

# BLOODFORGE INFUSIONS



◆ FEATHERS & FUR ◆



# BLOODFORGE infusions

## FEATHERS & FUR

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### FOREWORD

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Welcome to the next installment of *Bloodforge Infusions*, this time with even more player options. Within these pages you will find a new hybrid race born from maenads and sirens at sea, known as entoli. New kitsune and tengu variants shall be making their appearance as well, marking the debut of *Bloodforge* covering racial options for existing races as well as releasing new races. Of course, new feats, alternate racial traits, favored class bonuses, and even a new psionic power accompany these new races and variants. Play an enchanting thoughtsinger entoli, freely mixing psionicism and the arcane, or a mighty ostrich tengu whose kicks break bones. You could even play the predatory kumiho, stalking your foes and devouring their livers. After all, *Bloodforge* is about options.

—Adam Boucher, contributing author



## TABLE OF CONTENTS

### FOREWORD

### TABLE OF CONTENTS

#### CHAPTER 1: RACES

Half-Blood Subtypes

Entoli

Catfolk Options

Kitsune Options

Tengu Options

#### CHAPTER 2: CHARACTER OPTIONS

New Traits

New Feats

### OPEN GAME LICENSE

### 1 USING THIS BOOK

2 This book is divided into two chapters. The overview of each chapter is given below.

2 **Chapter 1 (New Races):** This chapter details a new race, the entoli, as well as new options for the catfolk, kitsune, and tengu.

3 **Chapter 2 (Character Options):** This chapter includes the expansive Mixed Blood trait, as well as several new feats and traits related to the races in this book.

### 7 BOOKS NEEDED

9 To use this book, we recommend that you have the *Pathfinder Roleplaying Game Core Rulebook* on hand. In addition, some of the options presented herein, such as racial favored class options reference rules found in *Akashic Mysteries*, *Path of War*, *Path of War: Expanded*, and *Ultimate Psionics*.

15

## CHAPTER 1: RACES

### HALF-BLOOD SUBTYPES

The following subtypes, representing a unique body, through heritage or mutation, were originally printed on *Bloodforge*, and can be gained either through a character's race or through the Mixed Blood trait.

**Aberrant Subtype:** Aberrant creatures are related to aberrations and have unusual qualities or mutations. They count as aberrations in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

**Gearblood Subtype:** Gearblood creatures are partially constructed beings, or somehow inherited mechanical traits when they were born. They count as constructs in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

**Drakeblood Subtype:** Drakeblood creatures are related to dragons and have draconic qualities or aspects. They count as dragon in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

**Feyblood Subtype:** Feyblood creatures are related

to fey and have fey-like qualities. They count as fey in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

**Beastblood Subtype:** Beastblood creatures are related to magical beasts and have bestial qualities as well as magical abilities. They count as magical beasts in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

**Crossblood Subtype:** Crossblood creatures are related to monstrous humanoids and have monstrous aspects to an otherwise normal anatomy. They count as monstrous humanoids in addition to their other types and subtypes for effects and prerequisites relating to type.

**Slimeblood Subtype:** Slimeblood creatures are related to slimes and typically have odd, squishy anatomy or are unnaturally malleable. They count as oozes in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

**Earthblood Subtype:** Earthblood creatures are related to plants and have odd colorations to their otherwise normal anatomy. They count as plants in addition to their other types and subtypes for effects and prerequisites



# BLOODFORGE infusions

relating to type. They do not gain any other qualities of the type unless another source grants it.

**Graveblood Subtype:** Graveblood creatures are related to undead and have bony, pale, or gaunt bodies. They count as undead in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it, and are still healed by positive energy and harmed by negative energy.

## ENTOLI

Strange things can happen at sea, such as the union of a seafaring maenad and a beautiful siren. To the surprise of sirens, entoli usually result from these meetings as opposed to sirens. Some believe that this phenomenon is due to an ancient curse placed upon the maenads taking hold across bloodlines. Combining the sonic affinity of maenads and the hypnotic qualities of a siren, entoli possess an unusually authoritative presence.

### APPEARANCE

Due to a combination of the tall, stocky builds of maenads and the bird-like frames of sirens, entoli end up remarkably similar to humans in height and build. Entoli possess bright eyes and even brighter feathers covering their upper arms and shoulders. Their facial features tend to angular with pointed chins and hawkish noses. Unlike maenads, their skin is not covered in flecks of crystal. Instead their feathers possess this crystalline quality, catching the light around them in strange ways. Their hair contrasts with their mostly bright appearance, ranging from dark brown to black.

Entoli prefer to wear clothing that is stylish, yet simple, in order to prevent attention from being drawn away from their proudest feature: their voice. Due to the feathers covering their shoulders, heavier clothing and armor must usually be tailored with care, otherwise it becomes a source of great discomfort. Just like maenads, they prefer to go without shoes, especially when sailing is involved.

### DEMEANOR

Entoli feel a keen need to belong. They bond strongly with the people they love and trust (be they family, friends, or shipmates) and do not enjoy being alone for extended periods of time. Even the most introverted entoli feels keenly the need to be part of a group, to give and receive affection and assurance, and to spend time around others. This group identity—a legacy of their siren mother and the flaring emotions inherited from their maenad father—means that entoli can grow jealous or depressed when friendships end or become separated by distance. Particularly weak-willed or drunk entoli may stop using 'I' to refer to themselves and instead use 'we' and 'us', identifying solely as part of their group.

Entoli have a great love of music, focusing on their voice. Born with a desire to attract attention and with a voice that keeps it, their singing often secures them

invitations to many social circles. They often develop an interest in singing at a young age, never losing it as they get older. Entoli will try to bring music into whatever they do, from humming to themselves to singing full-blast when at work.

### BACKGROUNDS

Entoli are celebrated, but tragic births. Their siren mothers usually give them up to the nearest maenad village that can be found, realizing that the entoli could never make it in siren society. Entoli lack wings, and most importantly, their voices lack the sheer power to carry out great distances over the waves.

In the seafaring maenad society, entoli are not treated as outcasts. They are gifts from the sea itself, valued in any crew due to their beautiful singing voices and excellent musical talent. Despite this, they are a great challenge to raise. With voices that carry power, they can often get their way. This is especially true during childhood when the entoli has barely any control of their powers and even less responsibility. It is only thanks to the firm discipline that every Maenad lives by that entoli do not become a source of hardship for their families.

With their siren blood, entoli lack the emotional turmoil characteristic to maenads. Instead, entoli tend to be expressive and fun loving, often rejecting the lessons in control that maenads stress. This can sometimes be a point of contention between the entoli and their family, as many maenads feel that this is a rejection of their culture.

Entoli usually pursue careers that allow them to practice their singing often and that provide them with an audience. Usually they become sailors, singing sea shanties and reveling in the companionship they receive from their crewmates. It is not unusual for an entoli to end up a professional actor or singer as well. Rarely do they engage in careers such as smithing, as forges are not conducive to large groups of people.

