

ASIAN ARCHETYPES: MARTIAL



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



ASIAN ARCHETYPES:
MARTIAL

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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE *BEASTS OF THE EAST*

Asian Archetypes: Martial brings you an awesome assortment of new *Pathfinder Roleplaying Game* class options for characters drawing upon the classic tropes and traditions of Asian fantasy! You'll find a dozen amazing archetypes here, with heavily armored heroes like the dignified **imperial unifier**, the merciless **silversword samurai**, and the fearless **kaiju hunter** ranger. You'll find character options to use knowledge and connections like a weapon in the **mandarin** investigator alongside rough-housing rascals like the **hyakusho** fighter scavenging the battlefield just to make ends meet, or the wild and woolly **kuma** barbarian channeling the raw power of the bear to become a living weapon. Of course, you'll also find warriors of style, stealth, grace, and speed like the deadly contemplative **iajutsu adept** and the unearthly grace of the **sky dancer** swashbucklers, the subtle psychic swordplay of the **kwa no** ninja, and the kinetic bladework of the **sentai soldier** and the matchless prowess of the **mercurial duelist** vigilantes. Sidebars explore additional feats, magic items, and vigilante talents to enhance these new character options, and you'll also find a fantastic sample hero, **Kozue Kaburagi**, the Silver Blossom, ready to use as a richly developed NPC to show off some of these new options in play. Whether you're playing a completely Asian campaign or just want to add a dash more Asian spice to the ninjas, samurai, and more in your game, you'll find a wealth of exciting new opportunities in *Asian Archetypes: Martial*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



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WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Far East Adventure Path" instead of the title of the most recent Adventure Path. Or, you may see us use names such as the "Destined Empress," the "Elven Protector," the "Caravan Master," the "Mystic Seer," or even the "Emerald Shogun" or "Goddess of Love" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy this adventure to supplement your "Far East Adventure Path," helping the "Destined Empress" claim her birthright in the "Eastern Kingdoms." See, that wasn't so hard, was it?



ASIAN ARCHETYPES

Roleplaying games have typically featured European fantasy themes and tropes as the core game experience, but the idea of traveling to a mystical Asian land far across the sea or at the end of a grueling overland Silk Road has long been a part of the panoply of fantasy campaigns. Somewhere *else* lay a fantasy Asia, somewhere for ninja and samurai to live and fight, with mysterious monks and wandering wizards alongside Asian monsters from the tengu, oni, and kaiju of Japan and imperial dragons and foo lions in China, to the nagas and rakshasas of India. The *Pathfinder Roleplaying Game* has dabbled in Asian themes, and in this book you'll find new character options not just for traditionally Asian classes like ninjas, samurai, and monks, but also for fighting and skill-based classes of all kinds. These options are drawn not just from the myth and legend of China and Japan, but from across the broad sweep of Asian cultures.

The following archetypes follow the general rules for archetypes as described in the *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Advanced Class Guide*, and other volumes in the core rules hardback series.

BLOODRIDER (CAVALIER ARCHETYPE)

The mighty khans of the steppe horse clans command loyalty by power, strength, and skill, but also by cultivating a cadre of elite bodyguards who are masters of the horse and lash, not only to kill but also to bring back those their lord wishes retrieved.

Weapon and Armor Proficiency: Bloodriders are not proficient in medium or heavy armor, but they are proficient with the whip.

Class Skills: Bloodriders add Perception and Survival to their list of class skills.

Bold Rider (Ex): A bloodrider and his mount gain a +1 morale bonus on saving throws against compulsions and fear, and when a bloodrider challenges a creature his mount gains a +1 dodge bonus to AC against that creature's attacks. These bonuses increase by 1 for every 4 levels the bloodrider possesses. This replaces the bloodrider's order.

Mounted Lasher (Ex): At 2nd level, a bloodrider can use his whip to perform drag and reposition combat maneuvers. In addition, if he uses it when mounted he uses the higher of his own Strength modifier or that of his mount to determine his combat maneuver bonus with these maneuvers.

At 8th level, a bloodrider can perform a drag combat maneuver with his whip as a move action rather than a standard action. If he is mounted, he adds his mount's Strength modifier to his own to determine his combat maneuver bonus for drag and reposition maneuvers. In addition, if he successfully drags or repositions a creature and its movement passes through his mount's threatened area, his mount can make a single claw or hoof attack against that creature as either an attack of opportunity or an immediate action. This replaces the bloodrider's 2nd and 8th-level order abilities.

Crooked Charge (Ex): At 5th level, a mounted bloodrider using the charge action can make a single 90-degree turn or two 45-degree diagonal turns at any point during his charge. When he uses this ability, he gains a +2 circumstance bonus on Reflex saves until the beginning of his next turn. This replaces banner.

Greater Crooked Charge (Ex): At 14th level, a mounted bloodrider can move through allies' spaces without difficulty during a charge. This replaces greater banner.

Swift Slice (Ex): At 15th level, when a bloodrider uses the charge action, he can take a single melee attack against a creature he threatens anywhere along the path of his charge,

other than the target of his charge attack. This additional attack is not considered a charge attack. In addition, any creature takes an attack of opportunity during a bloodrider's charge provokes an attack of opportunity from the bloodrider, though this is resolved after that creature's attack is resolved. This replaces his 15th-level order ability.

BLOODRIDER MOUNTED COMBAT FEATS

Bloodriders focus on swift-moving attacks while astride their mounts, emphasizing swiftness and agility to wear down their opponents with feats like the following.

MOUNTED SKIRMISH

You and your mount dash in and out of combat with swift mounted strikes.

Prerequisites: Mounted Combat, Ride 1 rank

Benefit: As a full-round action, your mount can move up to twice its speed and you can make a single melee attack or ranged attack at any point during your mount's movement. Your movement does not provoke an attack of opportunity from your target, nor does your mount's movement. Your mount may not attack when you use this feat, and it must move at least 10 feet before and after you make your attack. You cannot use this feat to attack a creature adjacent to you and your mount at the beginning of your turn.

MOUNTED SWEEP

You are able to make devastating strikes while skirmishing astride your mount.

Prerequisites: Mounted Skirmish, Mounted Combat, Ride 6 ranks

Benefit: When using the Mounted Skirmish feat, you can take a single standard action at any point during your mount's movement, rather than only a single attack.

HYAKUSHO (FIGHTER ARCHETYPE)

Many fighters spend years in training, whether in military academies or as conscripts forced into a life of soldiering. Some, however, are tied to no cause or service, masterless men and wandering women, often peasants leaving the farm and streets behind to scrimp and scrounge their way to fame and fortune.

Impoverished (Sp): A hyakusho begins play with only half the normal amount of starting money. In addition, any armor or martial or exotic weapon she purchases at character creation has the broken condition (with one-half normal hit points) and remains broken until repaired.

Weapon and Armor Proficiency: A hyakusho is not proficient with heavy armor or tower shields.

Self-Reliant Scavenger (Ex): A hyakusho's weapons and armor typically look battered and worn, but she is very skilled at maintaining and repairing them. She adds her class level as a bonus on Craft checks made to repair any weapon or armor that she has carried for at least a week, and when determining her progress on repairs she multiplies the result of the skill check by her level to determine how many sp worth of progress she has made. If she has access to discarded or salvaged weapons and armor, she can expend the sale value of those items as if it were cash for the purpose of crafting or repairing weapons and armor.

Skills: A hyakusho adds Acrobatics (Dex), Escape Artist (Dex), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis) to his list of class skills.

Streetwise: A hyakusho can select any of the following feats as a bonus feat in place of a combat feat: City Sprinter^{UI}, Deft Hands, Drunkard's Recovery^{UI}, Persuasive Bribery^{UI}, Self-Sufficient, Skill Focus, Social Bravery^{UI}, Street Carnage^{UI}, Street Smarts^{UI}, Street Style^{UI}, Street Sweep^{UI}, Walking Sleight^{UI}. She treats her fighter level as her monk level for the purpose of Street style feats and ignores other prerequisites for those feats. She is treated as having Intelligence 13 for the purpose of meeting prerequisites for these feats or other combat feats. This modifies bonus feats.

Catch Off-Guard: A hyakusho gains Catch Off-Guard as a bonus feat.



Light Armor Training (Ex): A hyakusho gains armor training 1 as normal at 3rd level, and her armor check penalty is further reduced by 1 and her maximum Dexterity bonus in light or medium armor is increased by 1 for every 8 levels after 3rd. This ability does not apply when wearing heavy armor. This replaces armor training 1 and 4.

Defensive Training (Ex): At 5th level, a hyakusho wearing light or no armor gains a +1 dodge bonus to AC. This bonus increases by 1 for every 5 levels after 5th. This replaces weapon training 1.

Smuggler (Ex): At 7th level, a hyakusho gains the black market connections^{UC} rogue talent. This replaces armor training 2.

Learned a Few Things (Ex): At 11th level, a hyakusho may choose to gain either the resolve ability of a samurai^{UC} or the martial flexibility of a brawler^{ACG}; in either case, this class feature functions as a samurai or brawler 10 levels lower. This replaces armor training 3 and weapon training 3.

