

The Alternate Path

Ascetic Characters



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

Alternate Paths: Ascetic Characters

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Introduction

What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on martial combat. You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

Dealing with the Abstract

A core theme of this book is the idea of employing the abstract. Many new subsystems and class features utilize less concrete, semi-subjective terminology.

This means there has to be a stronger degree of understanding between GM and player than your typical “dungeon crawl”.

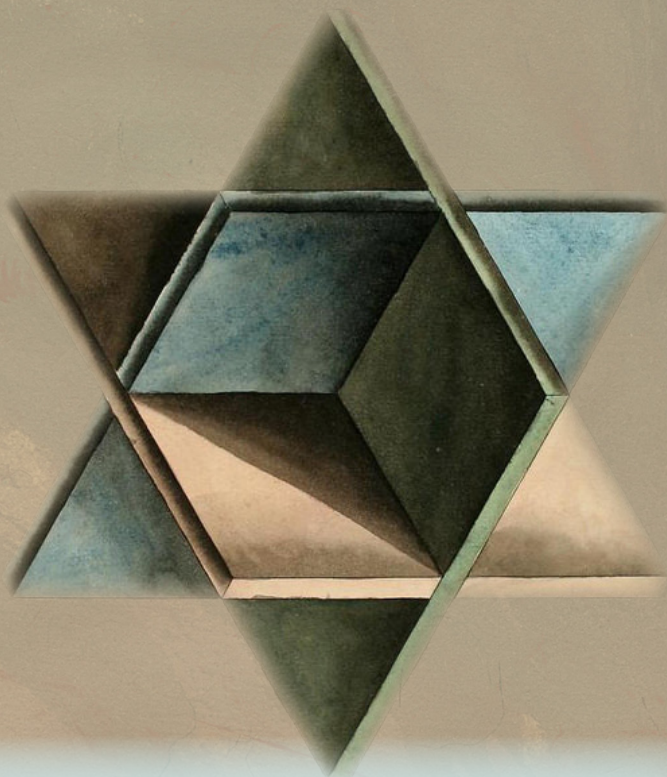
This book explores the esoteric, the less-quantifiable, and the non-concrete but does so via a medium that is decidedly mathematical. That having been said, there will be times when the two aspects will butt heads, but we feel that though that disagreement will emerge compelling gameplay. You are encouraged to examine, debate, and explore the implications of the material in this book with your group and, in particular, your GM. Some of this material, if misused, can simply be used to “power up” your character if the implementation is not done correctly. This should be a joint venture that enriches everyone at the table- not one that will pull you apart.

It's about the universe within, not the universe without.

Themes

THE PSYCHOSPIRITUAL

A lot of this book's content focuses on personal, or at least non-deific, spirituality. This blurs the line between what is “divine” and what is “psychic” as much of it is about self-discovery and exploration of one's place in the greater cosmos. This is somewhat akin to how a monk's ki is not inherently listed as being divine or psychic (or even arcane). As such many classes in this book, the ajna for example, are psychic characters when they could just as easily have been divine or arcane. This book accepts a number of “new age” religious themes (such as the concept of personal divinity) as fact and these may run into conflicts with deity-centric games. Magic, as presented in this book, is not “nose in a book” wizard magic.



A spiritually illumined soul lives in the world, yet is never contaminated by it.
-Swami Bhaskarananda

MARTIAL PHILOSOPHIES VS MARTIAL ARTS

This book explores martial philosophies rather than martial arts styles. The distinction is like splitting a hair but the martial philosophies explore the philosophies behind and inspired by martial arts rather than the physical arts themselves. You won't find much in the way of straight-up "punch them in the face" martial arts styles in this book but you will find an exploration of the mental and spiritual aspects of their arts.

HINDU AND BUDDHIST INFLUENCES

This book draws strongly from Indian and Buddhist sources of material. It shies away from the more Eurocentric, Abrahamic-influenced, "traditional" fantasy sources in a way we hope you will find both enjoyable and enlightening.

Appropriateness for Your Game

Several of the new, very esoteric, subsystems may not be appropriate for all games or. Please consult your GM and discuss your character and intents with the utilization of a given subsystem prior to using it. Philosophies are a great alternative to the traditional alignment system.

Why Use Exotic Classes?

Exotic classes often overlap with existing base classes. A flowmaster and a monk occupy much of the same role and the common man probably could couldn't distinguish between them. So why use an exotic class?

To sum it up in one word, "familiarity".

The paradigms established by the system have been around in one form or another since 1974. Players and the system are very familiar with the core classes. In this edition, barbarians rage, fighters have a good chance to resist fear effects, wizards must prepare spells, druids have an animal companion, and good clerics can heal (etc). Unless you are tapping into 3rd party material, you pretty much know what to expect when it comes to a specific character class. Even with archetypes you can generally tell once class from another.

The system recognizes these paradigms as well and exploits, or at the very least is contextual to, them.

Exotic classes are essentially a "curve ball". An ajna's physical falls unconscious while projecting, the kashun has deals with greater cosmos, and the flowmaster is better at things he doesn't know how to do. (etc)

When you combine the exotic classes with the alternate rules also presented in this book, you can really shake up your game world. The point of this book is to destroy a sense of familiarity and allow players to once again experience that sense of wonder (or terror) at the prospect of the unknown. It was Neil Armstrong that once said, "Mystery creates wonder and wonder is the basis of man's desire to understand."

With that in mind, go forth and make your games unfamiliar and wonderful again!

Put your heart, mind, and soul into even your smallest acts. This is the secret of success.

-Swami Sivananda

Philosophies

In a book as concerned with spirituals and emotional subtlety, philosophies represent a character's view on morality rather than the typical, more black and white, alignment system. No sane person (fantasy or otherwise) believes their actions to be the "incorrect" ones (or they'd never take them). Thus a philosophy is the general, guiding force for a creature's actions. It is their guiding light by which they define themselves.

From a mechanical perspective, you can still use all your existing alignment based effects in your game. Using this system, a creature counts as "evil" or "chaotic" if their philosophy is opposed to yours (or the source's), "good" or "lawful" if it is parallel. For philosophies that have no listed interaction with each other, the target is regarded as being "neutral". A philosophy is always regarded as being parallel to itself.

What counts as an "opposed philosophy" may vary on a case-by-case basis but the preceding notion of what is opposed/parallel should be used by default. For example while, by default, logicism and virticism are opposed philosophies they may not be opposed if the action the virticist paladin takes is also the mathematically rational one prescribed by logicism.

Classes that deal heavily with the alignment system, such as paladins and antipaladins, instead work off the opposed/parallel system. Instead of smiting an opposed alignment, a character would instead smite an opposed philosophy. For class features that have varying effects depending on alignment, such as a cleric's channel energy, the character counts as though they had a "neutral" alignment or they may choose what alignment to count as. Once this choice has been made it cannot be changed. This works for both the good/evil and the law/chaos axis.

Example: Phil is a machiavellian antipaladin, so he could smite nihilists, absolutists, and virticists (as they are listed as being opposed philosophies). Beings strongly tied to a specific alignments such as demons, gods, undead and dragons instead are closely tied to a specific philosophy.

Your philosophy is chosen during character creation. A given character can only have one philosophy. Though soul-searching, introspection, and the obtaining of new information one can change their philosophy. This should, however, be infrequent and dramatic when/if it occurs. A character of a given philosophy can be a member of any religion, race, class, or culture they wish to, though some religion, race, class, or culture tend towards certain philosophies (drow tend to be machiavellian, for example). Philosophies additionally provide bonuses if using social combat system provided in Paizo's Ultimate Intrigue book.

One should not be happy or distressed over desirables and undesirables, knowing that such feelings are just created by the mind.

-A.C. Bhaktivedanta Swami Prabhupada

There are instances where it is impossible to have a real philosophy. This is generally when the target in question lacks the capacity for abstract thought. Objects and mindless creatures do not have philosophies. Feral creatures with 3 or less Intelligence only care about their survival and thus have the “survivalism” philosophy by default.

There is not always a perfect fit for every philosophy you have in mind, the ones we have provided are quite general. The names listed for a given philosophy are broad, general, and often simply a well known school of philosophy in that general area (“absolutism” is used, for example, to describe the generally deontological philosophies). Some schools of thought could be represented by two or more of the presented philosophies- if this is the case, select one you think you'd identify more with (example: Egoism could easily be either consequentialism or machiavellianism depending on one's approach to it). A short breakdown of the included philosophies follows:
Absolutism: Scott does a good thing because that's what Bushido/God tells him is a good thing to do.
Nihilism: Scott's actions do not matter in the grand scheme of things. He takes his action because he wants to. There is no greater implication.
Consequentialism: Scott does a good thing because it's ultimately advantageous to them and causes more good than harm.
Virtuism: Scott does a good thing because he wants to be a good person.
Logicism: What Scott regards as a “good thing” is based entirely on logic.
Machiavellianism: Scott does a good thing because it's best for him.

List of Philosophies

ABSOLUTISM

Moral absolutism is the notion that, ethically, there is standard against which all actions are compared. This may be a deity, a code of conduct, a social norm, nationalistic standard, a political leader, or an ideal. Many absolutist are deontologists in some regard and largely act in accordance with the moral rules they believe in as a gold standard. Their actions often follow the “golden rule” (“Do unto others as you would be done by.”)

This includes: absolutism, contractarianism, deontology, legalism, naturalism

Opposed: Nihilism, Machiavellianism

Parallel: Virtuism

Social Bonus: Text

NIHILISM

All things are without purpose or meaning. Some viewpoints embrace the notion that this is due to the universe is entirely random, that we are unable to comprehend the complexities of the universe with our limited understanding, or that we are perceiving meaningful patterns within random data (aka apophenia). A character with a nihilist can still want things and have deeper motivations, but they believe their existence has no deeper meaning (or even rationality).

This includes: Nihilism, absurdism, existentialism, solipsism, agnosticism, fallibilism

Opposed: All philosophies

Parallel: No philosophies

Social Bonus: Text

Desire nothing, give up all desires and be happy.
-Swami Sivananda

CONSEQUENTIALISM

The morality of an action is contingent on the result. They generally seek to do the least harm. Many consequentialist schools focus on the well-being of sentient creatures. Maximize your pleasure while minimizing your harm to others. Some schools of thought place the individual's needs before the groups (egoism), or dictate that the best course of action is the one that advances knowledge (intellectualism), or even promotes the idea of pleasure over pain (hedonism).

This includes: Utilitarianism, hedonism, consequentialism, egoism, intellectualism, objectivism, etc.

Opposed: Nihilism

Parallel: Logicism

Social Bonus: Text

VIRTUISM

Focused on the character of the person rather than the outcome of a given action. They care less about rules or consequences and focus on if they think the action is right. Their ethics are learned through experience and the individual seeks to make informed ethical decisions based on their previous experiences.