### ADVENTURES

While staying in their home village can provide the companionship and popularity entoli desire, it can never provide the inspiration that travelling brings. Usually, an entoli chooses to become an adventurer after meeting a trader from a foreign land, seeing their exotic wares, and hearing their strange tongue. At this moment they realize that there is so much more to see than they'd ever thought possible. They usually end up leaving with the next adventuring party to come through their village, or with a band of friends that they convinced leaving home for a life of danger and glory would be a good idea.

Entoli are often blessed with power from their lineage, naturally inclined to both sorcery and psionicism. Due to this mixing of power, entoli are likely to become cerebremancers or thoughtsingers, blending their powers together into art. Even with such natural gifts, many entoli become swift swashbucklers or brave cavaliers, emulating the protagonists of stories they adored growing up.



# BLOODFORGE infusions

## RACIAL TRAITS

Entoli possess the following racial traits.

- **+2 Dexterity, +2 Charisma, -2 Constitution:** As a result of their heritage, entoli are graceful and headstrong, but fragile.
- **Medium:** Entoli are Medium creatures and have no bonuses or penalties due to their size.
- **Humanoid (beastblood):** Entoli are humanoids with the beastblood subtype.
- **Maenad's Legacy:** Entoli count as maenads for any effect related to race and gain a +2 racial bonus to Profession (sailor) checks.
- **Normal Speed:** Entoli have a base speed of 30 feet.
- **Low Light Vision (Ex):** Entoli can see twice as far as humans in conditions of dim light.
- **Clarity's Call (Su):** Using their own hypnotic powers, an entoli can disrupt another's enchantment. As an immediate action, an entoli may grant one ally within 30 feet another saving throw against a mind-affecting effect that allows a saving throw. This saving throw has an identical DC to the original save. If your ally succeeds, the effect ends. You cannot grant an ally more than one additional save against a single effect. After using this ability, an entoli must wait one minute before doing so again.
- **Entrancing Voice (Ps):** When an entoli speaks, others want to believe. Creatures Entoli attempt to influence the attitude of when using Diplomacy may have their attitude shifted one additional time, past the usual limit of twice. Additionally, Entoli gain a +2 racial bonus on Bluff, Diplomacy, and Perform (sing) checks.
- **Lucent Plumage (Ex):** The crystalline feathers of an entoli can reflect light in unnatural ways. Entoli gain a +2 racial bonus to their AC against rays thanks to their reflective crystalline feathers.
- **Naturally Psionic:** Entoli gain Wild Talent as a bonus feat. If they gain levels in a psionic class, this feat is immediately exchanged for the Psionic Talent feat.
- **Persuasive Verse (Ex):** Entoli can make Perform (sing) checks in place of Diplomacy checks. Perform (sing) is always considered a class skill for entoli.
- **Psionic Aptitude:** When an entoli takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.
- **Sonic Affinity (Su):** Entoli add a +1 to the DC of any spell, power, or ability with the sonic descriptor.
- **Languages:** Entoli begin play speaking Common and Maenad. Entoli with high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Dwarven, and Elven.

## ALTERNATE RACIAL TRAITS

Entoli have access to the following alternate racial traits.

- **Deceitful Melody (Ex):** Entoli can make Perform (sing) checks in place of Bluff checks. Perform (sing) is always considered a class skill for entoli. This racial trait replaces persuasive verse.
- **Illusory Waltz (Su):** Born with larger prism-like feathers, some entoli choose to channel their creativeness into dance instead of song, dancing to an inner music. Using swift movements and their natural ability to manipulate light with their feathers, they can evade most blows. As an immediate action in response to a melee or ranged attack (including touch or ranged touch spell attacks) being made against you. Make a Perform (dance) check, using your opponent's attack roll as the DC. If you succeed, the attack is negated. Perform (dance) is always considered a class skill for entoli. After using this ability, an entoli must wait one minute before doing so again. This racial trait replaces clarity's call.
- **Lexical Liturgy (Su):** Some entoli become obsessed with the spoken word, attempting to master it in all forms. Add a +1 to the DC of any spell, power, or ability that is language dependent. Additionally, these entoli gain a +2 racial bonus on Linguistics checks and know an additional bonus language. This racial trait replaces sonic affinity.
- **Vicious Talons (Ex):** Some Entoli lack some of the raw hypnotic power of a siren's voice, instead inheriting some of their more bestial features. The entoli has a pair of talons that can be used as natural weapons dealing 1d3 damage. Additionally they gain a +2 racial bonus on Acrobatics, Climb and Intimidate checks. This racial trait replaces sonic affinity and entrancing voice.
- **Villainous Refrain (Ex):** These Entoli can make Perform (sing) checks in place of Intimidate checks, and Perform (sing) is always considered a class skill for them. This racial trait replaces persuasive verse.

## RACIAL FAVORED CLASS OPTIONS

Entoli can select from the following alternate favored class options.

- **All:** Gain 1/6 of a bonus heritage feat. Any entoli character can choose this bonus upon gaining a level in their favored class.
- **Aegis:** Add +1/4 to the aegis's customization points.
- **Bard (thoughtsinger):** Add +1/2 to the maximum number of creatures in the thoughtsinger's collective.
- **Cavalier:** Add +1/4 to the cavalier's banner bonus.
- **Daevic (dominion):** Add a +1/3 bonus the save granted by clarity's call.
- **Dread:** Add +1 foot to the size of the dread's aura of fear. This option has no effect unless the dread has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.



# BLOODFORGE infusions

- **Marksman:** Gain 1/6 of a new marksman bonus feat.
- **Psychic Warrior:** Add +1/2 to the psychic warrior's manifester level when manifesting a path power
- **Rogue:** Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.
- **Skald:** When under the effects of raging song, add +1/4 points of damage to the skald's natural attacks.
- **Sorcerer:** Add +1/2 to the sorcerer's caster level when determining the range of any spells with the sonic descriptor.
- **Swashbuckler:** Increase the total number of points in the swashbuckler's panache pool by 1/4.
- **Tactician:** Add +1/4 to the tactician's daily strategy uses.
- **Warlord:** Add +1/4 of a maneuver known from the Golden Lion or Sleeping Goddess disciplines.
- **Wilder:** Add +1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.
- **Zealot:** Add +1/2 to the maximum number of creatures in the zealot's collective.

## CATFOLK

Catfolk are known for their immense variety, and this diversity is more than skin deep. There exist many subspecies of catfolk that differ in more ways than just fur color.

### NEW SUBRACES

The following alternate catfolk still count as catfolk for the purposes of taking alternate racial traits, choosing favored class bonuses, and meeting prerequisites and requirements.