Flesh Wound (Ex): At 19th level, a hyakusho gains the flesh wound advanced rogue talent. This replaces armor mastery.

IAJUTSU ADEPT (SWASHBUCKLER ARCHETYPE)

Some swashbucklers have mastered the uncanny art of drawing a sword and striking in a single fluid motion. It is the foundation of an entire style of dueling popular in some cultures, often preceded by a prolonged staredown and test of will and restraint, until finally swords are drawn, sometimes with a deadly stroke and sometimes just to the skin, shedding a single drop of blood.

Katana Expertise (Ex): An iajutsu adept can draw a katana as a free action, as if she had the Quick Draw feat. In addition, whenever she threatens a critical hit with a katana, she gains a +2 bonus on the confirmation roll. This replaces the derring-do deed.

Katana Finesse (Ex): An iajutsu adept gains the benefits of her swashbuckler finesse when wielding a katana two-handed but gains no benefit with other weapons. This modifies swashbuckler finesse.

Deeds (Ex): Any deeds an iajutsu adept gains that would normally affect attacks made with light or one-handed piercing weapons instead apply to attacks made with a katana. This modifies deeds.

Panache (Ex): An iajutsu adept regains panache when he confirms a critical hit or strikes a killing blow with a katana, rather than with light or one-handed piercing weapons. This modifies panache.

Iajutsu Focus (Ex): At 2nd level, an adept master whose katana is sheathed can focus her will in preparation for battle, adding her Charisma modifier as a bonus on her initiative check, or when she is observing an opponent to evaluate a creature's martial training, as if she had the Measure Foe^{UI} feat, with an additional bonus equal to one-half her swashbuckler level on the Sense Motive check.

She also may use this ability when she draws her weapon and attacks with it as her next action, allowing her to attempt a DC 10 Charisma check, adding her class level as a bonus.

A successful check deals 1d6 points of additional damage, plus an additional 1d6 for every 5 points by which she beats the DC. This is considered precision-based damage and is not multiplied on a critical hit.

She can use her iajutsu focus three times per day, plus one additional time per day per 4 levels after 2nd. This replaces charmed life.

Nimble (Ex): At 3rd level, an iajutsu adept who is unarmored and is not using a shield gains twice the usual dodge bonus to AC from this ability. This modifies nimble.

Bonus Feats: At 4th level, an iajutsu adept may choose any of the following as bonus feats in place of a combat feat: Fleet, Lightning Draw^{UI}, Martial Dominance^{UI}.

Katana Training (Ex): At 5th level, an iajutsu adept gains the benefits of her swashbuckler weapon training when wielding a katana two-handed but gains no benefit with no other weapons. This modifies swashbuckler weapon training.

Strike from the Void (Ex): At 7th level, when an iajutsu adept uses her iajutsu focus to draw her weapon and attack as her next action, she adds her Charisma modifier as a bonus on her attack and damage roll. This replaces the superior feint and swashbuckler's grace deeds.

One Blade, Two Cuts (Ex): At 11th level, while the iajutsu adept has at least 1 panache point, she can make two attacks with her katana as a standard action, using her highest attack bonus for each. This replaces the bleeding wound deed.



Strike without Thought (Ex): At 12th level, an iajutsu adept can always act in a surprise round even if she fails to make a Perception check to notice a foe, though she is still considered flat-footed until she takes an action and the only action she may take is to draw her katana and attack with it. She may use her iajutsu focus when attacking during a surprise round. At 20th level, whenever an iajutsu adept rolls initiative, treat the result of the roll as a natural 20. This replaces the bonus feat normally gained at 12th level.

Katana Mastery (Ex): At 20th level, an iajutsu adept gains the benefits of her swashbuckler weapon mastery when wielding a katana two-handed but gains no benefit with no other weapons. This modifies swashbuckler weapon mastery.

IMPERIAL UNIFIER (SAMURAI ARCHETYPE)

Imperial unifiers champion the unity and power of a government. Some work to spread its virtues to other nations peacefully, while others champion wars of conquest to bring all other nations under the imperial heel.

Class Skills: Climb and Swim are not class skills for an imperial unifier. This alters class skills.

Speaker's Challenge (Ex): An imperial unifier can spend 1 use of his challenge ability during a verbal duel to target one opponent; if he does so, that opponent's determination is reduced by an additional 1 whenever that opponent chooses to end an exchange or fails to counter the imperial unifier's tactic. The amount increases to 2 at 10th level and 3 at 20th level. This ability alters challenge.

Hero of the Empire (Ex): At 6th level, an imperial unifier is skilled at turning any action into a symbolic act of loyalty and valor. He gains followers as if from the Leadership feat with a -3 penalty to his leadership score (but not a cohort). If he ever gains the Leadership feat, this benefit is replaced with a +3 bonus to his leadership score for the purpose of how many followers he has.

In addition, whenever an imperial unifier gains honor points, Fame, or other points representing general social clout or respect in a week, he gains an additional point of that type at the end of that week. This also applies to steps of NPC attitude toward him and points of influence with groups and individuals, but only once ever for any given individual or group. This ability replaces the bonus feat gained at 6th level.

KAIJU HUNTER (RANGER ARCHETYPE)

The greatest hunters of Eastern lands seek out some of the mightiest beasts to roam the lands, the towering kaiju that plague the distant jungles and lost islands but find their way into civilization now and again with devastating results.

Weapon and Armor Proficiency: Kaiju Hunters are proficient in heavy armor and can use their combat style while wearing medium or heavy armor.

Favored Enemy (Ex): A kaiju hunter's favored enemy bonus applies only against creatures of size Large or larger. This modifies favored enemy.

Monster Lore (Ex): A kaiju hunter adds his Wisdom modifier on Knowledge checks in addition to his Intelligence modifier when making skill checks to identify the abilities and weaknesses of creatures. He gains a +2 circumstance bonus on such checks for Huge or larger creatures, +4 for Gargantuan creatures, and +6 for Colossal creatures, with an additional +4 bonus if the target has the kaiju subtype. This replaces wild empathy.

Beast Baiting (Ex): At 3rd level, a kaiju hunter can attempt to draw the attention of one of his favored enemies as a move action. The target must be Large or larger and is affected as the Enrage Opponent^{UI} feat, but the kaiju hunter need not spend panache and can affect creatures with Intelligence as low as 1. This replaces the ranger's first favored terrain.

Hunter's Bond (Ex): A kaiju hunter must take (allies) as his hunter's bond and cannot select an animal companion. This modifies hunter's bond.



Evasion (Ex): A kaiju hunter can use evasion and improved evasion against the extraordinary and supernatural abilities of creatures at least two size categories larger than himself as if he were 4 levels higher, and can use these abilities even if wearing medium or heavy armor or carrying a medium or heavy load. However, these abilities have no effect against creatures (or effects created by creatures) one size category larger than himself or his own size or smaller. This modifies evasion and improved evasion.

Move In (Ex): At 7th level, a kaiju hunter can move without difficulty through the space of favored enemies two or more size categories larger than himself. In addition, he gains a +2 dodge bonus against attacks of opportunity provoked by his movement or combat maneuvers he attempts. This bonus applies only against creatures larger than himself, and it is increased by 2 for each additional size category the attacker is larger than him. This replaces woodland stride.

Monster Squad Leader (Ex): At 8th level, whenever a kaiju hunter uses her hunter's bond she and all allies can use Timely Coordination^{UI} as a bonus feat. This replaces the ranger's second favored terrain.

Camouflage (Ex): At 12th level, a kaiju hunter can attempt Stealth checks in any terrain even if there is no cover or concealment; however, such checks automatically fail against creatures that are not at least two size categories larger than the kaiju hunter. This modifies camouflage.

Find the Weak Spot (Ex): At 13th level, a kaiju hunter can ignore 5 points of damage reduction possessed by favored enemies at least two size categories larger than himself, even if it is DR/epic or DR/—. This replaces the ranger's third favored terrain.

Hide in Plain Sight (Ex): At 17th level, a kaiju hunter can attempt Stealth checks even when being directly observed; however, such checks automatically fail against creatures that are not at least two size categories larger than the kaiju hunter. This modifies hide in plain sight.

Dodge Death (Ex): At 18th level, a kaiju hunter gains the defensive roll advanced rogue talent. He can use this ability only against his favored enemies. This replaces the ranger's fourth favored terrain.

KUMA (BARBARIAN ARCHETYPE)

The bear is revered in many lands as a symbol of strength and battle prowess, and is often adopted as a totem animal by savage warriors hoping to tap into its fighting spirit. Kumas take this a step further, cultivating a unique relationship with the bear spirits that infuse them body and soul in battle as they become snarling, shaggy engines of destruction on the battlefield.

Weapon and Armor Proficiency: A kuma is not proficient in medium or heavy armor.

Improved Unarmed Strike: A kuma gains Improved Unarmed Strike as a bonus feat.

Bear Hug (Ex): A kuma gains Improved Grapple as a bonus feat, and whenever she deals damage with a successful grapple check she deals damage as the unarmed strike of

a monk of equal level. In addition, she can select any feat with Improved Grapple as a prerequisite in place of a rage power and can treat her barbarian level as her monk level for the purpose of meeting feat prerequisites. This replaces uncanny dodge.