This includes: utopianism, virtue ethics,

Opposed: Nihilism, Logicism, Machiavellianism

Parallel: Absolutism

Social Bonus: Text

LOGICISM

A rationalism is only concerned with the most efficient and effective option. They are governed by logic and the tenants of science. They ask themselves what action would be objectively the "most moral" action.

This includes: intuitionism, logical positivism, logicism, intellectualism, hyper-rationality, skepticism

Opposed: Nihilism, Virtuism

Parallel: Consequentialism, Machiavellianism

Social Bonus: You may use repeated logic tactics without incurring the normal -2 penalty for repeating tactics.

MACHIAVELLIANISM

The employment of cunning and duplicity in general conduct. Machiavellianism embraces a disregard for morality and focused on self-interest and personal gain.

This includes: behavioral game theory, psychopathy, machiavellianism, egotism

Opposed: Nihilism, Absolutism, Virtuism

Parallel: Logicism

Social Bonus: Text

NO PHILOSOPHY

Mindless creatures and objects do not have a philosophy. If compelled by magic or some other supernatural force- they follow the action to the best of their ability.

Opposed: None

Parallel: None

Social Bonus: None

Do not dwell in the past, do not dream of the future, concentrate the mind on the present moment.
Buddha

SURVIVALISM

A simplistic philosophy in which the individual has no special morality or ethical stance. They simply survive. They avoid pain and seek living on to the next minute. By default, creatures with 3 or less Intelligence have this philosophy and creatures with higher than 3 Intelligence cannot have it. This essentially means the character is literally feral. Strong leaders or magical compulsions can override this temporarily. Animal companions, for example have a survivalist philosophy, but living with a caretaker provides them with the best chance of survival.

Opposed: None

Parallel: None

Social Bonus: None.



TABLE 1-1: PHILOSOPHICAL RELATIONSHIPS

	Absolutism	Nihilism	Consequentialism	Virtuism	Logicism	Machiavellianism	None	Survivalism
Absolutism	O	X	-	O	-	X	-	-
Nihilism	X	O	X	X	X	X	-	-
Consequentialism	-	X	O	-	O	-	-	-
Virtuism	O	X	-	O	X	X	-	-
Logicism	-	X	O	X	O	O	-	-
Machiavellianism	X	X	-	X	O	O	-	-
None	-	-	-	-	-	-	-	-
Survivalism	-	-	-	-	-	-	-	-



*What we think, we become.
Buddha*

Awakenings

Awakenings are the hard truths you must accept to achieve oneness with the universal consciousness and self-actualization. This new subsystem introduces a path for characters to take to achieve enlightenment. In short: an “awakening” is a step towards reaching enlightenment. Characters take “awakenings”, which start out as vulnerabilities and evolve into powerful benefits when a certain roleplaying requirement has been met (called “realizing” the awakening). If you complete enough of these awakenings, they all get elevated to more powerful “enlightenments”.



Mechanically, awakenings are not “feats” though they share some similarities. A character may simply choose to take an awakening whenever they’d like but must “realize” an awakening before taking another. A character may take their first 2 awakenings for free but must take the Extra Awakening feat to gain more than 2 awakenings. A character must be exposed to the central concept of an awakening prior to taking it. When you take an awakening, you only get the effect of the awakening’s “learning” description. Once you take an awakening, it takes you 1 week to achieve realization.

At the end of each day where you dwelt on the central concept in meditation for at least 1 hour you may make an Intelligence or Wisdom check DC 15, +1 for each awakening you have already realized, to reduce the remaining time by 1 day. If a character with an unrealized awakening gains a level they automatically realize the awakening (if dramatically appropriate to do so).



The journey of a thousand miles begins with one step.
Lao Tzu

A character can also “spontaneously” realize an awakening if something in the game leads them to understanding it. This should be the result of much introspection and self-learning. Spontaneously realizations are at the discretion of the GM.

A character with 5 realized awakenings has achieved “enlightenment”. Characters who are enlightened gain the enlightenment benefit of all awakenings they have. An enlightened character who takes an awakening after reaching enlightenment has that awakening automatically realized/enlightened.

Ideally, characters achieving their realized awakenings are events that are significant to your campaigns plot. If this isn't in the cards or would otherwise inhibit the enjoyment of a player (as is the case with characters built at higher levels, games that don't last for multiple sessions, or players that were unable to attend your game for a period of time), the typical assumptions are:

- By about 5th levels a character may have realized their initial 2 awakenings.
- By about 8th levels a character they've probably realized at least one or two other if they have taken feats for them.
- Enlightened characters, though we'd encourage you not to begin play enlightened, typically fall around 10th-12th level.



The key to growth is the introduction of higher dimensions of consciousness into our awareness.
Lao Tzu

Loss of Self Identity

Description: Ego is all that separates a man from the universe, the thin line that allows one to tell where one begins and everything else begins. Through a course of radical denial of self, one may learn to deny their ego, removing the distinction between self and non-self.

Learning: You may not refer to yourself as an individual or by a name. Creatures may cast spells with a range of “touch” against you so long as they are within 30 feet of you.

Realization: You may cast spells with a range of “personal” against any creature so long as they are within 30 feet of you. In addition, you may be affected by spells allies cast with the range of personal so long as they are within 30 feet of you. In both instances line of sight is required (if it was normally).

Enlightenment: You may cast spells with a range of “personal” against any creature so long as they are within 1 mile of you. In addition, you may be affected by spells allies cast with the range of personal so long as they are within 1 miles of you. In both instances line of sight is required (if it was normally).

*When I let go of what I am, I become what I might be.
Lao Tzu*

Ethical Dissonance

Description: Laws and ethics are a result of the social contract and you seek a deeper, universal, understanding of how the universe functions rather than cloud your perception with the biases of small things that exist within the universe itself. You ascend past the need for morals or legalities- understanding that you are not unlike an ant trying to comprehend the rice production schedule of a kingdom you've never visited.

Learning: You must affect a dispassionate, introspective, almost nihilistic, zen-like approach to life. This is almost a hyper-neutral stance, though you may still have wants, needs, and objectives. In addition, you qualify as being of all alignments but can never benefit from any alignment based effect. You can, however, be targeted by your alignment if it would be detrimental- you immediately adopt that alignment for that ill effect. This is ultimately at the discretion of the GM. You also register as if you had no alignment if someone attempts to discern your alignment. If using the philosophy subsystem, use the worse philosophy for a given situation.

Realization: You may freely choose your alignment when targeted by any alignment based effect. This supersedes the restrictions imposed upon you by the learning effect. If using the philosophy subsystem you may chose your philosophy on a case by case basis.

Enlightenment: When using an ability whose effect is dependent on the alignment of the target (or has a variable effect based on their alignment) you may decide what alignment the target counts as the purpose of your effect. This even allows you to ascribe alignments to things that do not have alignments (like objects or ideas). This does not actually change the target's alignment.

Silence is a source of great strength.

Lao Tzu

Inner Acceptance

Description: Barriers like race, religion, politics, ethnicity, gender, and age are barriers we hide behind to elevate our egos: we are all disembodied sentience driving a meat-suit. What we are on the outside matters nothing to who we are on the inside or the intent of our actions. By removing those barriers you can reach a more harmonious state with the universe.

Learning: You may not refer to yourself as and specific race, age, or gender. You are “you”. You may chose to adopt a neutral pronoun (“this one”, “I”, etc) or decide to randomly change it on a regular basis. Likewise, when you refer to your race you may either use an all-encompassing one (“creature”, “mortal”, etc) or randomly change. For age you can refer to yourself as “without age” or just continue to change your age. Furthermore you may not benefit from anything related to your lineage; you can’t fly any banners of your family, wear a coat of arms, get a stipend from your family, rely on your family or race’s reputation, etc.

You may not benefit from anything that uses your race, age, or gender as a prerequisite, though you may still receive penalties for them (example: If you are/ were an elf- an elf bane sword would still deal extra damage to you but a gate to an elven crypt that would open only for an elf would not). This includes feats. If you qualified for racial feats before this- do not retrain them. They are simply suppressed until you realize this awakening.

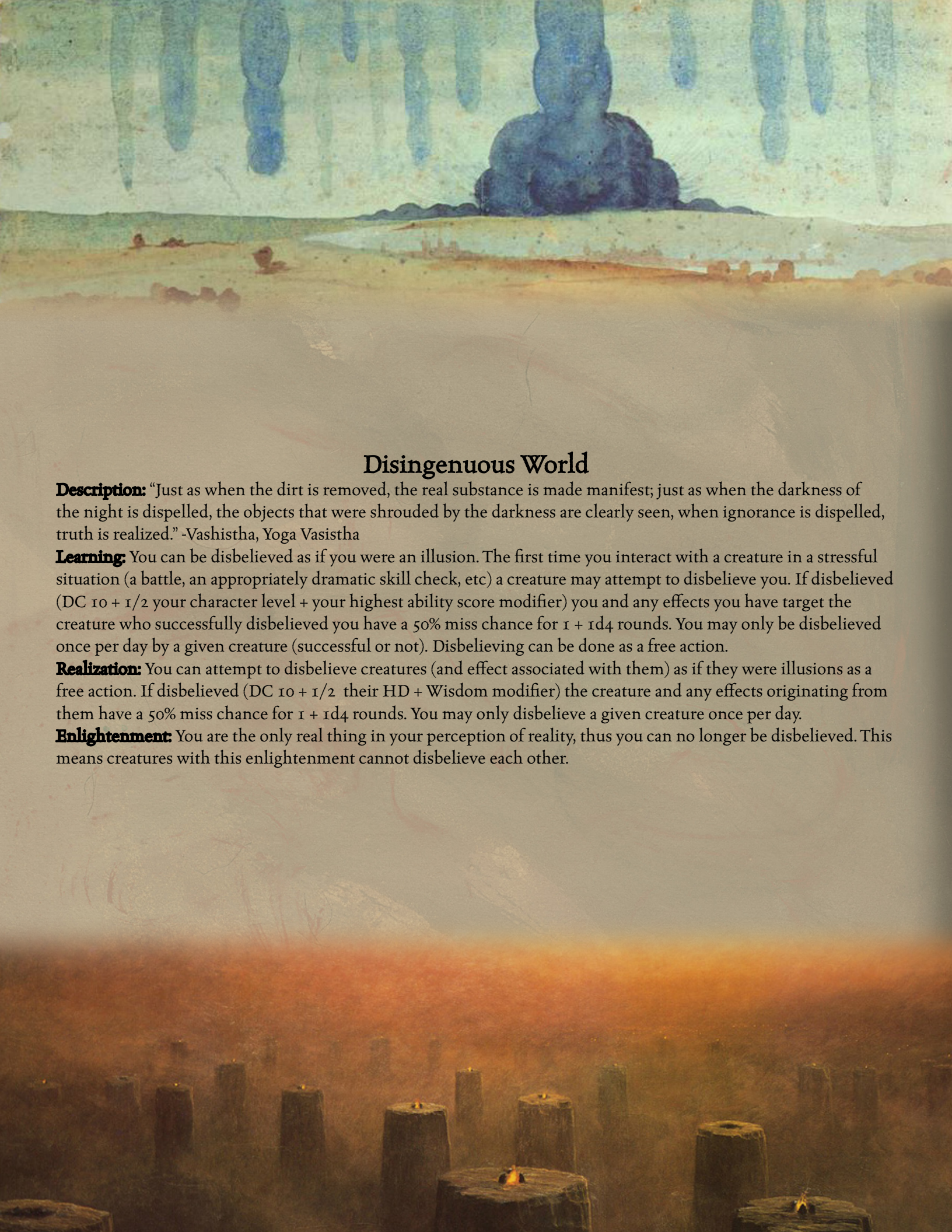
Realization: You count as all races, all age categories, and all genders. You may freely choose these on a case by case basis. This supersedes the restrictions imposed upon you by the learning effect. This does not allow you to count as a specific creature (You couldn’t count as “Orgen Darktusk, Sorceror of the Veil” for the purpose of opening his chamber).

For example: You could wield a sword only humans could wield while using a feat only orcs could use, equip a necklace that curses humans (without any ill effect), and at the same time elect to not count as an orc when an enemy ranger with “favored enemy: orcs” attacks you.

Enlightenment: As a swift action you may change your physical race, gender, and/or age. This functions like *alter self*. This is a mundane effect and, unlike the spell, actually changes your race so things like true seeing would still treat you like you were actually that race/gender/age. Your realization benefit still applies and you technically count as all race/age categories/ and genders.

Great acts are made up of small deeds.

Lao Tzu



Disingenuous World

Description: "Just as when the dirt is removed, the real substance is made manifest; just as when the darkness of the night is dispelled, the objects that were shrouded by the darkness are clearly seen, when ignorance is dispelled, truth is realized." -Vashistha, Yoga Vasistha

Learning: You can be disbelieved as if you were an illusion. The first time you interact with a creature in a stressful situation (a battle, an appropriately dramatic skill check, etc) a creature may attempt to disbelieve you. If disbelieved (DC $10 + \frac{1}{2}$ your character level + your highest ability score modifier) you and any effects you have target the creature who successfully disbelieved you have a 50% miss chance for $1 + 1d4$ rounds. You may only be disbelieved once per day by a given creature (successful or not). Disbelieving can be done as a free action.

Realization: You can attempt to disbelieve creatures (and effect associated with them) as if they were illusions as a free action. If disbelieved (DC $10 + \frac{1}{2}$ their HD + Wisdom modifier) the creature and any effects originating from them have a 50% miss chance for $1 + 1d4$ rounds. You may only disbelieve a given creature once per day.

Enlightenment: You are the only real thing in your perception of reality, thus you can no longer be disbelieved. This means creatures with this enlightenment cannot disbelieve each other.



Freedom from Desire

Description: Physical trappings are nothing but chains that shackle your soul- binding it to our world of needs and wants.

Learning: You shun physical desires, overt wants (rather than needs), and direct ownership of things. You can only equip items whose base item's cost does not exceed 500 gp. Price increases due to magical enchantments, masterwork, it being a wondrous item (etc) are not taken into account (You could have a +5 greatsword or a cloak of the bat because a greatswords and cloaks generally costs less than 500 gp but not a spyglass because that costs 1,000 gp).

Realization: Once per round you may make a Will save against a single mind-affecting effect that you are currently suffering from, even if you've already attempted the save provided by that effect. If you succeed then the effect ends, if you fail you cannot make the save provided by this ability against that effect for another $1d4+1$ rounds. In addition, you may discard cursed items, removing their associated penalty, as if they were normal items.

Enlightenment: You are immune to mind affecting effects that you wish to be immune to.



Man's enemies are not demons, but human beings like himself.

Lao Tzu

Detachment

Description: Pain and pleasure are simply sensations- your physical form and do not need a mental reaction. You can walk on hot coals without feeling pain, shut out cold and hunger, and take a sword through the gut without feeling pain.

Learning: Your character is unconcerned with their physical state and are expected to make themselves uncomfortable whenever possible. You largely do not care about your hit points. In addition, you are not allowed to track your hit points, damage received, or health gained- formally or informally. The GM tracks your hit points privately. In addition, at the start of an encounter you gain or lose (determined privately and randomly) 1d4 hit points. Hit points lost in this fashion can not reduce the character below 1. A GM may inform the character of their overall well being ("badly hurt", "fine", etc) if asked.

Realization: You can grant yourself a number of temporary hit points equal to your Intelligence or Wisdom (whichever is higher) times your character level, for 1 round, as a swift action. Doing so requires a Intelligence or Wisdom check DC 15 + 1 for every successful one you've made in the last 24 hours. Resting for 8 hours resets this DC back to 15. You also gain the benefits of a constant, mundane, *endure elements* spell and you need only to eat 1/8th of what is typical for your character. Finally, if you have realized this awakening you are immune to pain effects.

Enlightenment: You gain a +1/2 your character level on rolls to grant yourself temporary hit points with the benefit of your realization of this awakening. In addition, you no longer need to eat. You may still choose to do so to gain a benefit.



Death is a Cycle

Description: Death is not bad and many moral systems and customs are based around that crux. You have accepted your limited presence in this form and embrace death as you see it as a greater joining with the universe.


Realization: If killed, you may automatically *reincarnate* (as the spell) 1 day later. You appear in a safe location within 1 mile of your previous body. At will for the next 7 days, you can sense the presence of your remains as if using *locate object* as a spell-like ability. If you are killed during these 7 days, you remain dead and do not *reincarnate*. This does not function if you are slain by a death effect. If you have this realization, you cannot be *raised from the dead* or *resurrected*, though you can be *reincarnated*. You come back with all your awakenings still realized though your personality, memories, and outlooks on life have changed. You are, in effect, a new character, born fresh with little to no emotional attachment to their previous life (though otherwise still adhering to the rules, drawbacks, and benefits of the *reincarnate* spell).

Learning: You accept death, seeing no issue with it. It doesn't appear as an evil act to your sensibilities, you are willing to accept death if it comes for you, and have no special attachment to your current mortal form. This does not mean you are suicidal or stupid, just that you accept that death is a natural part of the universe. You take a -4 penalty on all death effects and stabilization rolls. You can never be rendered immune to death effects or gain bonuses against such effects.

Enlightenment: You can add or subtract up to 20% from the result the d% roll for your reincarnation. Furthermore, you no longer have to wait the full 7 days to be able to reincarnate with your realization benefit again, the wait time is reduced to just 24 hours.

The snow goose need not bathe to make itself white. Neither need you do anything but be yourself.

Lao Tzu



Panlocation

Description: Space, distance, and the relationship between points is an inconvenient hiccup that results from us having a limited third dimensional viewpoint on the universe. A two dimensional being sees reality as a slice of what we do and a higher dimensional being understands the relationship between objects in a wildly different way.

Learning: Unless otherwise stated, you always count as simultaneously occupying all spots within a 20 foot radius around your character (up and down as well). You can attack other creatures, interact with objects or any other action you would normally perform from any of those spaces. Conversely, other creatures can do the same to you at any space you can potentially occupy. You can not exist within spaces that you could not normally traverse (such as within or beyond walls) or in spaces that would cause damage (unless you willingly want to take the damage). Actions you take originate from a single location, although multiple actions can resolve from different locations. When taking an action you solely exist in that location while taking it. You take 1.5x damage from attacks that hit multiple squares you occupy.

Realization: You can, as a swift action once per turn, determine yourself to be in only one location within that 20 feet.

Enlightenment: If you simultaneously occupying spots that would cause you to grant a flanking bonus with yourself- you do (even though you would not normally do so as you exist in 1 location at a time when taking an action).

There is nothing noble in being superior to your fellow man; true nobility is being superior to your former self.
Ernest Hemingway



Serendipity

Description: The universe is a thing of intent- not merely science and rules. The physical laws of the universe suit the greater intent of the universe. by aligning yourself with this cosmic will you can ride the tides of fate to wherever you need to be.

Learning: You become doomed to live in interesting times. Fate and fortune conviene to place you in all manner of absurd situations. These can come and go at any time, leaving you with brief periods of peace. This causes rather “unlucky” or eventful things to be directed your way on a very frequent basis.

Realization: You can read the tides of fate. Once per day you can suggest a coincidence to have happen that solves a problem that you are currently actively trying to deal with. The GM may choose to veto this, but if he does so you retain your daily use of this ability.

Enlightenment: You may attempt a DC 20 Will save to attempt to use this ability, even if you have already used it today. If you succeed you can use this ability again, although the GM can still veto it. If you fail, your suggestion backfires and a twisted version of it happens that places you at a disadvantage with whatever problem you were trying to solve.

*Truth can not be suppressed and always is the ultimate victor.”
-the Yajur Veda*

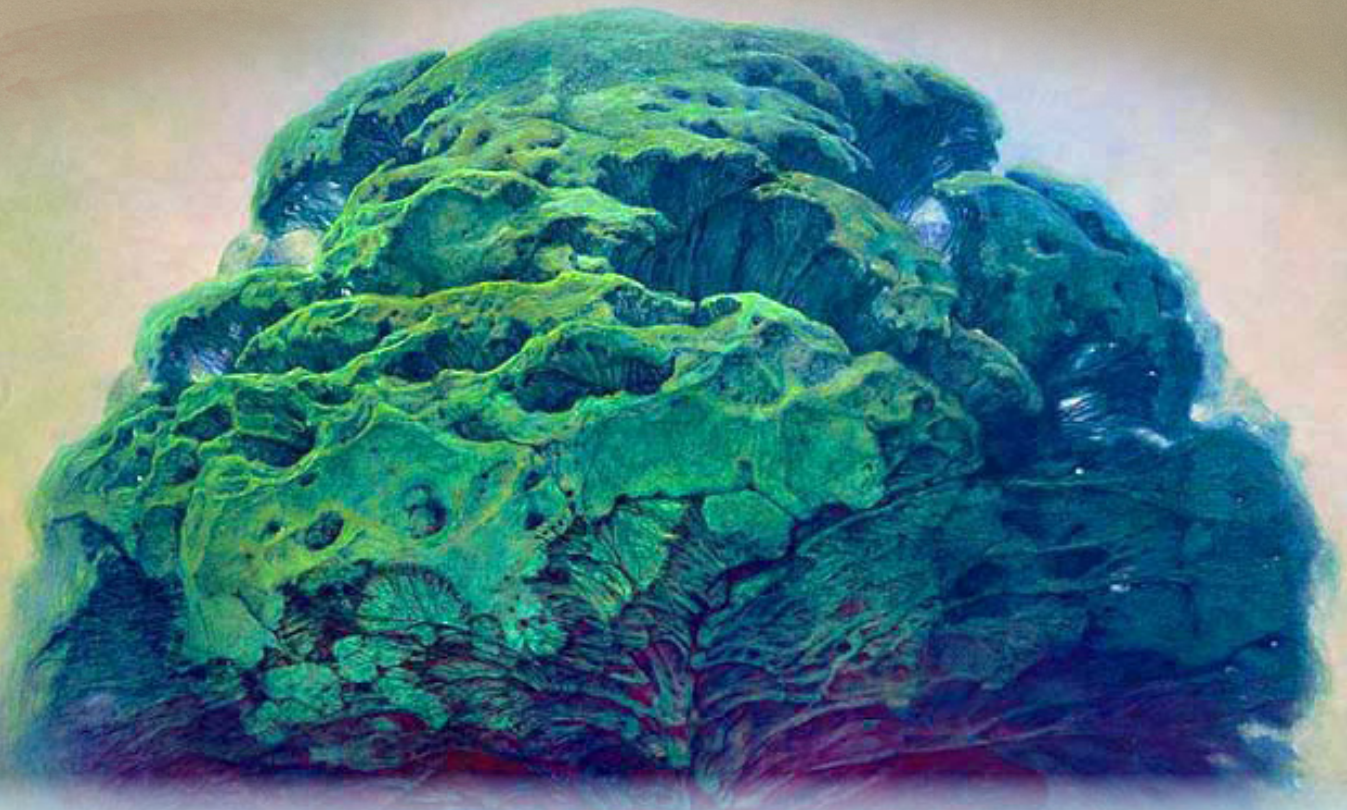
Acceptance of Self

Description: You are who, and what, you are. You are a unique experience and comparison to other congruent experiences is as futile as trying to empty the ocean with an eyedropper. Once you understand that you, alone, are incomparable- your place in the universe becomes much more clear.

Learning: You do not compare yourself to others and do not respect social hierarchies beyond your typical respect for all. You cannot benefit from or gain knowledge from Appraise checks to identify items or Knowledge checks to identify enemies.

Realization: You, in the most profound sense, know yourself- what makes you... you. Your mind is your own and nothing can sway you- just add to the experience that is you, transforming your being rather than harming it. For this you gain an unconquerable sense of understated self-confidence. You add 1/2 your character level as an insight bonus against influences or changes to your emotions. This includes fear effects, and saves against spells with an emotional descriptor. In addition, the DC to influence your attitude with Diplomacy or Intimidate is increased by 5.

Enlightenment: You are immune to fear effects, including those from the Intimidate skill, as well as spells with the emotional descriptor.



*In real worship, we just not do ritualistic worship but we try to imbibe the qualities of the one we are worshipping.
-the Rig Veda*





Only Now

Description: Time is an illusion; you cannot visit the past, nor reach the future. Man can only exist in the present. By accepting that the world is reborn anew every moment, you have learned to live inside the moment of now.

Learning: You must live in the moment, not making plans or contemplating past events. You always go last in the initiative order, and you cannot make Knowledge (history) checks.

Realization: You may take readied actions but only declare what kind of action (standard, move, swift, or free) you will be taking. You may declare the specific triggering once you want to take the action, effectively triggering it whenever you'd like. In addition, you gain a +4 bonus on saves against slow effects, as well as any spell that manipulates the flow of time.

Enlightenment: You can take your turn at any point in the initiative order. Decide this on a turn by turn basis. If someone else has this enlightenment, the person with the higher Initiative modifier chooses where to place themselves last.

*The main factor behind success is - self control.
-the Rig Veda*

Investiture System

It is possible, whether by study or natural talent, to attune your aura to objects in your possession, granting them all manner of fantastical powers. This can be done in many ways but often it involves the use of animist practices (animism is the belief that everything, even objects, have a soul). This system can replace or run parallel to the use of traditional magical equipment within your game. Using the investiture system you can invest objects in your character's possession with their aura to replicate many of the results produced by standard magical items (and many that you couldn't before).

Terms

- **Aura:** A magical or spiritual presence inherent to all creatures. Aura is invested into objects to grant a fantastic power called a aspect and grants an investiture bonus dependent on their character level.
- **Investiture Bonus:** The amount of bonus that an item invested with a character's aura grants them.
- **Maximum Investitures:** The maximum number of objects a character can attune to their aura to at one time.
- **Aspects:** Are ways that characters can train their aura to modify how their investitures work.
- **Investing:** The act of investing your aura into something. This takes 1 minute to do and 1 minute to divest something from an aura safely.

Table 2-1: Investiture

Character Level	Aspects	Maximum Investitures	Investiture Bonus
1st	1	2	+1
2nd	2	2	+1
3rd	2	2	+1
4th	3	2	+1
5th	3	2	+2
6th	4	3	+2
7th	4	3	+2
8th	5	3	+3
9th	5	4	+3
10th	6	4	+3
11th	6	4	+3
12th	7	4	+4
13th	7	5	+4
14th	8	5	+4
15th	8	5	+4
16th	9	5	+5
17th	9	6	+5
18th	10	6	+5
19th	10	6	+5
20th	11	7	+5

Life and death, joy and sorrow, gain and loss; These dualities cannot be avoided. Learn to accept what you cannot change.

-the Ramayana

Investments & Aspects

In addition to the benefit of the “aspect” chosen for the object aspect, while a character’s aura is invested in an object the object also grants an to various things (remember: enhancement bonus don’t stack). This “investiture bonus” is based on the character’s level and is listed on Table 2-1: Investiture. Any abilities and bonuses granted by investiture only function for the character who invested their aura in them. What this bonus applies to is determined by what kind of object it is.

- **If it is an Armor or Shield:** An enhancement bonus to your armor bonus to AC. (Note: plain clothes counts as armor with a +0 armor bonus for this purpose.)
- **If it is a Weapon:** An enhancement bonus to attack and damage rolls. (Note: Unarmed strikes can receive this if one invests in gloves or clothing that covers the limb in question.)
- **Any Other Object:** An enhancement bonus on saving throws. (Note: This includes objects in the previous two categories.)

The Risk

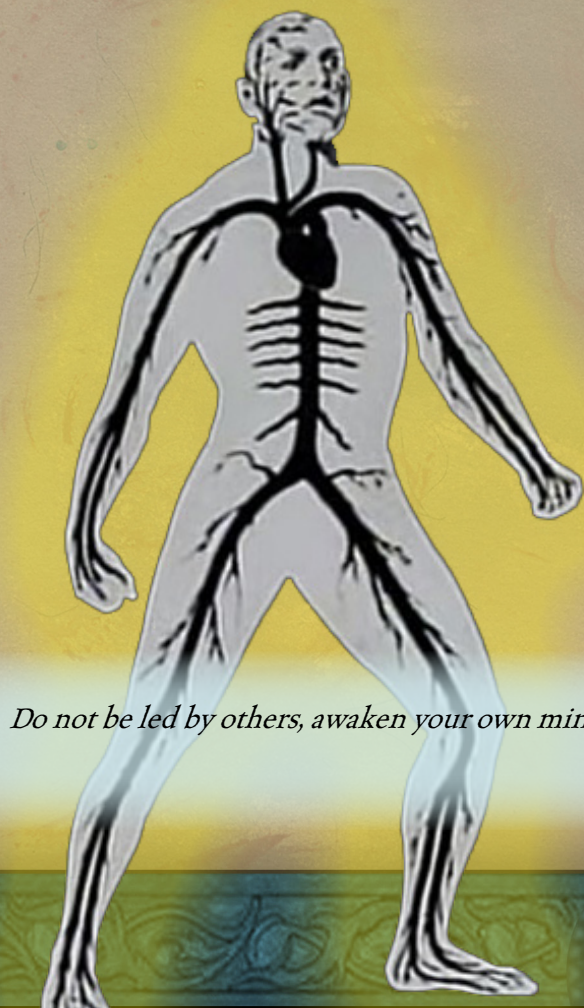
If an object invested with a character’s aura is destroyed they take a temporary negative level that persists for 24 hours. If that negative level would exceed the character’s level you instead take 2 points of Charisma damage.

Adding Investitures to Your Game

The investiture system aims to provide a lore-driven method of supplementing the power of both player characters and non player characters. This allows the players to utilize a greater variety of magic items without needing to focus on acquiring magical items that provide static bonuses to their abilities. To this end, it functions much like the automatic bonus progression system ^{PF:U}. However, the investiture system focuses on providing players with a series of choices that allow them to prioritize what’s important to their character. As such there’s quite a bit of overlap between the two systems and they shouldn’t be used simultaneously. When designing your game, consider how prevalent investitures are in your game.

The GM can further customize these rules in all manner of ways, some easy modifications include:

- **Ultra-rare Investiture:** Investiture is a closely guarded secret, practiced by esoteric mystics on secluded mountain tops or some other equally remote location. PCs don’t automatically have access to the system, but might be able to learn from these masters if the opportunity presents itself.
-



Do not be led by others, awaken your own mind, amass your own experience, and decide for yourself your own path.

-the Atharva Veda

- **Rare Investiture:** Investiture is an unusual skill practiced by distinct groups of people. The sorts of people who practice the skill is up to the GM and can be anything from all non-spell casters, to any of the more aesthetically oriented classes (Monks, ajna, ninjas, etc). Other classes may, at the GM's discretion gain access to this subsystem by either taking a feat, giving up half of their feats (as though taking a variant multiclass), or multiclassing into one of the classes that do get it. Only levels of the classes that get access to this system count their level as their character level for the purpose of progressing the benefits of the system.
- **Semi-Common Investiture:** The default assumption for the system, investiture is an uncommon skill, possessed by only a few people. The PCs happen to be among these rare individuals and gain full access to the system from character creation.
- **Common Investiture:** Investiture is a common skill that's essential to everyday life, those that can't do it are seen as disabled, those who don't use it are seen as luddites. While this doesn't change the PC's access to the system but the usage of investiture shows up in day to day life. Doors that can be keyed to open when particular individuals invest their aura in them, people can be identified by their aura, and all other manner of weird spiritual technology is abundant.

Gaining New Aspects

If a character is using the investiture system they know how to use as many aspects as a character of their level is described to know on Table 2-1: Investiture. If the chart indicated they learn a new one, they select (or invent, as the list of sample aspects is not-all consuming) a new one they meet the prerequisites for when they take their level. If a character no longer meets the prerequisites for an aspect, or no longer desires it, they may retrain them in a similar fashion as one can retrain a feat.

Sample Aspects

AURA MIST

Prerequisites: Character level 8th

Benefit: You can extend your aura into your immediate vicinity, allowing you to feel the auras of other living creatures. You gain lifesense out to a range of 40 feet. You can make a Perception check as an immediate action to have this lifesense act as blindsight against creatures you can perceive with it. