Feet): Binding this Veil to your Feet chakra makes you particularly skilled at evading your enemies blades. As long as this Veil is bound you gain the use of the Essence of Movement feat, even if you wouldn't otherwise qualify for it, and Essence invested in this Veil also counts as Essence invested in that ability.

DIADEM OF PURE REFLECH

Descriptors: good Class: Guru Slot: Head, Headband Saving Throw: none

This gleaming circlet of purified akasha fortifies your thoughts and grants clarity of vision.

The wearer of this holy veil gains a +1 sacred bonus on all saves vs. effects that would cause the dazed, stunned, or blinded conditions.

Essence: The bonus granted by this veil increases by +1 per point of essence invested.

Chakra Bind (Head): Whenever a veilweaver with this veil bound to their head slot succeeds on a saving throw vs. a spell or effect that would cause them to suffer the dazed condition, it rebounds on the originator forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

Chakra Bind (Headband): Whenever a veilweaver with this veil bound to their headband slot succeeds on a saving throw vs. a spell or effect that would cause them to suffer the stunned or blinded conditions, that effect can be redirected to a new target, forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

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DREAMCATCHER

Descriptors: none Class: Daevic, Guru, Vizier Slot: Headband Saving Throw: see text

This nearly invisible Veil forms a crystalline web of eldritch energy that surrounds the users head like an intricate halo.

This Veil is an elaborate magical construct designed to sift relevant bits of knowledge from the aether and provide them to the user. When the Veilweaver first shapes the Dreamcatcher Veil he gains a +2 bonus to a Knowledge skill of his choice, and can make checks with this skill untrained.

Essence: For each point of Essence invested in this Veil, the bonus to Knowledge checks is increased by +2 and the user can select an additional Knowledge skill to gain these benefits. Unlike most Veils, you must designate the amount of Essence you will invest at the time you shape your Veils for the day, and you cannot change or reassign this Essence for 24 hours.

Chakra Bind (Headband): When a Veilweaver binds this Veil to their Headband chakra, no stray thought is hidden from them. The wearer benefits as though under the effects of a constant detect thoughts spell; creatures who succeed their Will save must save again after 3 rounds as though the Veilweaver had cast a new instance of the spell. The DC for the detect thoughts increases by 1 for every two points of Essence invested in this Veil.

EYES OF THE HAWKGUARD

Descriptors: none Class: Guru, Vizier Slot: Headband, Body Saving Throw: none

The archer lords of the far northern steppes were the first to manifest this potent Veil, using its power to spy enemies long before they could become a threat.

When a character chooses to shape this Veil he extends the range of all of his modes of vision (normal, low-light, darkvision, etc.), and the range increment of any ranged weapon he wields by 10 feet.

Essence: For each point of Essence invested in this ability, the character's increase to their field of vision and weapon range expands by an additional 10 feet.

Chakra Bind (Headband): You gain the ability to see invisible creatures and objects normally, as if under the effects of a *see invisibility* spell.

Chakra Bind (Body): You see all things as they truly are, as if you were under the effects of a constant *true seeing* spell.

FORCESTRIKE KNUCKLES

Descriptors: [force] Class: Daevic, Guru Slot: Hands Saving Throw: none Nearly invisible bands of

Nearly invisible bands of akasha wrap your hands, lending power to your strikes.

The wearer of this veil deals an additional 2 points of force damage with all unarmed strikes or natural attacks.

Essence: For each point of essence invested in this ability increase the force damage dealt by +2.

Chakra Bind (Hands): Binding this veil to your Hands slot allows you to create disc-shaped vambraces of pure force energy that grant you a shield bonus to AC equal to the number of points of essence invested in this ability. This bonus is not bypassed by attacks from incorporeal creatures.

GLOVES OF THE MASTER THIEF

Descriptors: none Class: Guru Slot: Hands Saving Throw: none

Supple rings of akasha twirl about your fingers and palms giving you an incredibly light and skillful touch.

When you shape this veil you gain a +2 insight bonus to Disable Device and Sleight of Hand checks.

Essence: For each point of essence invested in this ability, increase the bonus to Disable Device and Sleight of Hand checks by +2.

Chakra Bind (Hands): Binding this veil to your Hands slot allows the wearer to use Disable Device to disarm magic traps.



GUARDIAN SASH

Descriptors: none Class: Guru Slot: Belt Saving Throw: none

A flash of energy bursts from this akashic sash just as the wearer would take a fatal wound.

ASTRIC MYSTE

The wearer of this protective veil is girded from fatal blows. Whenever an enemy would score a critical hit against the wearer, the veil undulates and interposes itself, granting the wearer a +2 insight bonus to AC against all critical hit confirmation rolls.

Essence: For each point of essence invested in this ability, the bonus to AC vs. critical threat confirmations increases by +2.