#### Cheetah

Cheetah catfolk are famous for traversing long distances in an instant; capable of gliding across the ground in sudden bursts of speed. Cheetah catfolk can also be quite calculating, though they are happy to let tales of their speed overshadow tales of their cunning.

- **+2 Dexterity, +2 Intelligence, -2 Constitution:** Cheetah catfolk are swift and have minds as quick as their bodies, but lack the stamina of their kin. This racial trait replaces the normal catfolks's racial ability modifiers.
- **Fast Speed:** Cheetah catfolk have a base land speed of 40 feet. This racial trait replaces the normal catfolk's speed and the sprinter racial trait.
- **Blitz:** Calling upon hidden reserves of strength, a cheetah catfolk can move with a sudden burst of speed. When taking the run action or charge actions, a cheetah catfolk can choose to move faster (up to 6 times her speed when running and 3 times her speed when charging, rather than 4 and 2, respectively). After using the blitz ability, the target of their next melee attack this round is denied their Dexterity bonus to AC. After using this ability, the

### ADDITIONAL CONTENT

This isn't Dreamscarred Press's first expansion on subraces for catfolk and tengu. You can find more in *April Augmented 2017*, available for free at [this link](#) if you care to see some tongue-in-cheek takes on these two races.

cheetah catfolk must wait 1 minute before using it again. This racial trait replaces cat's luck.

#### Manul

Short and broad, many joke that manul catfolk are the dwarves of the catfolk. Besides preferring to live in mountains, this could not be further from the truth. Manul live on the fringes of society and are experts at disappearing into the shadows.

- **+2 Strength, +2 Wisdom, -2 Charisma:** Manul catfolk are strong and fast, but they are not nearly as observant as normal catfolk, and they're easily startled. This racial trait replaces the normal catfolk's racial ability modifiers.
- **Small:** Manul catfolk are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This racial trait replaces the normal catfolk's size.
- **Slow Speed:** Manul catfolk have a base land speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Ambush:** Manul catfolk work best with the element of surprise. When a Manul catfolk would participate in the surprise round, they gain a +2 racial bonus on their initiative check and gain a +1 bonus to attack rolls during the surprise round. This racial trait replaces cat's luck.
- **Natural Padding (Ex):** Manul catfolk can move at full speed without penalty when using the Stealth skill. In addition, when making stealth checks, they are treated as though their armor check penalty was 3 lower than it actually is. This racial trait replaces sprinter.

#### Lion

These catfolk are tall and broad shouldered, with the males usually being maned or possessing very voluminous hair. These catfolk tend to be personable, though they are fierce when angered.

- **+2 Strength, +2 Charisma, -2 Dexterity:** Lion catfolk are strong and big, though with their size movement becomes ponderous if not clumsy. This racial trait replaces the normal catfolk's racial ability modifiers.
- **Royal Countenance:** Lion catfolk speak with great dignity and force. Lion catfolk gain a +2 racial bonus on Diplomacy and Intimidate checks. This racial trait replaces natural hunter.



# BLOODFORGE infusions

- **Powerful Build (Ex):** The physical stature of lion catfolk lets them function in many ways as if they were one size category larger. Whenever a lion catfolk is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the lion catfolk is treated as one size larger if doing so is advantageous to them. A lion catfolk is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect them. A lion catfolk can use weapons designed for a creature one size larger without penalty. However, their space and reach remain those of a creature of their actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category. This racial trait replaces sprinter and cat's luck.

## Lynx

Legend has it that lynxes have the power of clairvoyance. This is not a legend when it comes to lynx catfolk, though their view of the future is unsteady. With these limited glimpses into the future, lynx catfolk only have seconds to make a change.

- **+2 Dexterity, +2 Wisdom, -2 Charisma:** Lynx catfolk are perceptive and athletic, though they have a hard time fitting into groups. This racial trait replaces the normal catfolk's racial ability modifiers.
- **Foresight (Su):** Lynx catfolk can occasionally look into the future. As an immediate action, a lynx catfolk may reroll any one d20 result they have just made. They must take the new result, even if it is worse, and must wait 1 minute before using this ability again. This racial trait replaces cat's luck and sprinter.
- **Naturally Psionic:** Lynx catfolk receive Wild Talent as a bonus feat at 1st level. If a lynx catfolk takes levels in a psionic class, they instead gain the Psionic Talent feat. This racial trait replaces natural hunter.
- **Psionic Aptitude:** When a lynx catfolk takes a level in a favored class, they can choose to gain an additional power point instead of a hit point or skill point.

## Jaguar

Jaguar catfolk are graceful yet fierce. To them combat is an art; Expressed in a rhythmic and beautiful manner. Natural obstacles are of little hindrance to their mobility, as their claws allow them to find purchase anywhere.

- **+2 Dexterity, +2 Charisma, -2 Intelligence:** Jaguar catfolk are flexible and boisterous, though not bright. This replaces the normal catfolk's racial ability modifiers.

- **Climbing Claws:** Jaguar catfolk have strong claws that can be used to climb as well as fight. They possess a pair of claws they can use as primary natural weapons. These claws deal 1d4 points of damage. In addition, they possess a climb speed of 15 feet (along with the +8 racial bonus on Climb checks a climb speed affords). This racial trait replaces sprinter and cat's luck.
- **Dance of War (Ex):** Jaguar catfolk gain a +2 racial bonus on Perform (Dance) and Intimidate checks. In addition, they gain a +1 dodge bonus to their AC until the start of their next turn whenever they move at least 10 feet. This bonus is doubled to +2 if the jaguar catfolk charges. This racial trait replaces natural hunter.

## Tiger

The largest known catfolk, these powerful, broad-shouldered variant are nearly mythical, their antisocial nature predisposing them to isolation. Without a structured society, and with no interest in contacting the outside world, these massive beast-men are considered cryptids and legends.

- **+2 Strength:** Tiger catfolk are enormous and agile for their size, though perhaps less so than they would be were they smaller. This racial trait replaces the normal catfolk's racial ability modifiers.
- **Large:** Tiger catfolk are Large and take a -1 size penalty to AC and attack rolls, a -4 size penalty on stealth checks, and gain a +1 size bonus to their CMB and CMD. In addition, a tiger catfolk's large size gives them a natural reach of 10 ft. This replaces the normal catfolk's size.





# BLOODFORGE infusions

- **Undersized Weapons:** In spite of their size, their lack of a central culture means they lack training with the larger weapons they might be expected to use, scavenging them off corpses and rare trades with bewildered travellers. As such, a tiger catfolk's ability to wield manufactured weapons is determined as though they were one size category smaller than they actually are. This ability replaces cat's luck and sprinter.

## KITSUNE

In addition to the subraces below, the following is an alternate racial trait available to all kitsune.