Rage Powers: A kuma must take animal fury as her rage power at 2nd level.

Remain Conscious (Ex): At 5th level, a kuma gains Diehard as a bonus feat. In addition, whenever she would fall unconscious because of ability damage or drain, nonlethal damage, or a sleep effect, she can expend two rounds of rage as a swift or immediate action to remain conscious until the end of her next turn. She can do this even if she is not currently raging. This ability only allows the kuma to remain conscious; it does not otherwise negate or reduce the effect causing unconsciousness. This replaces improved uncanny dodge.

Bear Shape (Su): At 7th level, when a kuma enters a rage she may choose to transform into a Medium-sized bear (such as a black bear), as if using *beast shape I*. At 10th level, she may transform into a Large bear (such as a brown bear), as *beast shape II*. At 13th level, she may transform into a Huge bear (such as a giant dire bear), as *beast shape III*. This transformation ends when the kuma's rage ends.

Alternatively, a kuma may spend 10 rounds of rage as a full-round action to assume bear form without entering a rage. When doing so she may remain in bear form for a number of hours equal to her barbarian level or until she resumes her normal form.

In addition to the normal benefits of the *beast shape* spells, a kuma in bear form gains an extra +1 bonus to its natural armor bonus to AC for every 3 levels beyond the minimum level for the type of bear shape she assumes. Hence, a 13th-level kuma would gain no additional bonus to AC in Huge bear form but would gain an additional +1 bonus to AC in Large bear form or +2 in Medium bear form.

This replaces damage reduction.

Scent (Ex): At 10th level, a kuma gains the scent special quality. This replaces the rage power normally gained at 10th level.

KWA NO (NINJA ARCHETYPE)

Some of the stealthiest warriors have perfected the mysteries of the mind, channeling the focused totality of their psychic power into a blade of pure thought.

Weapon and Armor Proficiency: Kwa no are not proficient in light armor.

Graceful Defense (Ex): When unarmored and unencumbered, a kwa no adds her Charisma bonus (if any) to her AC and her CMD, though this bonus cannot exceed the kwa no's ninja level. In addition, a kwa no gains a +1 bonus to AC and CMD at 4th level, and this bonus increases by 1 for every 4 levels thereafter. This bonus applies even against touch attacks or when the kwa no is flat-footed. She loses these bonuses when she is immobilized or helpless, when

she wears any armor, when she carries a shield, or when she carries a medium or heavy load. This replaces light armor proficiency and uncanny dodge.

Psychic Student (Sp): A kwa no can use *detect psychic significance*^{OA} at will as a spell-like ability, and she gains a +2 bonus on Use Magic Device checks with items that use psychic magic. This replaces poison use.

Psiblade (Su): At 3rd level, a kwa no can spend 1 point from her ki pool as a move action to create a blade of pure psychic energy, which functions as a +1 *punch dagger*, *sai*, or *wakizashi*. The psiblade persists for a number of rounds equal to the kwa no's Charisma modifier (minimum 1 round) and is as solid as steel in her hands but dissolves into nothingness if released or sundered. Her psiblade deals half damage to mindless creatures and creatures immune to mind-affecting effects.

At 9th level and every 3 levels thereafter, a kwa no can expend 1 additional point from her ki pool when she creates her psiblade, increasing the enhancement bonus of her psiblade to +2, with this bonus increasing by 1 for every 3 levels thereafter, up to a maximum of +5. She may exchange some of her weapon's enhancement bonus to add one or more of the following abilities to her psiblade, though it must always have an enhancement bonus of at least +1: *brilliant energy*, *cruel*^{UE}, *ghost touch*, *heartseeker*^{UE}, *keen*, *ki focus*, *ki intensifying*^{UE}, *menacing*^{UE}, *ominous*^{UE}, *speed*, *wounding*. This replaces no trace and the sneak attack dice normally gained at 3rd, 9th, and 15th level.

Ki Slash (Su): At 4th level, a kwa no can learn special maneuvers with her psiblade in place of her usual ninja tricks, using them whenever she attacks with her psiblade by spending 1 point from her ki pool as a swift action to gain one of the following benefits. Any saving throws required have a DC of 10 + 1/2 the kwa no's ninja level + her Charisma modifier. Any ability that negates critical hits or precision-based damage negates these effects.

Scrambling Slash: Damage dealt by the kwa no's next attack is treated as continuous damage for the purpose of concentration checks made by the target until the beginning of the kwa no's next turn, and the target also takes a penalty equal to the kwa no's Charisma modifier on concentration checks until the beginning of the kwa no's next turn.

Sensate Slash: The kwa no's next attack deals nonlethal damage and also reveals the target's surface thoughts, as *detect thoughts* (Will negates). If the kwa no successfully reads the target's surface thoughts, she gains a +2 insight that she can apply on one attack roll, saving throw, skill check, or ability check against that creature, or to her AC and CMD against one attack by that creature; she must use this bonus before the end of her next turn or it is lost.

Shadow Slash: When attacking a target with concealment or total concealment, the kwa no roll twice and take the better result when rolling miss chance, and can deal sneak attack damage to the concealed creature if the attack hits.

Solid Slash: Increase damage by 1d3.

Stealthy Slash: Increase sneak attack damage by +1d6.

Stunning Slash: Target is stunned for 1 round (Fortitude negates).

This modifies ninja tricks.

Shape Psiblade (Su): At 6th level, a kwa no can choose one other melee weapon from the ninja proficiency list, such as a katana, sai, or kusarigama. She can manifest her psiblade in the form of that weapon. Feats she takes that apply to specific weapons, such as Weapon Focus and Improved Critical, that can be used with her psiblade in any of its weapon forms apply when wielding it regardless of its form. This replaces light steps.

Precog (Su): At 8th level, as long as a kwa no has at least 1 point in her ki pool, she adds her Charisma bonus (if any) as a bonus on initiative rolls. In addition, she can spend 1 point from her ki pool to roll twice and select the better result on an initiative roll, or spend 2 points from her ki pool to treat the result of any initiative roll as a natural 20. She must choose to do this before initiative is rolled. This replaces improved uncanny dodge.



Ki Thrust (Su): At 10th level, a kwa no's skill with her psiblade expands, allowing her to learn two ki slash tricks or one ki thrust trick in place of a ninja trick or master trick. In addition, when attacking with her psiblade she can spend 2 points from her ki pool as a swift action to gain two of the effects listed for her ki slash ability. She may select solid slash or stealthy slash twice; the damage stacks. Alternatively, she may select one of the following effects:

Aligned Thrust: All attacks made with the kwa no's psiblade for as long as it remains manifested are treated as either chaotic, evil, good, or lawful for the purpose of overcoming damage reduction. The chosen alignment must match the kwa no's own alignment.

Ki Thrust: If the target has a ki pool, it loses 1d4 points from that pool (Will half), which are gained by the kwa no. She must use these stolen ki points within 1 minute or they are lost.

Mind Thrust: The kwa no's next attack before the end of her turn deals 1d4 points of Intelligence, Wisdom, or Charisma damage, as she chooses (Will half).

Probing Thrust: The kwa no's next attack deals nonlethal damage and opens the target's mind to the kwa no as if she had cast *mind probe*^{DA} (Will negates). She may ask a number of questions equal to her Charisma modifier (minimum 1), but the *mind probe* ends immediately if she uses her psiblade to attack another creature.

Soul Thrust: The target gains a temporary negative level (Fortitude negates).

Synaptic Thrust: The target cannot cast spells, manifest psionic powers, or use spell-like or psi-like abilities until the beginning of the kwa no's next turn (Will negates).

Treacherous Thrust: The target of the kwa no's next attack is denied its Dexterity bonus to AC for that attack.

True Thrust: The kwa no's next attack ignores the miss chance provided by concealment or total concealment, though the kwa no must attack the correct square.

This modifies master tricks.

Ki Master (Su): At 16th level, a kwa can learn three ki slash or two ki thrust tricks in place of a normal ninja trick or master trick. In addition, she can spend 1 point from her ki pool as a swift action to gain any two ki slash effects or a single ki thrust effect, or may spend 2 points to gain up to three ki slash effects or two ki thrust effects. Effects that provide a numeric bonus can be selected more than once; the effects stack. This replaces the ninja trick gained at 16th level.

Psiblade Master (Ex): At 20th level, all critical threats made with a kwa no are automatically confirmed and critical hits have their damage multiplier increased by 1. This replaces hidden master.

MANDARIN (INVESTIGATOR ARCHETYPE)

Mandarins make the vast imperial bureaucracy function and wield the true power in many lands.

Diminished Alchemy: A mandarin can prepare one fewer 1 fewer extracts at each spell level. When a mandarin gets

o extracts per day at a spell level, she can only prepare extracts of that level if she gets them as bonus extracts. This modifies alchemy.

Paper Trail (Ex): A mandarin gains the paper trail ability of the majordomo^{UI} investigator archetype. This replaces trapfinding.

Official Negotiations (Ex): A mandarin can use inspiration to affect Bluff, Diplomacy, Intimidate, and Sense Motive checks without expending a use of inspiration.

Official Favors (Ex): At 3rd level, a mandarin is skilled at accumulating favors in the course of her duties. Whenever she spends a week performing her duties, contributing to kingdom-building, making money with Profession (barrister, magistrate, or another official), or acting in another downtime capacity that puts her in contact with people, she accumulates 1 favor. She also gains 1 favor whenever she is acknowledged for performing a major service for the good of the jurisdiction she serves (or more, if the service is especially important or impresses especially high-ranking individuals, at the GM's discretion). She can have up to a number of favors equal to 1 + 1/2 her investigator level.

The mandarin can spend 1 favor to gain one of the following benefits: increase her influence with one group or individual by one step (or improve an individual's attitude) for the purpose of one request, requisition any item or service worth up to 50 gp per investigator level which must be returned or replaced before she can spend any more favors, get the guards to arrive to help you in a settlement in only 1d4+2 rounds, make a Diplomacy check to gather information in 2d4 minutes, or gain 1d4 edges in a verbal duel^{UI}. A requisitioned item becomes available after 1 day in a settlement. There must be at least an indirect line of communication between the people she gained the favor from and the group or individual influenced this way, although your reputation is such that you need not wait for communication to gain the benefit of favors you spend (although you must actually have the favors available).

At 6th level, a mandarin can spend 2 favors to increase her influence with one group or individual by one step (or improve an individual's attitude) for the purpose of two requests or requisition any item or service worth up to 100 gp per investigator level which must be returned or replaced before she can spend any more favors.

At 9th level, a mandarin can spend 3 favors to increase her influence with one group or individual by two steps (or improve an individual's attitude) for the purpose of one request or requisition any item or service worth up to 200 gp per investigator level which must be returned or replaced before she can spend any more favors.

At 12th level, a mandarin can spend 4 favors to increase her influence with one group or individual by two steps (or improve an individual's attitude) for the purpose of two requests or requisition any item or service worth up to 400 gp per investigator level which must be returned or replaced before she can spend any more favors.

ASIAN VIGILANTE ITEMS

The following feat and magic item are excellent accessories for certain vigilante characters in an Asian-focused campaign.

ANCESTRAL FANG

Your natural weapons are imbued with the spiritual power of your ancestors.

Prerequisites: Natural attack and ancestral weapon class feature.

Benefit: Select one natural weapon you possess (including your hair if you have the lethal locks vigilante talent (as described in *Legendary Villains: Vigilantes*), treating it as your ancestral weapon; you can enhance this natural weapon as though it was a melee weapon, although you must be present for the entire process of it being enhanced. You can also treat your natural weapon as a manufactured melee weapon for the effects of spells and magic items, and it is treated as a masterwork weapon. Natural weapons are always treated as though they were sheathed.

Special: You can select this feat in place of a social talent.

SHEATH OF PERFECT DEFENSE PRICE 4,354 GP

Slot — CL 5th; Weight 4 lbs.

Aura faint abjuration

This +1 *combat scabbard* is treated as being wielded for the purpose of its effects when worn on a creature's hip or back, and grants a +1 shield bonus whenever its wielder makes an iaijutsu slash as long as they have a free hand. This bonus stacks with that provided by the sheath block talent. If an attack would miss this weapon's wielder by an amount equal to or less than the shield bonus provided by this weapon and the sheath block talent, the creature whom made that attack takes a -1 circumstance penalty to their AC and CMD for 1 round, being knocked off balance. If the wielder has the master slash class feature, this penalty increases to -2. If the wielder has the divine slash class feature, this penalty increases to -3.

CONSTRUCTION REQUIREMENTS

COST 2,177 GP

Craft Magical Arms and Armor; shield

At 15th level, a mandarin can spend 7 favors to increase her influence with one group or individual by three steps (or improve an individual's attitude) for the purpose of one request or requisition any item or service worth up to 800 gp per investigator level which must be returned or replaced before she can spend any more favors.

At 18th level, a mandarin can spend 10 favors to increase her influence with one group or individual by three steps (or improve an individual's attitude) for the purpose of two requests or requisition any item or service worth up to 2,000 gp per investigator level which must be returned or replaced before she can spend any more favors.

This replaces trap sense.

MERCURIAL DUELIST (VIGILANTE ARCHETYPE)

One slash, one kill; that is the philosophy of the mercurial duelist. A master of their craft, a mercurial duelist acts only when needed, a paragon of efficiency. In that one attack, a mercurial duelist can debilitate opponents in the blink of an eye, leaving nothing but a stain on their blade as they wander to their next destination.

Weapon Proficiencies A mercurial duelist is proficient with all one handed slashing weapons, estocs^{MTT}, rapiers, and swordcanes. This alters the vigilante's normal weapon proficiencies.

Iaijutsu Slash (Ex) The Mercurial Duelist gains Quick Draw as a bonus feat and can draw and make an attack with any one-handed slashing weapon, estoc^{MTT}, rapier, or swordcane as a standard action, treating their vigilante level as their base attack bonus for this attack. Treat the mercurial duelist as wielding this weapon in two hands for purposes of determining damage and interactions with feats and class abilities. A mercurial duelist can only make an iaijutsu slash with a weapon that is sized for them and is within a sheath (including a combat scabbard) when the iaijutsu slash is declared, and can sheathe their weapon as a free action after making an iaijutsu slash.

At 6th level the mercurial duelist may apply the effects of the Vital Strike feat to their iaijutsu slash and deal two times their Strength modifier with this attack, even if they do not possess the feat. At 10th level they may instead apply Improved Vital Strike and deal 2 1/2 their Strength modifier, and at 14th level they can instead apply Greater Vital Strike and deal three times their Strength modifier. Feats or talents that affect Vital Strike cannot be applied to an iaijutsu slash unless otherwise stated.

This replaces vigilante specialization.

Ancestral Weapon (Su) At 1st level, a mercurial duelist gains a masterwork weapon of their choice, and it must be one with which they could make an iaijutsu slash. This weapon is typically handed down through the mercurial duelist's family or given to them by a lord or mentor.

Unlike a normal weapon, a mercurial duelist can enhance their ancestral weapon in a very specific fashion. A mercurial duelist can sacrifice an amount of gold or other valuable items as tribute equal to the cost of the enhancement they are attempting to add and spend 1 hour in meditation. At the end of this hour, the mercurial duelist must make a Knowledge (nobility) check equal to the Spellcraft check they would normally need to make to enhance their weapon, being treated as though they possessed all spells needed for the enhancement and a caster level equal to their mercurial duelist level.

If this check is successful, the tribute disappears, and the weapon is enhanced as it normally would be. If this check fails, the tribute remains, and the mercurial duelist must wait 1 day before attempting to enhance their weapon again. While an ancestral weapon can be enhanced normally, it is considered disrespectful to do so. An ancestral weapon can also be reforged with a different material such as cold iron or adamantine in the same fashion, although the tribute must be composed entirely of the desired material.

If the mercurial duelist's ancestral weapon is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per mercurial duelist level plus the cost of the masterwork weapon. This ritual takes 8 hours to complete. Weapons replaced in this way do not possess any of the additional enchantments of the previous ancestral weapon. A mercurial duelist can designate an existing weapon as their new ancestral weapon as long as they could use it to make an iaijutsu slash. This functions in the same way as replacing a lost or destroyed weapon except that the new weapon retains its abilities while gaining the benefits and drawbacks of becoming an ancestral weapon.

This ability replaces the 1st level social talent.

Mercurial Talents (Ex or Su) A mercurial duelist can select any of the following vigilante talents in addition to general vigilante talents. The mercurial duelist can only apply one iaijutsu talent to an iaijutsu slash, and must declare what talent they are using before they attack. Iaijutsu talents are marked with the [iai] tag.

Anima Blade (Su) The mercurial duelist gains the anima union class feature of the arsenal summoner archetype introduced in **Legendary Vigilantes** from *Legendary Games*, their weapon's anima often being the spirit of a duelist still connected to this world. The mercurial duelist's anima gains ranks in Knowledge (nobility) instead of Knowledge (arcana). If the mercurial duelist's anima is lost, they can spend 8 hours meditating to have it teleport to their location from wherever it is, even if it is on a different plane. This anima can only be enhanced by the mercurial duelist's ancestral weapon class feature, and can aid them in making any related skill checks.

Assassination Slash (Ex) [iai] Whenever the mercurial duelist makes a successful iaijutsu slash, the foe who was hit by this iaijutsu slash must make a Perception check with a DC equal to the mercurial duelist's attack roll or be completely unaware the mercurial duelist made an attack against them. All those who would have seen the attack must make the same Perception check with a -5 penalty to be aware of the attack. The mercurial duelist can delay the effects of this attack (including damage) by a number of rounds equal to their Charisma modifier (minimum 1). At 12th level, for each round the mercurial duelist delays the effects of their attack, their foe takes an additional +3 damage. At 18th level, the mercurial duelist can instead delay the effects of their attack for a number of minutes equal to their Charisma modifier (minimum 1), increasing the amount of damage their foe takes to +6 per minute the effect is delayed. If the

mercurial duelist wishes, they may trigger the damage early as an immediate action. A mercurial duelist must be 6th level or higher to select this talent.

Crippling Slash (Ex) [iai] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or take 1d4 Dexterity damage. At 12th level, this Dexterity damage increases to 1d6. At 18th level, this Dexterity damage increases to 1d8. A mercurial duelist must be 6th level or higher to select this talent.

Critical Slash (Ex) [iai] Whenever the mercurial duelist makes an iaijutsu slash, increase the critical range of the weapon by 1, although its critical multiplier is reduced to 2x if it wasn't already. This increase stacks with Improved Critical and the *Keen* weapon enhancement, although it is applied last. At 12th level, the weapon's critical threat range is increased by an additional 1. A mercurial duelist must be 6th level or higher to select this talent.

Crushing Slash (Ex) [iai] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or take a -2 to their AC for a number of rounds equal to the mercurial duelist's Charisma modifier (minimum 1). At 6th level, this penalty increases to -4. At 12th level, this penalty increases to -6. This penalty does not stack with itself or other uses of this talent.



Disemboweling Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or take 1d4 Constitution damage. At 16th level, this Constitution damage increases to 1d6. A mercurial duelist must be 10th level or higher to select this talent.

Disfiguring Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or take 1d6 Charisma damage. At 12th level, this Charisma damage increases to 1d8. At 18th level, this Charisma damage increases to 1d10. A mercurial duelist must be 6th level or higher to select this talent.

Dishonorable Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, they can make a dirty trick attempt against their foe as a free action, being treated as though they had the Improved Dirty Trick^{APG} feat. At 8th level, the mercurial duelist is treated as though they had the Greater Dirty Trick^{APG} feat when using this talent. At 14th level, the foe must use a full round action to remove the effect of the dirty trick. This talent is treated as the dirty fighter talent for the purposes of meeting the prerequisites of the dirty genius talent.

Dispelling Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, they can make a dispel check against their target as though using the targeted dispel function of *dispel magic*, treating their mercurial duelist level as their caster level. At 14th level, this talent is instead treated as *greater dispel magic*. A mercurial duelist must be 8th level or higher to select this talent.

Efficient Grip (Ex) The mercurial duelist is treated as one size larger when determining how much damage they deal with melee attacks. This talent cannot be used with the heavy arms hero [Legendary Vigilantes] talent.

Focused Draw (Ex) The mercurial duelist adds their Charisma modifier to damage done with their iaijutsu slash. At 6th level, they add 1 1/2 their Charisma modifier. At 10th level, they add two times their Charisma modifier. At 14th level they add 2 1/2 their Charisma modifier.

Hindering Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or be staggered for 1 round. At 12th round, the foe is instead stunned for 1 round. At 18th level, is instead paralyzed for 1 round and then stunned for 1 round. A mercurial duelist must be 6th level or higher to select this talent.

Lethal Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or die. A mercurial duelist must be 18th level or higher to select this talent.

Lethargy Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Fortitude saving throw or become fatigued for a number of rounds equal to the mercurial duelist's Charisma modifier (minimum 1). At 8th level, their foe is instead exhausted for the duration of this effect. At 14th round, the foe is also staggered for 1 round.

Lightning Blade (Ex) The mercurial duelist can make an iaijutsu slash at the end of a charge action. If the mercurial duelist applied an iaijutsu talent to their iaijutsu slash, increase its DC by 1. At 12th level and again at 18th level, this increase to the iaijutsu talent's DC increases by an additional 1. A mercurial duelist must be 6th level or higher to select this talent.

Massive Blade (Ex) The mercurial duelist gains proficiency in all two-handed slashing weapons and can use a two-handed slashing weapon to make iaijutsu slashes, although doing so still only requires them to have one free hand to wield it while making an iaijutsu slash. This weapon does not need to be in a sheathe, but it cannot be wielded when the iaijutsu slash is declared. When this talent is selected, the mercurial duelist can change their ancestral weapon to a two-handed slashing weapon of their choice, causing it to instantly transform into the chosen weapon.

Misleading Strike (Ex) Whenever the mercurial duelist makes an iaijutsu slash, they increase their reach by 5 ft. for this attack. At 12th level, they increase their reach for this attack by an additional 5 ft. A mercurial duelist must be 6th level or higher to select this talent.

Overkill Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, if the mercurial duelist's attack roll exceeds their foe's AC by 15 or more, the attack is treated as a critical threat regardless of the roll, although the weapon's critical modifier is changed to x2 (if it wasn't already). At 20th level, the attack is instead treated as a critical hit. A mercurial duelist must be 16th level or higher to select this talent.

Penetrating Edge (Ex) Whenever the mercurial duelist makes an iaijutsu slash, they ignore an amount of damage reduction or hardness equal to 1/2 their mercurial duelist level. At 4th level, a mercurial duelist's weapon is treated as silver and cold iron for the purposes of penetrating damage reduction while making an iaijutsu slash. At 8th level, a mercurial duelist's weapon is treated as adamantine for the purposes of penetrating damage reduction while making an iaijutsu slash. At 12th level, a mercurial duelist's weapon is treated as any alignment they wish for the purposes of penetrating damage reduction while making an iaijutsu slash.

Powerful Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, they can make a free bull rush attempt (this does not provoke an attack of opportunity) against their foe, and they are not required to move with their opponent. At 8th level, if the foe is pushed back by this talent, they are also knocked prone. At 14th level, if the foe is knocked prone by this talent, they are also staggered for 1 round.

Sharp Reflexes (Ex) The mercurial duelist gains Combat Reflexes as a bonus feat. Once per round, the mercurial duelist can make an iaijutsu slash as an attack of opportunity, although they can't apply any iaijutsu talents to it. A mercurial duelist is treated as wielding their weapon and threatens with it even when it is sheathed. At 10th level, they increase the range they threaten by 5 ft. for the purpose of making attacks of opportunity and they can apply one iaijutsu talent to their attack of opportunity.

Sheath Block (Ex) Whenever the mercurial duelist makes an iaijutsu slash, if they have a free hand, they can use it to pull out their sheath, gaining a +2 shield bonus against melee attacks until the beginning of their next turn. At the beginning of their next turn, they can return their sheath to their hip and sheathe their weapon as a free action. At 8th level and every 6 levels thereafter, this bonus increases by +1. A mercurial duelist cannot use this talent and storm slash on the same round.

Soul Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or gain 1 negative level. At 18th level, this is increased to 2 negative levels. A mercurial duelist must be 12th level or higher to select this talent.

Spell Slicer (Ex) The mercurial duelist gains the Spellcut^{WMH} as a bonus feat, though they do not have to meet the prerequisites for this feat, treating their base attack bonus as though it was equal to their vigilante level for this feat. A mercurial duelist must be 6th level or higher to select this talent.

Storm Draw (Ex) Whenever the mercurial duelist makes an iaijutsu slash, all ranged attacks which target them take a -3 penalty until the beginning of their next round (unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects are not affected by this talent). At 8th level, this penalty increase to -4 and applies to massive ranged weapons. At 14th level, this penalty increases to -5 and applies to ranged attacks generated by spell effects. A mercurial duelist cannot use this talent and sheath block on the same round

Sudden Parry (Ex) Once per round, when a creature makes an attack against the mercurial duelist, they can expend a use of an attack of opportunity to attempt to deflect that attack. The mercurial duelist makes an attack roll as though making an attack of opportunity with their iaijutsu slash. If their result is greater than the attacking creature's result, the creature's attack automatically misses.

The mercurial duelist must declare the use of this ability after the creature's attack is announced, but before its attack roll is made, and if they use this talent, they can't make an attack of opportunity with their iaijutsu slash using the sharp reflexes talent. If the mercurial duelist successfully deflects an attack, they can make an attack against the foe whose attack they deflected as an immediate action, and they may sheathe their weapon as a free action after resolving this attack. At 12th level, this attack of opportunity can be an iaijutsu slash and the mercurial duelist can apply one iaijutsu talent to it. A mercurial duelist must have the sharp reflexes talent and be 6th level or higher to select this talent.

Tempest Slash (Ex) [iaijutsu] The mercurial duelist can make an iaijutsu slash at a range of 30 ft., attacking a foe with the wind pressure of their slash. Treat this attack as a melee attack for how the attack and damage rolls are determined for this talent. At 8th level, this range increase to 60 ft. At 14th level, this range increases to 120 ft. This talent is treated as a ranged attack of one size smaller than the mercurial duelist for how wind and other effects affects it.

Terrifying Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Will saving throw or become shaken for a number of rounds equal to the mercurial duelist's Charisma modifier (minimum 1). At 8th level, the foe is also frightened for 1 round. At 14th level, the foe is also cowering for 1 round and then frightened for 1 round. This is a fear effect.

Vacuum Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes an iaijutsu slash, they can select 1 foe within 10 ft. of them, forcing that foe to make a Reflex saving throw or be pulled 5 ft. towards the mercurial duelist. This movement resolves before the attack roll, allowing them to target that foe with their iaijutsu slash. At 10th level, the foe can be up to 20 ft. away and pulled up to 10 ft., taking a -2 penalty to their AC against the attack. At 14th level, the foe can be up to 30 ft away and pulled up to 15 ft., the penalty to their AC increasing to -4. A mercurial duelist must be 6th level or higher to select this talent.

Weakening Slash (Ex) [iaijutsu] Whenever the mercurial duelist makes a successful iaijutsu slash, their foe must make a Reflex saving throw or suffer a -2 penalty to all saving throws for a number of rounds equal to the mercurial duelist's Charisma modifier (minimum 1). At 8th level, this penalty increases to -3. At 14th level, this penalty increases to -4. This penalty does not stack with itself or other uses of this talent.

This ability alters vigilante talents.



ASIAN VIGILANTE TALENTS

Vigilantes in an Asian-focused campaign can draw upon a number of unique talents that their Western-style equivalents might not.

Iaijutsu Student (Ex) The vigilante gains the ability to make an iaijutsu slash as though they possessed the iaijutsu slash class feature, although the damage does not increase at 11th or 16th level unless they have the vital training vigilante talent. After doing so, they must wait 5 minutes to use this talent again. They can also select vigilante talents with the [iai] tag from the mercurial duelist archetype, and they can apply their vital punishment^{UI} to their iaijutsu slash, and if they have the panache pool talent, they can spend 1 panache to make an iaijutsu slash.

The vigilante is treated as a mercurial duelist of their level, but are unable to gain any effects of an iaijutsu talent which require them to be 14th level or higher. A vigilante must have the vital punishment^{UI} talent to select this talent, and if the vigilante gains the mercurial duelist archetype, they must immediately trade this talent for an iaijutsu talent for which they could have qualified when they selected this talent.

Panache Pool (Ex) The vigilante gains the panache class feature, treating their vigilante level as their effective swashbuckler level.

Panache Talent (Ex) The vigilante gains 1 deed as though they were a swashbuckler^{ACG} or Legendary Swashbuckler of their vigilante level. The vigilante's level must be equal to or greater than the level at which a swashbuckler would receive the deed they select. A vigilante must have the panache pool talent to select this talent, and this talent can be selected multiple times.

Way of the Blade (Ex) At 3rd level, a mercurial duelist gains either the finesse duelist or spiritual duelist ability:

Finesse Duelist: When making an attack with a one-handed slashing weapon, estoc^{MTT}, rapier, or swordcane properly sized for the mercurial duelist, they can use their Dexterity modifier in place of their Strength modifier on attack and damage rolls. The mercurial duelist can also ignore the Strength prerequisite of the Power Attack feat, and is treated as using their Strength modifier for damage for the purpose of the shield of blades^{UI} talent. If the mercurial duelist possess the Weapon Finesse feat, they can exchange it for another feat for which they qualify.

Spiritual Duelist: The mercurial duelist can add their Charisma modifier (instead of their Dexterity) to their armor class, initiative checks, and reflex saving throws. The maximum Dexterity bonus of any armor the mercurial duelist wears applies to their Charisma instead of their Dexterity. If the mercurial duelist has the Combat Reflexes feat, they can use their Charisma modifier to determine how many attacks of opportunity they can make.

This ability replaces unshakable.

Educated Blade (Ex) At 5th level, whenever a mercurial duelist hits with their ancestral weapon, they can choose to have it deal damage as though it was a warpriest^{ACG}'s sacred weapon, treating their mercurial duelist level as their effective warpriest^{ACG} level. This ability replaces startling appearance.

Master Slash (Ex) At 11th level, a mercurial duelist can apply two iaijutsu talents to a single iaijutsu slash, but they can only apply one iaijutsu talent that would force a saving throw. This ability replaces frightening appearance.

Divine Slash (Ex) At 17th level, a mercurial duelist can apply three iaijutsu talents to a single iaijutsu slash, but they can only apply one iaijutsu talent that would force a saving throw. This ability replaces stunning appearance.

Final Slash (Ex) At 20th level, whenever the mercurial duelist uses their iaijutsu slash, its damage is maximized. This ability replaces vengeance strike.

SENTAI SOLDIER (VIGILANTE ARCHETYPE)

There are some vigilantes that strive to enhance their own powers, drawing from an internal power source that drives them forward. This power binds them to other sentai soldiers through an unknowable grid of power. Unlike others, they are tapped into their spirit, managing to form a bond between themselves and others which is unbreakable.

Elemental Spark (Su) A sentai soldier is aware of the elements, able to bend them to their will. They gain the burn, elemental focus and kinetic blast feature of a kineticist^{OA}, treating their sentai soldier level as their kineticist level for the purpose of their kinetic blast's damage and saving throws, although they can only accept an amount of burn equal to their Constitution modifier (minimum 1) and don't take non lethal damage from accepting burn. This ability replaces vigilante specialization.

Morphing Transformation (Su) A sentai soldier gains a morphing device which they use to enter their vigilante identity, unable to enter it without this morphing device. The sentai soldier's morphing device must be an amulet, belt, gloves, or a ring. Using this morphing device requires the sentai soldier to somehow manipulate it, transforming into their vigilante identity in 5 rounds amid a burst of energy which the same visual and auditory display as the transformation sequence class feature of the magical child^{UI} archetype. This is reduced to a standard action with the quick change social talent and an immediate action with the immediate change social talent. A sentai soldier can enhance their morphing device as though it was a bonded object.

If the sentai soldier's morphing is lost or destroyed, they can replace it after 24 hours in a special ritual that costs 200 gp per sentai soldier level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous morphing. This ability alters dual identity.

Elemental Bond (Sp) At 2nd level, a sentai soldier can select a utility or infusion wild talent in place of a vigilante talent, treating their sentai soldier level as their effective

kineticist^{OA} level. At 6th level, they also treat their sentai soldier level as their kineticist^{OA} level for the purposes of selecting the Extra Wild Talent^{OA} feat.

A sentai soldier can also select from any of the following vigilante talents, in addition to general vigilante talents:

Battle Charge (Su): The sentai soldier can spend a swift action to reduce the burn cost of the kinetic blade or kinetic fist infusion by 1. This cannot reduce the burn cost of a blast lower than 0, and this burn reduction stacks with internal charge. A sentai soldier must possess either the kinetic blade or kinetic fist infusion to select this talent.

Battle Charge, Improved (Su): The sentai soldier can use their battle charge with the kinetic whip infusion. In addition, their battle charge reduces the cost of a kinetic blast affected by kinetic blade, kinetic fist, or kinetic whip by 2 burn. This reduction increases to 3 at 18th level. This cannot reduce the burn cost of a blast lower than 0. The sentai soldier must be 10th level and possess battle charge to select this talent.

Composite Blaster (Sp): The sentai soldier can combine their elements into a single blast, creating a more destructive attack than before. They gain access to any composite blast they would normally gain from expanding into their primary element (such as metal blast for earth). A sentai soldier must be 8th level or higher to select this talent.

Elemental Defense (Sp): The sentai soldier gains the elemental defense for their elemental focus.

Empowered Blaster (Su): The sentai soldier can channel even more power into their blast, beyond what they thought

possible. They gain the metakinesis (empower) class feature. At 14th level, they also gain the metakinesis (quicken) class feature. A sentai soldier must be 6th level to select this talent.

Expanded Element (Su): The sentai soldier understands more than just their own element, increasing their area of expertise into another. They gain the expanded element class feature, although they do not treat their kineticist^{OA} level as 4 lower for the purpose of which wild talents the sentai soldier can select. A sentai soldier must be 8th level to select this talent.

Extreme Charge (Su): The sentai soldier is more aware of how to channel their energy. Whenever they use their internal charge, they can spend a swift action to increase the amount of burn reduced with it by 1. A sentai soldier must be 10th level to select this talent.

Infusion Specialist (Su): The sentai soldier gains the infusion specialist 1 class feature. At 16th level, this increase to infusion specialist 2. A sentai soldier must be 8th level or higher to select this talent.

The ability alters vigilante talent.

Powerful Transformation (Su) At 3rd level, a sentai soldier gains the quick change^{UI} social talent, and anyone who watches them transform must make a Will saving throw equal to 10 + ½ their sentai soldier level + their Charisma modifier or be fascinated for 1 minute. A sentai soldier must make a Disguise check if anyone witnessed their transformation with a -10 penalty (they can apply their seamless guise circumstance bonus to this check) to avoid exposing their true identity. This ability replaces unshakable.



Burning Power (Su) At 4th level, a sentai soldier who has accepted 1 or more points of burn receives a bonus on their attack and damage rolls with kinetic blasts equal to the total number of points of burn they currently have, to a maximum bonus of +1 for every 4 sentai soldier levels they possess (treat this as the elemental overflow class feature for the purposes of how it interacts with infusions). Sentai soldiers benefiting from this class feature appear to glow in a color appropriate to their element, giving off light as a torch, and can suppress this effect as a full round action, although doing so suppresses the benefits of this ability. This ability replaces the vigilante talents gained at 4th, 12th, and 20th level.

Internal Charge (Su) At 5th level, a sentai soldier learns how to draw power from both themselves and their surroundings to empower their blast, power surging through them before releasing it in a torrent of elemental destruction. The vigilante gains the gather power class feature. At 10th level and every 4 levels thereafter, increase the amount of burn reduced with internal charge by 1. This ability replaces startling appearance, frightening appearance, and stunning appearance.

Dual Justice (Su) At 20th level, all of a sentai soldier's kinetic blast are empowered, and they gain access to the metakinesis (twice) class feature. This ability replaces vengeance strike.

SILVERSWORD (SAMURAI ARCHETYPE)

All samurai live by their code, but for some the code is centered completely around their family honor, embodied through an ancient blade handed down from parent to child through the generations. Their focus of will with this blade allows them to perform uncanny feats of strength and skill.

Family Tradition (Ex): A silversword pledges loyalty to his family above all else. He must obey the commands of elders in his family no matter the cost or the risk. He adds Knowledge (history) and Knowledge (nobility) to his list of class skills and can make such skill checks untrained. If he has at least 1 rank in either skill, he adds one-half his class level as a bonus on checks involving his family or their interactions with other nobles or political figures. A silversword's family may be an organization of weak, moderate, or strong prominence, as determined by the player and GM. It is easier to gain influence within a weaker family, though a stronger family may have more to offer in terms of resources. A silversword gains influence points equal to his Charisma modifier plus his level (see Influence Thresholds in Chapter 3 of *Pathfinder Roleplaying Game Ultimate Intrigue*), in addition to any influence points gained through his actions. However, a silversword also shares his family's enemies and is treated as having negative influence equal to his level plus his Charisma modifier (if positive) with any organizations that consider his family to be their enemies. This replaces order.

Challenge of Honor: A silversword gains a +1 circumstance bonus on Intimidate checks made against the target of his challenge, and this bonus increases by 2 for every 4 samurai levels he possesses. He adds the same bonus as a morale

bonus on saving throws against compulsions and fear effects used by the target of his challenge.

A silversword can use his challenge in non-combat situations. He may challenge his own honor or that of an ally when confronted with a difficult decision, allowing him to determine whether or not taking that action would negatively affect his own or his ally's honor, reputation, alignment, code of conduct, or fulfillment of religious or other vows, much like consulting a *phylactery of faithfulness*.

He also may use his challenge during a social event (as described in Chapter 3 (Influence) of *Pathfinder Roleplaying Game Ultimate Intrigue*), targeting a specific NPC and asserting his own unimpeachable honor and undermining that of his foe. The silversword adds one-half his samurai level (minimum +1) to the DC of influence checks made against him by the target of his challenge, and he adds the same bonus on influence checks he makes with other NPCs that are made with the goal of decreasing the influence the target of his challenge has over that NPC. This modifies challenge.

Mount: A silversword does not gain a mount as a cavalier normally does.

Ancestral Blade (Ex): At 2nd level, a silversword is granted the gift of a masterwork weapon (usually a katana, but it may also be a naginata, wakizashi, or other weapon at the GM's option). This blade is a family heirloom, and he is as devoted to this blade as he is to his family. He adds one-half his samurai level to his CMD against disarm, steal, or sunder combat maneuvers directed at this weapon, and to the DC of Sleight of Hand checks made to steal the weapon. He adds one-half his level as a luck bonus to his touch AC against *rusting grasp* spells or similar effects that target the weapon, and as a luck bonus on saving throws against any effect that specifically affects his weapon. In addition, when a silversword reaches 4th level, he can enchant his ancestral blade as if he had the Craft Magic Arms and Armor feat, and he can always use Craft (weapons) in place of Spellcraft for the purpose of enchanting his weapon.



If a silversword's ancestral blade or armor is destroyed, he takes a -4 penalty to his influence with his family (and a -4 penalty to his honor score, if using the honor rules in *Pathfinder Roleplaying Game Ultimate Campaign*) and gains a temporary negative level that cannot be removed for 7 days. If both are destroyed, he takes a -10 penalty to his influence (and/or honor) and this negative level remains for 30 days. If he repairs the weapon or the armor, the penalty to his influence and/or honor is halved.

This replaces the order ability normally gained at 2nd level.

Ancestral Armor (Ex): At 4th level, a silversword is granted a suit of masterwork full plate. This armor gains the same benefits as his ancestral blade, including the ability to enchant it, using Craft (armor) in place of Spellcraft. In addition, when wearing his ancestral armor he can expend one use of resolve to reduce his armor check penalty to zero for a number of minutes equal to his level. This replaces mounted archer.

Ki Pool (Su): At 4th level, a silversword gains a ki pool as a monk of equal level. The silversword may expend 1 point from his ki pool to take an additional attack when using the full attack action with his ancestral weapon. His ancestral weapon is treated as magical for the purpose of overcoming damage reduction. At 7th level, it is treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, it is also treated as a lawful weapon for the purpose of overcoming damage reduction, and at 16th level it is treated as adamantine for the purpose of overcoming damage reduction and hardness.

If a silversword is not wielding his ancestral blade or wearing his ancestral armor, any use of his ki pool that requires the expenditure of ki points costs 1 additional ki point. If he is not wearing his armor or wielding his blade, the cost is increased by 2 ki points.

This replaces mount.

Unimpeachable Honor:

At 6th level, a silversword gains Unimpeachable Honor^{UI} as a bonus feat. This replaces the bonus feat normally gained at 6th level.

Slice the Steel Rain

(Ex): At 8th level, a silversword can expend one use of his resolve as an immediate action to deflect a single ranged attack, as if he had the Deflect Arrows feat. If he expends 1 point from his ki pool, he can deflect a ray or similar magical ranged or ranged touch attack as if it were an arrow. When a silversword uses this ability, he also gains a +2 circumstance bonus to his AC against ranged attacks until the end of his next turn. This replaces the order ability normally gained at 8th level.

Parting the Void (Su): At 15th level, a silversword can slice through dimensions with his ancestral blade. He can expend 1 point from his ki

pool as a swift action to grant his weapon the *ghost touch* property for 1 minute. In addition, while his weapon has the *ghost touch* property he can expend 2 points from his ki pool as a full-round action to open a momentary rift through time and space, as if he had cast *dimension door* (caster level equals his samurai level), or he may expend 4 points from his ki pool to slice through dimensions as *plane shift*. The silversword must be able to move (even a 5-foot step) in order to enter the rift, and it closes at the end of his turn. A silversword can open this rent and allow a willing ally to use it, though that ally must ready an action to move through it during the silversword's turn. If the ally is not related to the silversword by blood or marriage, that ally becomes fatigued after using the rift. This replaces the order ability normally gained at 15th level.

SKY DANCER (SWASHBUCKLER ARCHETYPE)

Masters of exotic combat and armed with unearthly grace that slips the bonds of gravity itself, sky dancers pair martial dedication with a harmonious focus that empowers them to perform the incredible. Sky dancers acquire their strange abilities through intense training that borders on the fantastic, merged with a grueling physical regimen that unlocks the body's potential for astounding feats of athleticism. Usually these secretive practices are guarded by ancient orders, or far-flung mystics of austere martial traditions. As a result, sky dancers typically learn to master exotic weapons that both reflect, and channel, their extraordinary skills.



Sky dancers hail from any place that practitioners and teachers dwell, though the essence of their training typically requires isolation and natural features of stark proportions like vast forests of high-topped trees, or cliff sides as immense as they are sheer. Thus, despite the common elements of their training, a sky dancer's unfettered grace and extraordinary movements vary based on where they learned to master their art. Mirroring these variations in style, sky dancers do not tend towards one single outlook or alignment. A sky dancer that learns to balance on the bent bough of a single stalk of bamboo may prize the rigid focus of order and tend towards lawfulness, just as another that glides from peak to peak in stony mountains might find the freedom of being borne aloft echoed in a chaotic outlook.

But whether hermits dedicated to ascetic perfection, or ostentatious exemplars of physical majesty, sky dancers instill awe, and inspire wonder wherever they go.

Weapon and Armor Proficiency: A sky dancer is proficient with all simple weapons and with any weapons with the monk special feature. A sky dancer is proficient with light armor only.

Class Skills: A sky dancer adds Fly and Knowledge (history) to his list of class skills but does not gain Knowledge (nobility) or Sleight of Hand as class skills.

Disciple of the Heavens (Ex) Although they draw many of their extraordinary abilities from the same source of invigorating skill that other swashbucklers do, sky dancers have learned their art through an intrinsic link with exotic weapons and rare martial techniques. As such, their own flamboyant panache manifests itself slightly differently. Any ability normally triggered by or requiring the use of a light or one-handed piercing weapon for a swashbuckler functions for a sky dancer only when he is wielding a light or one-handed weapon with the monk special feature.

This includes regaining panache by scoring critical hits and by dealing killing blows.

This ability otherwise functions as the swashbuckler's panache ability.

Sky Dancer's Finesse (Ex) At 1st level, a sky dancer gains the benefit of the Weapon Finesse feat with light or one-handed melee weapons with the monk special feature, and he can use his Charisma score in place of his Intelligence score as a prerequisite for combat feats. This ability counts as having the Weapon Finesse feat for purpose of meeting feat prerequisites. This ability modifies the swashbuckler finesse ability.

Deeds: Sky dancers learn special deeds particular to their training, allowing them to channel their otherworldly grace into both skill and swordplay. Their training allows them to deflect attacks, balance on the lightest surfaces, and confound opponents with disorienting strikes and maneuvers. A sky dancer has access to the following deeds.

Repelling Gust (Ex): At 3rd level, when he has at least 1 panache point, a sky dancer can use a light or one handed melee weapon with the monk special feature to deflect an attack from a ranged weapon as if he had the deflect arrows feat. The skydancer uses his weapon for this ability and thus is not required to have a hand free. If the skydancer already has the deflect arrows feat, he may act as if he had the snatch arrows feat instead. A sky dancer uses his weapon to bat thrown weapons back at his original attacker as if he had thrown them.

Step of the Broken Bough (Ex): At 7th level a sky dancer with at least 1 panache point gains the light steps ninja class feature and is not considered flat footed when using the Acrobatics skill to move across narrow surfaces.

Leaf in the Wind (Ex): At 11th level, while the sky dancer has at least 1 panache point, he can take 10 on any Acrobatics, or Fly check, even while distracted or in immediate danger. He can use this ability in conjunction with the derring-do deed. In addition, a sky dancer adds his Charisma modifier to his CMD when attempting to resist a bull rush, drag, reposition, or trip combat maneuver.

Disorienting Strike (Su): At 15th level, when a sky dancer hits a creature with a light or one-handed melee weapon with the monk special feature he may spend 2 panache points to confuse his enemy for 1 round. The creature must succeed at a Will saving throw (DC = 10 + 1/2 the sky dancer's level + the sky dancer's Dexterity modifier) or be confused for 1 round. Creatures that are immune to mind affecting effects are also immune to this effect. In addition, whenever a sky dancer successfully counterattacks with the opportune parry and riposte deed he can spend 2 panache points as part of that riposte to make a disorienting strike.

Winds Incarnate (Su): At 19th level, as long as he has 1 panache point a sky dancer treats any CMD check to avoid being bull rushed, dragged, repositioned or tripped as if he had rolled a natural 20 on the die. In addition a sky dancer may spend 3 points of panache to cast wind wall as an immediate action. This is treated as a spell-like ability with the sky dancer's level serving as his caster level, but only has a duration of one round per point of the sky dancer's Charisma bonus, minimum 1.

These deeds replace the menacing swordplay, superior feint, bleeding wound, swashbuckler's edge, and deadly stab deeds.

Leap of the Clouds (Ex) A sky dancer's extraordinary grace is always ready to surge forth. Beginning at 2nd level a sky dancer always counts as having a running start when making jump checks using Acrobatics. At 6th level a sky dancer adds his level to all Acrobatics checks made to jump. At 10th level a sky dancer gains a bonus on all Acrobatics check made to jump as if he had the enhanced land speed of a monk equal to his sky dancer level. The sky dancer's base land speed is not affected in any way.

At 14th level a sky dancer's leaping abilities become truly unfettered and he gains a fly speed equal to his land speed so long as he begins and ends any such movement on a surface that can support his weight, or on which he can balance. This replaces charmed life.

Wind's Edge (Ex) At 5th level, a sky dancer gains a +1 bonus on attack and damage rolls with one one-handed or light melee weapon with the monk special feature of the sky dancer's choice. While wielding such a weapon, he also gains the benefit of the Improved Critical feat. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th (to a maximum of +4 at 17th level). In addition, whenever the sky dancer's attack and damage bonuses increase in this manner he may select an additional one-handed or light melee weapon with the monk special feature to use with this ability, to a maximum of 4 weapons at 17th level. This replaces swashbuckler weapon training.

Strike of the Falling Skies (Ex) At 20th level, when a sky dancer threatens a critical hit with one of the chosen weapons of his wind's edge ability that critical hit is automatically confirmed. Furthermore, the critical multiplier of that weapon increases by 1 (x2 becomes x3, and so on). This replaces swashbuckler weapon mastery.

KOZUE KABURAGI / SILVER BLOSSOM

XP 12,800

Aasimar vigilante 12 (mercurial duelist)

NG (social identity) / CG (vigilante identity) Medium outsider (native)

Init +8; **Senses** Perception +18; Darkvision 60 ft.

DEFENSE

AC 23, touch 15, flat-footed 19 (+6 armor, +1 deflection, +4 Dex, +2 shield)

hp 93 (12d8+36)

Fort +7, **Ref** +13, **Will** +11

Resist acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee +1 *katana* +11/+6 (2d8+11, 15-20/x2) or *iai*jutsu slash +13 (2d8+23 plus 4d8, 15-20/x2)

Ranged tempest slash +13 (2d8+23 plus 4d8, 15-20/x2)

Special Attacks *iai*jutsu slash

Spell-Like Abilities (CL 12th; concentration +16)

1/day—*daylight*

TACTICS

Before Combat Kozue often attempts to start combat from a concealed location, hoping to surprise her enemies in the blink of an eye.

During Combat If in melee range, Kozue will use her *iai*jutsu slash to attempt to blind her opponents with a dishonorable and critical slash, while using dishonorable and tempest slash if she can't physically reach them. If a foe seems like they have some kind of magical protection, she'll instead attempt to dispel it, hoping to keep them vulnerable and blind as long as possible.

Morale Kozue is brave, but she knows she's not immortal, attempting to flee after blinding an opponent when reduced to 20 or less hit points. If she is unable to escape, she'll resort to diplomacy or begging if she believes it will work, otherwise fighting to the death.

STATISTICS

Str 8, **Dex** 19, **Con** 14, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +9; **CMB** +8; **CMD** 22

Feats Extra Social Talent (social graces), Improved Critical (*katana*), Improved Initiative, Power Attack, Toughness, Vigilante Savant (sharp reflexes)

Skills Acrobatics +18, Bluff +18, Diplomacy +20, Knowledge (local) +14, Perception +18, Sense Motive +16

Languages common

SQ ancestral weapon (*katana*), dual identity, educated blade, master slash, seamless guise, social talents (companion to the lonely^{SI}, great renown^{UI}, incredible renown^{UI}, quick change^{UI}, renown^{UI}, social graces [Bluff, Diplomacy, Sense Motive]), vigilante talents (critical slash, dishonorable slash, dispelling slash, efficient grip, penetrating edge, sharp reflexes, tempest slash), way of the blade (finesse duelist)

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** +1 buckler, +2 chain shirt, +1 *katana*, belt of incredible dexterity +2, apprentice cheating gloves, cloak of resistance +1, headband of alluring charisma +2, ring of protection +1, 1,045 gp

To live life as Kozue Kaburagi has is to live in the shadows for a singular purpose; the protection of those dear to her. From birth, Kozue was trained in the way of the blade, doing her best to master the most iconic technique of her clan. Rarely given time for herself, the rare free time she was given was spent wandering her village, learning about how those outside of her clan lived life. It was an invigorating experience for the girl; although she was unaware these sojourns were a part of her training as well, teaching her the value of the lives she was to protect.



Fixated on her training, Kozue rarely found time to make friends, instead forming bonds of duty with those in her clan. It wasn't until a traveling royal family came through her village that she made her first real friend, a young princess by the name of Valerie Jette. The two became fast friends, each sharing stories from their respective lives until Valerie's family was finished, and the two decided that they would meet once again as soon as they were able.

That goal was what drove Kozue along, keeping her from giving up even during the most difficult phases of her training. It wasn't until Kozue had finished her training that she had heard of the destruction of Valerie's kingdom, leaving her devastated. With a heartfelt plea to her clan's leader, she was given permission to investigate what had happened, soon finding that only Valerie and her retainer Roxanne were the only ones left from the attack. Kozue never returned to her clan, instead spending her time protecting Valerie and helping the girl rebuild her kingdom.

Kozue herself is a rather kind if not straightforward woman, prone to giving blunt answers and not taking to jokes well. She spends most of her time switching between her identities, her true identity known by only Valerie and Roxanne. Spending quite a good amount of time worrying about her friend, Kozue's lack of emotional bonds to others has led to her not understanding her feelings towards the princess, questioning the reason for her loyalty towards her friend.

Boon: While in her vigilante identity, Silver Blossom has a starting attitude of unfriendly towards all others, requiring a DC 35 Diplomacy check to make her friendly, as she feels her time while in this identity is wasted with idle chit chat. Kozue herself begins with a starting identity of indifferent, only requiring a DC 25 Diplomacy check to be made friendly. Showing any signs of friendship with Valerie or Roxanne grants a +5 circumstance bonus to this check, while any talk of regicide imposes a -5 penalty. If either identity is made helpful (requiring another DC 25 Diplomacy check), they can help train another in the art of iaijutsu. If a player spends a month under Kozue's training, they gain a +1 circumstance bonus on attack rolls with one-handed weapons while drawing them from a sheath.





ASIAN ARCHETYPES:
MARTIAL

ASIAN ARCHETYPES: MARTIAL

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