Chakra Bind (Belt): Once per round, whenever an enemy's weapon attack would drop you below 0 hit points, this veil lashes out, attempting to knock the attack away. Make an attack roll with this veil, adding your veilweaving modifier and the total amount of essence invested to your base attack bonus. If this roll meets or exceeds the threatening attack roll, the entire attack is negated.

HANDS OF THE BARD

Descriptors: none Class: Guru, Vizier Slot: Hands Saving Throw: none

Every twitch of your fingers or movement of your hand is trailed by wisps and after-images of rarified Akasha making your movements difficult to follow.

When you shape this Veil you gain a +2 bonus Concentration checks made to cast defensively and to the DCs of all spells or abilities with the (pattern) descriptor.

Essence: For each point of Essence invested in this ability, increase the bonus to Concentration checks and (pattern) DCs by +1.

Chakra Bind (Hands): Binding this Veil to your Hands slot allows the wearer to use hypnotic pattern as a spell-like ability 3 / day (DC 12 + primary Veilweaving modifier).

IMMACULATE TOUCH

Descriptors: good Class: Daevic Slot: Hands Saving Throw: see text

A shimmering golden glow encompasses your hands as your kind nature manifests itself as pure positive energy.

You gain the ability to cure minor wounds as a standard action, restoring 1 hit point with a touch. Alternatively, this positive energy can be used to damage undead creatures by making a melee touch attack (Will save for ½) with damage equal to the normal amount healed. This ability can only be used on any specific creature a number of times per day equal to 1+your primary veilweaving modifier.

Essence: Every point of essence invested in this ability increases the damage healed or dealt by 1d6.

Chakra Bind (Hands): The reinforced connection between you and your veil allows you to invest it with even more of your nurturing spirit. At the time this veil is prepared, choose one Mercy that a paladin with a level equal to your level would have access to; you may apply the effects of that Mercy whenever you use Immaculate Touch to restore an ally's hit points.

IMMOVABLE BOOTS

Descriptors: none Class: Daevic, Guru Slot: Feet Saving Throw: none

Your feet and shins are girded in a granite-like aura that grants you the stability of the earth itself.

While wearing these boots you receive a +2 insight bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Essence: The bonus to your CMD increases by +2 per point of essence invested in this veil.

Chakra Bind (Feet): The reinforced connection between the veilweaver and their veil creates an elemental connection to the ground beneath their feet. The wearer can burrow through soft earth and sand at a speed of 10 feet + 5 feet per point of essence invested in this veil.

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LAVAWALKER'S BOOTS

Descriptors: none Class: Guru, Vizier Slot: Feet Saving Throw: none

A shimmering aura of azure energy surrounds your feet and calves, allowing you to stride across liquid surfaces.

When you shape this Veil you gain the ability to walk across liquid surfaces as though they were solid ground, traversing water or even lava or acid with relative ease.

Essence: You gain acid and fire resistance equal to 2 times the number of points of Essence invested in this ability.

Chakra Bind (Feet): The magic of these boots now lifts you free of the ground. You travel 4 inches above any liquid or solid surface as easily as you would walk on solid ground and leave no tracks of any kind. In addition, you can even charge across chasms or over large gaps; any time you use the charge, withdraw, or run action in a round, you may move across open space without falling. If you end your movement while still over empty space, you immediately begin to fall as normal.

MARTYR'S TOGA

Descriptors: good Class: Guru Slot: Body Saving Throw: none Vibrant glimmers of essent

Vibrant glimmers of essence sparkle within the folds of this alabaster body-wrap.

AUXASEE MYSTER

The wearer of this benevolent veil can draw wounds from an ally and take them upon himself. As a standard action, the veilweaver may heal up to 5 points of damage an ally has taken by touching them and taking that much damage himself.

Essence: For each point of essence invested in this ability, the amount of damage that can be shifted is increased by 5.

Chakra Bind (Body): You gain Fast Healing equal to the number of points of essence invested in this veil.



MASK OF ELEMENTAL ADAPTATION

Descriptors: varies (see text) Class: Guru Slot: Head Saving Throw: Will (see text)

A mask forged of the veilweaver's chosen element shrouds his features from view and marks his mastery of that power.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electric, sonic. The veil gains that descriptor. Whenever the wearer would take damage from an effect which deals damage of one of the types other than his chosen element, the first 5 points of damage is converted to his chosen energy type (for example, if the wearer selected "cold" when shaping this veil and was then subjected to a fireball spell, the first five points of damage assessed after rolling his saving throw would be treated as cold damage instead of fire).

Essence: The amount of damage converted by this veil increases by 5 points per point of essence invested.

Chakra Bind (Head): Any creature with the Elemental Subtype must succeed on a Will saving throw to make a melee attack against the wearer of this mask. If the creature's subtype also matches the element chosen at the time this veil was shaped (acid for creatures of the earth subtype and electric for creatures of the air subtype), the attacker takes a penalty to their saving throw equal to the amount of essence currently invested. If the attacker fails the save, they cannot complete their attack and the action is wasted. Once an attacker has successfully saved against this veil's effects, they no longer need to make any further saving throws against it for the next 24 hours.

METABOLIST'S SCARF

Descriptors: none Class: Guru Slot: Neck Saving Throw: none

Designed by a weaver who blended both akashic energy and psionics, this veil was made to shroud the body with the power of the mind.

Whenever the wearer of this veil spends power points to activate a psionic ability a gout of hazy ectoplasmic energy surges forth from this nondescript veil covering them in a protective shroud. Any bleed damage taken by the wearer is reduced by 2 points. In addition, if the wearer is a psionic character with the *Metabolic Healing* ability, the Fast Healing granted by the ability is increased by 1.

Essence: For each point of essence invested in this ability the wearer reduces any bleed damage taken by an additional two points. For every 3 points of essence invested the bonus to Metabolic Healing increases by 1.

Chakra Bind (Neck): Binding this veil to their Neck slot allows the wearer to benefit from a constant *adapt body*^{UP} effect. For every 2 points of essence invested in this ability, the wearer may share this benefit with 1 ally within 60 feet.





ASTRIC MYSTERIES

AKASTER MYSTER

SNAKEHANDLER'S GAUNTLETS

Descriptors: poison Class: Guru, Vizier Slot: Hands Saving Throw: see Text

A whirling aura of olive energy surrounds your hands, protecting you from snapping fangs and fortifying you against poisons.

The Snakehandler's Gauntlets are a Veil developed long ago by mystics who would prove their power by snatching up poisonous serpents with their bare hands. While manifesting this Veil, a character gains DR 1 / alignment and a +2 resistance bonus to saves vs. poison. For the purposes of this ability, any weapon that is treated as good, evil, lawful or chaotic overcomes the damage reduction.

Essence: For each point of Essence invested in this ability the DR increases by 1 and the bonus to saves vs. poison increases by +2.

Chakra Bind (Hands): You gain the ability to deal poisoned blows like the creatures you are proofed against. While this Veil is bound to your Hands chakra, you gain the Poison Use ability. In addition, you may spend a move action to coat your weapon in a single dose of poisonous magical film (**Poison (Ex)** injury; save Fort; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.) This poison dissipates immediately if this Veil is unbound for any reason.

STALKER'S TABI

Descriptors: none **Class:** Guru, Vizier **Slot:** Feet or Belt **Saving Throw:**

Shadowy Akasha wreathes your feet, muffling the sound of your footsteps and granting supernatural agility to your stride.

The wearer of this Veil gains a +2 insight bonus to Acrobatics and Stealth checks.

Essence: For each point of Essence invested in this ability increase the bonus to Acrobatics and Stealth checks by +2.

Chakra Bind (Feet): Binding this Veil to your Feet slot allows you to teleport short distances by moving through shadows. As a move action, you can teleport 10 feet +5 feet per point of Essence invested in this Veil. The teleportation must start and end in an area of dim light or darker illumination.

Chakra Bind (Belt): By binding this Veil to their Belt slot the wearer is wreathed in shadowy Akasha that allows them to use the Stealth skill even while being observed. As long as they are within an area of dim light or darker, the wearer can hide themself from view in the open without anything to actually hide behind.

STONE GIANT'S GIRDLE

Descriptors: none Class: Daevic, Guru, Vizier Slot: Belt or Body Saving Throw: none

This Veil takes the form of granite colored bands of energy which wrap about the user's waist, lending him the fortitude and might of a Stone Giant.

This Veil reinforces the wearer with the unrivaled hardiness of a stone giant. The user gains 5 temporary hp. The temporary hit points granted by this ability slowly replenish at a rate of 1 hp per minute.

Essence: For each point of Essence invested in this ability, the maximum amount of temporary hit points granted increases by 5. These hit points must still be accrued at a rate of 1 per minute up to the new maximum.

Chakra Bind (Belt): Binding this Veil to your Belt slot allows you draw on the might of the stone giant in addition to its hardiness. The wearer gains access to the Rock Catching and Rock Throwing abilities of a giant. For the purposes of what size rocks he can catch and throw via these abilities, treat the wearer's size as one category larger and his slam damage as 1d8.

Chakra Bind (Body): Your body swells and ripples with muscle as your very Essence is completely infused with the indomitable strength of the Stone Giant; you gain a size bonus to Strength equal to 1 per 2 points of Essence invested. If you have at least 4 points of Essence invested in this ability, your melee reach increases by 5 feet.



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