- **Yōkai (Su):** The kitsune gains the beastblood subtype, and their natural form is a single specific Small-sized fox; they have the ability to change shape as if by the *beast shape I* spell, but only to this form. The kitsune can still assume the appearance of their specific human form, but cannot take the form of a humanoid fox. *Antimagic fields* and effects that return the kitsune to their natural form revert them to their fox form, and effects that pierce through magical disguises (such as *true seeing*) reveal the kitsune's true form. Because of telltale foxlike features (such as a poorly concealed tail or sharp fangs), a kitsune with this racial trait only gains a +5 bonus on Disguise checks to appear fully human when in their human form. However, they gain a +20 bonus on Disguise checks to appear as normal foxes when in their natural form, and do not take the normal penalty for disguising as a smaller creature when doing so. As a yōkai kitsune's natural form is a fox, they gain their racial bite attack in that form. The kitsune can speak and cast spells in their fox form, and has access to any material and focus components that are melded to their form when they transform back into a fox (though expending them will cause them to be used when the fox transforms into a human again). This racial trait alters change shape, but otherwise functions as that ability.

Yōkai kitsune reach adulthood at 50 years of age, and use the table on page 11 for their aging effects, rather than aging like a normal kitsune.

For every 100 years a yōkai kitsune is alive, they grow one additional tail. This tail is purely cosmetic and does not grant them the Magical Tail feat (though one with that feat may appear older to other kitsune). A yōkai kitsune who reaches 1,000 years of age ascends, body and spirit, to another plane (treat this as if they had died of old age). Normally, a kitsune can only grow a maximum of eight extra tails (if they have the Magical Tail feat, they will eventually stop growing extra tails from age once they've reached the limit, and further selections of that feat will replace existing tails). A kitsune who slows their aging in some way, such as through a huli jing's devour essence ability or the timeless body class feature, will still grow additional tails as they age.

## NEW SUBRACES

There exist several variant types of kitsune, each with their own unique abilities and characteristics. Alternate kitsune still count as kitsune for the purposes of taking alternate racial traits, choosing favored class bonuses, and meeting prerequisites and requirements. If a kumiho or zenko takes the Magical Tail feat, they may choose to base the feat's save DCs on Wisdom, rather than Charisma.

### Buda

Though these hyena-like humanoids are often mistaken for gnolls, they are actually a distant relative of the kitsune, having diverged long ago. Master shapeshifters and witches, they are looked upon with immense distrust by their neighbors, only further heightened by their perceived relationship with gnolls. In truth, buda are a peaceful and noble folk whose accomplishments have been buried by millennia of prejudice and misinformation. Forced into the shadows, they strive to uphold the rich—and yet outwardly sinister—culture of their people.

- **+2 Strength, +2 Intelligence, –2 Charisma:** Buda are powerfully built and well-versed in arcane lore, but loathe to challenge other's views. This racial trait replaces the normal kitsune's racial ability modifiers.
- **Evil Eye (Su):** Buda gain a +1 bonus to the save DCs of effects with the curse descriptor they use. This racial trait replaces kitsune magic.
- **Tradesman (Ex):** Buda gain a +2 racial bonus on Craft (armorsmithing), Craft (weaponsmithing), and Profession (blacksmith) checks. This racial trait replaces agile.

### Coyōtl

Not truly a kitsune, but a closely related species, the coyōtl share their eastern cousin's affinity for trickery and manipulation. Like kitsune, they are master shapeshifters, but their carrion-heavy diet and heavy spiritualism has led many to believe—including the majority of coyōtl themselves—that they possess power over life and death. And yet, in spite of this burden, they live life one day at a time, cheerful and impulsive, fast-talking their way out of any trouble they find themselves in.

- **+2 Wisdom, +2 Charisma, –2 Strength:** Coyōtl are excellent at reading and exploiting people, but find brute strength unappealing. This racial trait replaces the normal kitsune's racial ability modifiers.
- **Liminal Mediator (Ex/Sp):** Coyōtl add +1 to the DC of any saving throws against death effects that they use. Whenever a coyōtl uses an ability that would heal a creature by a number expressed in dice, they heal an additional 1 hit point per die of healing. Finally, coyōtl can use bleed and stabilize as spell-like abilities once per round as a free action (caster



# BLOODFORGE infusions

## ESSENCE OF THE SUCCUBUS

**Descriptors** none; **Class** Daevic; **Slot** Blood; **Saving Throw** none

*An unnaturally beautiful being sits upon her throne, a twisted smile on her lips as the power of akasha causes all to kneel in worship before her.*

When this veil is formed the wearer's body is slowly reshaped into an image of utter perfection by the akasha coursing through their veins. The veilweaver gains a +1 circumstance bonus to all Charisma-based skill or ability checks against creatures that would be attracted to them.

**Essence:** The bonus granted by this ability increases by +1 for each point of essence invested.

level equals the coyōtl's character level). This racial trait replaces kitsune magic.

- **Trickster (Ex):** Coyōtl gain a +2 racial bonus on Bluff checks. This racial trait replaces agile.

## Huli Jing

These kitsune have a reputation for being dangerous seductresses and malevolent tricksters. Born with the ability to drain energy, they possess a hunger for the essence of living beings, gaining sustenance and immortality through the consumption of others' lives.

- **Humanoid (akashic, kitsune, shapechanger):** Huli jing have the akashic subtype in addition to the normal kitsune's type and subtypes.
- **Devour Essence (Su):** A huli jing can drain the vital essence of a living creature they lure into an act of passion (such as a kiss). During combat, this can be done once per round as a move action against a pinned or helpless creature adjacent to them. The huli jing deals 1 point of Constitution damage to the target and forces them to succeed at a Will save (DC 10 + 1/2 the huli jing's character level + the huli jing's Charisma modifier) or become nauseated for one round, potentially making it difficult for them to escape further draining by the huli jing. Against a veilweaver or other creature that possesses akashic essence, the huli jing can choose to inflict 1 point of essence burn instead of Constitution damage with this ability. A huli jing who successfully uses this ability does not need to eat or drink for one day per point of damage or essence burn dealt, and does not age for an equal duration (this effect is cumulative). This racial trait replaces kitsune magic.
- **Essence of the Succubus:** Huli jing are always considered to have the Essence of the Succubus veil shaped, and do not count it against their total veils shaped or their veil slots. However, they cannot invest essence in this veil normally. Any time the huli jing uses their devour essence ability, they gain a point of temporary essence that is automatically invested in this veil and cannot be reinvested. This

essence lasts for one day, and stacks with itself up to character's cap on invested essence (normally 1 essence up to 5th level, 2 essence from 6th through 11th levels, 3 essence from 12th through 17th levels, and 4 essence from 18th through 20th levels). As this veil does not count against the huli jing's veil slots or chakras, they can still shape a different veil into the same slot as this it freely. If the huli jing uses another ability to shape the Essence of the Succubus veil (such as a veilweaving class), they can invest essence into it normally in addition to the temporary essence gained from this ability. This racial trait replaces agile.

## Kumiho

The bloodthirsty kumiho is a particularly vicious variety of kitsune; these foxfolk tend to dispense of the good-natured trickery that kitsune are known for, instead using force and violence to achieve their goals. They possess a natural talent for combat and the instincts needed to hunt their prey easily—evil kumiho make little distinction between “person” and “food,” stalking the night to find their meals before returning to their homes during the day.

- **+2 Strength, +2 Wisdom, -2 Constitution:** Kumiho are dangerous ambush predators, with little need for stamina. This racial trait replaces the normal kitsune's racial ability modifiers.
- **Darkvision (Ex):** Kumiho see perfectly in the dark up to 60 feet. This racial trait replaces low-light vision.
- **Primal Hunter (Ex):** A kumiho gains a +4 racial bonus on Survival checks to follow tracks. This racial trait replaces agile. Whenever a kumiho eats the heart or liver of a creature with an Intelligence score of at least 3, they do not age for one day. This effect is cumulative.
- **Tooth and Nail (Ex/Su):** A kumiho has two primary claw attacks that deal 1d4 points of damage and have a critical range of 19-20/x2. When in human form, they have the supernatural ability to hide (or reveal) their claws as a free action; the kumiho can't attack with their claws while they're hidden. A kumiho can do the same for their bite attack, allowing them to use it in human form. A kumiho's bite is also a primary attack. The kumiho loses their racial bonus on Disguise checks to appear fully human while their natural weapons are revealed. This racial trait replaces kitsune magic.

## Tanuki

Another race closely related to kitsune, the round-eared, black-marked tanuki are better known for being jovial entertainers over wily tricksters. Happy to be left alone but even moreso to entertain others, the Tanuki have a reputation for song, dance, and romance... and yet, unlike kitsune, the bed is always found empty in the morning.



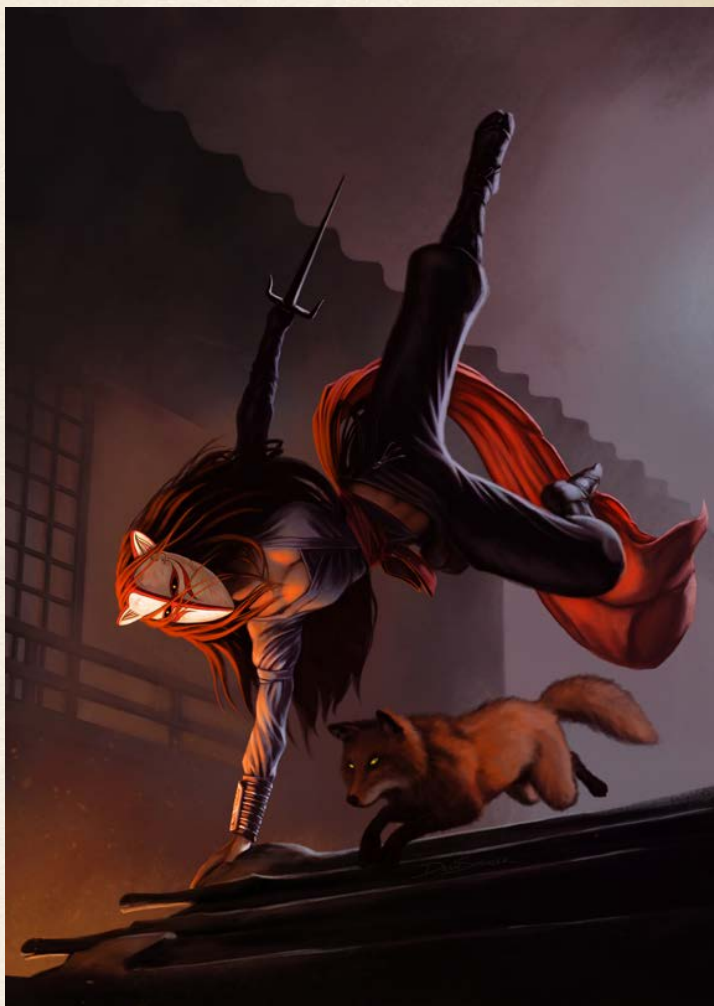
# BLOODFORGE infusions

- **+2 Constitution, +2 Charisma, -2 Wisdom:** Tanuki are charming and possess great stamina, but are typically unconcerned with long-term consequences. This racial trait replaces the normal kitsune's racial ability modifiers.
- **Eighth Form (Su):** Whenever a Tanuki gains a bonus on disguise checks from a transmutation, illusion, or psychometabolism effect, they increase the bonus by half their character level (minimum 1). This racial trait replaces kitsune magic.
- **Entertainer (Ex):** Tanuki gain a +2 racial bonus on Perform checks. This racial trait replaces agile.

## Zenko

The zenko are a divinely-empowered cousin of the kitsune. The first zenko were the result of normal foxfolk being empowered as messengers and vassals by powerful celestials or gods. Nowadays, they are a particularly rare race with a strong affinity for the upper planes and driving instincts towards good. Zenko tend to become guardians, protectors, or mediators, bringing their talents to those who need aid, guided by their celestial superiors.

- **+2 Dexterity, +2 Wisdom, -2 Strength:** Zenko are naturally swift and wise, but are no stronger than other kitsune. This racial trait replaces the normal kitsune's racial ability modifiers.
- **Outsider (good, kitsune, native, shapechanger):** Zenko are outsiders with the good, kitsune, native, and shapechanger subtypes. This racial trait replaces the normal kitsune's type and subtypes.
- **Celestial Messenger (Su):** A zenko has a connection to the whims of celestial beings and powerful gods; once per week, while the zenko sleeps, they can contact a powerful good-aligned being and receive a message or duty. If they know of a particular being, they can attempt to contact them (if that being is willing); otherwise, the contacted being is determined by the GM. If the zenko delivers the message properly or fulfils the given duty, the next time they contact that being, they are entitled to answers as if they had used a *commune* spell with a caster level equal to the zenko's character level or Wisdom modifier, whichever is higher. A zenko that repeatedly fails to deliver messages or fulfil duties may find themselves cut off from new or easy jobs when they use this ability. However, when a zenko contacts a celestial, they become aware of the zenko's strengths and abilities. Most celestials will assign duties that befit the zenko's standing or power. This racial trait replaces kitsune magic.



- **Sworn Secrecy (Ex):** A zenko cannot be magically forced to reveal the details of a message or duty they have received with their celestial messenger ability, even if an effect would normally cause them to do so. This ability even protects against compulsion or *dominate* effects, allowing the zenko to ignore orders to reveal the secrets in question. In addition, zenko gain a +1 racial bonus on saving throws against mind-affecting effects. This racial trait replaces agile.

## TENGU

Though most tengu resemble crows, there exist different subspecies with similarities to various types of other birds both great and small.

### NEW SUBRACES

The following alternate tengu still count as tengu for the purposes of taking alternate racial traits, choosing favored class bonuses, and meeting prerequisites and requirements.



# BLOODFORGE infusions

## Bearded Vulture

On the seas, tengus are said to absorb misfortune, allowing a ship's crew to remain safe from the worst of bad luck. It's possible that this legend came from the bearded vulture tengu, a variant with a regal demeanor, ornate plumage, and naturally good luck.

- **+2 Wisdom, +2 Charisma, -2 Strength:** Bearded vulture tengus are social and regal creatures with a natural instinct for leadership. However, their bodies are weaker than others of their size. This racial trait replaces the normal tengu's racial ability modifiers.
- **Luck of Kings (Ex):** Bearded vulture tengus gain a +2 racial bonus on saving throws and a +2 racial bonus to their AC. These bonuses increase by +1 during surprise rounds and while a bearded vulture tengu is flat-footed. This racial trait replaces sneaky, swordtrained and gifted linguist.

## Cassowary

The brightly-colored cassowary tengu is a particularly rare variant that hails from rainforest regions. They possess cruel claws and the strength to use them with murderous efficiency, but tend to be shy and fearful unless provoked.

- **+2 Strength, +2 Dexterity, -2 Wisdom:** Cassowary tengus are strong and fast, but they are not nearly as observant as normal tengu, and they're easily startled. This racial trait replaces the normal tengu's racial ability modifiers.
- **Cruel Talons (Ex):** Cassowary tengus have two primary talon attacks on their feet that deal 1d4 points of damage and have a critical range of 18-20/x2. This racial trait replaces gifted linguist and swordtrained.
- **Fearsome Charge (Ex):** Whenever a cassowary tengu moves more than its base speed and makes a melee attack in the same round, they can make an Intimidate check to demoralize the target of their attack as a free action, before they strike. They can only demoralize a given creature in this way once per round. This racial trait replaces sneaky.

## Hummingbird

Hummingbird tengus are small and flighty creatures, possessing vast reserves of energy and a natural speed far faster than their size would indicate.

- **+2 Dexterity, +2 Intelligence, -2 Strength:** Hummingbird tengus move and think quickly, but their size causes their physical strength to be lacking. This racial trait replaces the normal tengu's racial ability modifiers.
- **Small:** Hummingbird tengus are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense,

and a +4 size bonus on Stealth checks. This racial trait replaces the normal tengu's size.

- **Fast Speed:** Hummingbird tengus have a base land speed of 40 feet. This racial trait replaces the normal tengu's speed and both the sneaky and natural weapon racial traits. If a hummingbird tengu gains a fly speed, that speed is increased by 10 feet.

## Kakapo

Bearing strong similarities to the ground dwelling owl parrot, kakapo tengus are a variant that hails from dense forest regions where flight is less useful. Much like their namesake, kakapo tengus are adapted well for climbing, and find themselves at ease during both night and day.

- **+2 Strength, +2 Constitution, -2 Wisdom:** Kakapo tengus are sturdy, and far stronger than their size would imply, but they are intensely curious and not very perceptive. This racial trait replaces the normal tengu's racial ability modifiers.
- **Small:** Kakapo tengus are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This racial trait replaces the normal tengu's size.
- **Slow Speed:** Kakapo tengus have a base land speed of 20 feet. They also have a climb speed of 20 feet, and thus gain a +8 racial bonus on Climb checks. This racial trait replaces the normal tengu's speed and the gifted linguist racial trait.
- **Darkvision (Ex):** Kakapo tengus see perfectly in the dark up to 60 feet. This racial trait replaces low-light vision.
- **Natural Weapon (Ex):** A kakapo tengu's bite attack deals 1d4 points of damage for a Small creature. This racial trait alters natural weapon.

## Ostrich

Like the cassowary tengu, ostrich tengus are strong, fast, and dangerous. However, where the cassowaries are shy and skittish, ostrich tengus are born fighters, naturally sensing the strength of others and knowing how to bring their deadly talents to bear effectively.

- **+2 Strength, +2 Wisdom, -2 Intelligence:** Ostrich tengus are incredibly strong and perceptive, but not as smart as other tengu. This racial trait replaces the normal tengu's racial ability modifiers.
- **Brutal Kicks (Ex):** Ostrich tengus gain Improved Unarmed Strike as a bonus feat at 1st level, and deal piercing and bludgeoning damage with their unarmed strikes. Ostrich tengus may treat their unarmed strikes as two-handed weapons for the purposes of feats, abilities, and damage. This racial trait replaces gifted linguist and swordtrained.
- **Warrior's Instinct (Ex):** Ostrich tengus gain a +2 bonus on Perception and Sense Motive checks. This racial trait replaces sneaky.



# BLOODFORGE infusions

## Pigeon

Though some consider the more peacefully-inclined pigeon tengu to be weak, a nuisance, or inferior, this highly social variant is intelligent and compassionate. Pidgeon tengu tend to live as groups in large towns and cities, and rarely adventure on their own.

- **+2 Intelligence, +2 Charisma, -2 Strength:** Pigeon tengu are clever and community-minded, but not particularly strong. This racial trait replaces the normal tengu's racial ability modifiers.
- **Small:** Pigeon tengu are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This racial trait replaces the normal tengu's size.
- **Slow Speed:** Pigeon tengu have a base land speed of 20 feet.
- **Birds of a Feather (Ex):** Pigeon tengu gain a +2 bonus on Diplomacy and Knowledge (local) checks. This racial trait replaces sneaky.
- **Flock Together (Ex):** Pigeon tengu gain a +2 bonus on attack rolls against creatures flanked by their allies (including creatures they themselves are flanking). This stacks with the normal bonus from flanking. Whenever a pigeon tengu uses the aid another action, they add an additional +2 to the bonus they grant their ally. This racial trait replaces natural weapon and swordtrained.

## Swan

The beautiful swan tengu temper their elegant appearance with a natural belligerence and physical power that gives them a dangerous reputation in many circles. They are equally at home on land and in the water, and often find work on ships and boats.

- **+2 Strength, +2 Charisma, -2 Intelligence:** Swan tengu are intimidating and have a natural strength that makes them terrors on the battlefield, but are not the brightest of birds, and tend towards brute force methods more often than not. This racial trait replaces the normal tengu's racial ability modifiers.
- **Slow Speed:** Swan tengu have a base land speed of 20 feet, but their speed is never modified by armor or encumbrance. They also have a swim speed of 20 feet, and thus gain a +8 racial bonus on Swim checks.
- **Territorial Presence (Ex):** Swan tengu gain a +2 bonus on Intimidate and Perception checks. This racial trait replaces sneaky.

TABLE 1-1: STARTING AGES

Race	Adulthood	Intuitive	Self-Taught	Trained
Entoli	40 years	+1d6	+4d6	+6d6
Yōkai Kitsune	50 years	+1d4	+1d6	+2d6

TABLE 1-2: LIFESPANS

Race	Middle Age	Old Age	Venerable Age	Maximum Age
Entoli	90 years	150 years	220 years	+2d% years
Yōkai Kitsune	400 years	600 years	900 years	1,000 years

TABLE 1-3: HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Entoli, female	5 ft. 3 in.	140 lbs.	2d10	× 5 lbs.
Entoli, male	5 ft. 4 in.	110 lbs.	2d10	× 5 lbs.



## CHAPTER 2: CHARACTER OPTIONS

Race is not the only thing found in one's heritage. Through strange legacies, deliberate mutation, or forays into blood magic, characters can unlock more capabilities from their ancestry and wield the magic of their race in battle against their foes. This chapter presents new trait and feat options for characters themed around race in all of its forms—as paragons, freaks, or rebels.

### NEW TRAITS

The mixed blood trait, originally printed in *Bloodforge*, allows characters to gain access to the new subtypes presented in this book. The other traits presented in this book are race traits for specific races or subraces.

**Bakeneko (Race, Catfolk):** You gain the beastblood and shapechanger subtypes. In addition, you gain the ability to shapeshift between two forms—your natural form becomes a single specific feline of any size between your natural size and Tiny; while in this form you gain the benefits of the *beast shape I* spell (except that you do not gain any of the ability score increases normally associated with the spell, and you may also choose to have your natural form be a Tiny feline), though they must take the same form each time. If you choose to become a Tiny feline, you gain a size bonus on attack rolls and armor class as though you were Small, though you gain all the other benefits and drawbacks of being Tiny sized. Unlike normal polymorph effects, you do not lose any extraordinary or supernatural abilities that rely on your natural form without this ability while under this effect. However, you gain no natural weapons, other than a bite attack that deals damage as appropriate for your new size. This does not stack with any existing bite attacks you may have. *Antimagic fields* and effects that return you to your natural form revert you to your cat form, and effects that pierce through magical disguises (such as *true seeing*) reveal your true form. In addition, as a standard action, you may assume the appearance of a specific single human form of the same sex. In this form, you lose all benefits of the *beast shape I* effect granted by your natural form. Because of telltale catlike features (such as a poorly concealed tail or sharp fangs), you only gain a +5 bonus on Disguise checks to appear fully human when in your human form. However, you gain a +20 bonus on Disguise checks to appear as a normal cat when in your natural form, and you do not take the normal penalty for disguising as a smaller creature when doing so. You can speak and cast spells in your cat form, and have access to any material and focus components that are melded to your form when you transform back into a cat (though expending them will cause them to be used when you transform into a human

again). Transforming into a human otherwise functions as *alter self*, except your ability scores do not change. This trait has no effect if you have another ability that alters your natural shape by mimicking the effects of a spell as an extraordinary effect, beyond granting you the beastblood subtype.

**Celestial Essence (Race, Huli Jing):** You can draw essence from the light of the sun and moon, instead of (or in addition to) that of other living beings. By spending 1 hour in direct sunlight or moonlight, you generate a point of temporary essence for your Essence of the Succubus veil, as if you had drained a creature. You can only generate 1 point of essence per day in this way. You do not need to eat or drink, nor do you age, as long as you get at least 1 hour of sunlight or moonlight each day.

**Mixed Blood (Race, any):** Either through lineage, accident, or deliberate intent, you have unlocked latent power in your blood. Choose one of the creature types or subtypes listed on Table 2-1: Mixed Blood Options. You gain the benefits listed for your selection. This trait represents a nonstandard heritage, and unlike other race traits, you can take this trait regardless of your race, and can even take it multiple times (allowing you to take a different race trait alongside it), representing a particularly unique power. You do not recalculate your Hit Dice, skill points, or saving throws, even if you gain a subtype that normally calls for it. Unless noted in the benefit, you do not count as the chosen race for prerequisites.

### HERITAGE FEATS

Some of the feats presented here (several of which were originally printed in *Bloodforge*) are heritage feats—feats that represent unlocking the latent potential in your mixed blood, or even differences, deliberate mutations, or divine gifts within creatures of pure blood. These capabilities might appear over time, as the result of exposure to magic that awakens the blood (even on accident) or deliberately, as the creature trains their capabilities. Heritage feats usually require a creature to have one or more creature types or subtypes in order to gain their benefits.

#### Aerial Wings (Heritage)

Your wings have strengthened to the point of allowing flight.

**Prerequisites:** Vestigial Wings, 7th level or higher.

**Benefit:** Your wings strengthen; you gain a fly speed equal to double your base land speed with good maneuverability.

#### Bigfolk Training

Thanks to training with larger creatures, you've learned to hold your own against them in brute force.



# BLOODFORGE infusions

**TABLE 2-1: MIXED BLOOD OPTIONS**

Heritage	Benefit
Aberration	You gain the aberrant subtype and a +1 trait bonus on saves against mind-affecting effects.
Air	You gain the air subtype. You do not gain a fly speed from this subtype, but the maneuverability of any fly speeds you have or gain increase by one step.
Chaotic	You gain the chaotic subtype and a +2 trait bonus on saves against effects with the lawful descriptor.
Cold	You are treated as having the cold subtype for the purposes of requirements and prerequisites, and you gain cold resistance 10. In addition, you become partially vulnerable to fire—whenever you take fire damage, you take an extra 50% damage, up to a maximum of 10 additional points of damage. If you are immune to fire, you still take damage from fire up to 5 points (after which your immunity applies and negates the rest of the damage).
Construct	You gain the gearblood subtype. In addition, you gain a +1 bonus on saves against disease and poison effects.
Dragon	You gain the drakeblood subtype and a +2 trait bonus on saves against paralysis and sleep effects.
Dwarf	You gain the dwarf subtype and a +1 trait bonus to your CMD when resisting a bull rush or trip attempt while standing on the ground. Choose a race that normally possesses the dwarf subtype, such as dwarves or duergar—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Earth	You gain the earth subtype and your natural armor bonus to your AC increases by +1.
Elf	You gain the elf subtype and a +1 trait bonus on Perception checks. Choose a race that normally possesses the elf subtype, such as elves or drow—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Evil	You gain the evil subtype and a +2 trait bonus on saves against effects with the good descriptor.
Fey	You gain the feyblood subtype and a +2 trait bonus on saves against compulsion effects.
Fire	You are treated as having the fire subtype for the purposes of requirements and prerequisites, and you gain fire resistance 10. In addition, you become partially vulnerable to cold—whenever you take cold damage, you take an extra 50% damage, up to a maximum of 10 additional points of damage. If you are immune to cold, you still take damage from cold up to 5 points (after which your immunity applies and negates the rest of the damage).
Giant	You gain the giant subtype, granting you low-light vision. If you already had low-light vision or later gain it from another effect, you gain a +1 trait bonus on Perception checks. Despite having the giant subtype, you do not necessarily have racial Hit Dice, and can still substitute your first Hit Die for a class level, like normal creatures of your type.
Gnome	You gain the gnome subtype and a +1 trait bonus on Craft checks. Choose a race that normally possesses the gnome subtype, such as gnomes or svirfneblin—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Goblinoid	You gain the goblinoid subtype and a +1 trait bonus on Stealth checks. Choose a race that normally possesses the goblinoid subtype, such as goblins or hobgoblins—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Good	You gain the good subtype and a +2 trait bonus on saves against effects with the evil descriptor.
Halfling	You gain the halfling subtype and a +1 trait bonus on Acrobatics checks. Choose a race that normally possesses the halfling subtype, such as halflings or kestrel—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Human	You gain the human subtype and a +1 trait bonus on Knowledge (local) checks. Choose a race that normally possesses the human subtype, such as humans or maenads—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Lawful	You gain the lawful subtype and a +2 trait bonus on saves against effects with the chaos descriptor.
Magical Beast	You gain the beastblood subtype and a +2 trait bonus on Survival checks. Survival is always a class skill for you.
Monstrous Humanoid	You gain the crossblood subtype and your natural armor bonus to your AC increases by +1.
Orc	You gain the orc subtype and a +1 trait bonus on Intimidate checks. Choose a race that normally possesses the orc subtype, such as orcs or half-orcs—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).



# BLOODFORGE infusions

Heritage	Benefit
Ooze	You gain the slimeblood subtype, and any time you would take extra damage from a critical hit or sneak attack, you have a 10% chance of negating the extra damage. This stacks with fortification or similar effects, increasing the negation chance of those effects by 10%.
Outsider	Your type changes to outsider and you gain the native subtype in addition to any other subtypes you possess.
Plant	You gain the earthblood subtype and low-light vision. In addition, you do not need food to survive, provided you spend at least 1 hour a day in sunlight.
Reptilian	You gain the reptilian subtype and a +1 bonus on saves against disease and poison effects. Choose a race that normally possesses the reptilian subtype, such as lizardfolk or ophidians—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Undead	You gain the graveblood subtype and negative energy resistance 5.
Water	You gain the water subtype, allowing you to breathe underwater. You do not gain a swim speed from this subtype.

**Prerequisites:** Natural size small or smaller, racial penalty to Strength.

**Benefits:** Your racial penalty to your Strength score is reduced by 2 points (to a minimum penalty of 0). In addition, while you are not under a polymorph effect, you may wield weapons as though you were one size category larger than you actually are.

## Feral Fighter (Combat, Heritage)

You were born with—or developed—claws or fangs that you can use in battle.

**Prerequisites:** Aberration, dragon, fey, magical beast, monstrous humanoid, or undead type and/or reptilian subtype.

**Benefit:** Choose bite or 2 claws. You gain the natural weapon(s) chosen, as normal for a creature of your size. You may not gain a natural weapon of a type you already possess in this fashion.

**Special:** You may select this feat up to two times.

## Greater Psionic Awakening (Heritage, Psionic)

Your natural psionic abilities are unlocked completely.

**Prerequisites:** Improved Psionic Awakening, character level 13th.

**Benefit:** Choose *fold space*, *pierce the veil*, or *slip the bonds*. You can use that power as a psi-like ability once per day, with a manifester level equal to your character level. At character level 15th and every five levels thereafter, you can use the chosen power one additional time per day.

**Special:** You can take this feat multiple times. Each time you do, you choose a different power from the above list.

## Improved Psionic Awakening (Heritage, Psionic)

You've honed your psionic abilities further.

**Prerequisites:** Psionic Awakening, character level 7th.

**Benefit:** Choose *body purification*, *minor metamorphosis*, or *time hop*. You can use that power as a psi-like ability once per day, with a manifester level equal to your character level. At character level 10th and every five

levels thereafter, you can use the chosen power one additional time per day.

**Special:** You can take this feat multiple times. Each time you do, you choose a different power from the above list.

## Kumiho Huntress (Combat)

You are particularly good at extracting the most delicious parts of your prey.

**Prerequisites:** Kumiho kitsune, rage powers class feature, base attack bonus +5.

**Benefit:** You gain the bloody fist rage power, even if you do not meet its prerequisites or aren't a barbarian. You can use it one additional time per rage.

## Liver-Eater (Combat)

You tear into your meal with a vicious frenzy.

**Prerequisites:** Kumiho kitsune, bloody fist rage power (see the next page), base attack bonus +7.

**Benefit:** The base critical range of your claws increases to 18-20/x2. Unlike most effects that increase critical range, this stacks with Improved Critical and similar abilities, and is applied before such effects. Whenever you use your bloody fist rage power, you can eat the organ you rip out as a free action, gaining temporary hit points equal to your character level that last for one day or until used. These temporary hit points stack with other temporary hit points as normal, but not with successive uses of this feat (only the highest total applies).

## Psionic Awakening (Heritage, Psionic)

You have a strong spark of psionic talent.

**Benefit:** Choose *inertial armor*, *mindlink*, or *vigor*. You can use that power as a psi-like ability once per day, with a manifester level equal to your character level. At character level 4th and every four levels thereafter, you can use the chosen power one additional time per day.

**Special:** You can take this feat multiple times. Each time you do, you choose a different power from the above list.

## Tearing Grip (Combat)

You rend your foes as you wrestle them to the ground.

**Requirements:** Claw natural attack.



# BLOODFORGE infusions

**Benefits:** Once per round with a successful grapple check you may deal 1d6 + Strength modifier slashing damage to the target of your grapple. If you possess weapon finesse, or a similar ability that would allow you to use your dexterity bonus on attack rolls, you may use your dexterity modifier in place of your strength modifier for this damage.

## Vestigial Wings (Heritage)

You were either born with or developed a pair of weak wings.

**Prerequisites:** Dragon, fey, magical beast, monstrous humanoid, or outsider type and/or air subtype.

**Benefit:** You have developed small wings; when you fall you can slow your descent by making a DC 15 Fly check to fall safely without taking falling damage, albeit at a rate of 20 feet a round. When falling safely, you can make another DC 15 Fly check to glide, moving 5 feet laterally every round. You may take ranks in the Fly skill. Fly becomes a class skill for you.

## BLOODY FIST RAGE POWER (EX)

**Prerequisites:** Barbarian level 12th.

**Benefit:** While raging, the barbarian may attempt to punch through an opponent's flesh and rip out one of its vital organs. In order to do so, the barbarian must confirm a critical hit against an opponent with a natural attack or unarmed strike. The barbarian deals damage as normal for a critical hit and the opponent must succeed at a Fortitude save (DC = 10 + 1/2 the barbarian's class level + the barbarian's Strength modifier) or take 1d4 points of Constitution damage as one of its vital organs is ripped free from its body. This power can only be used once per rage.

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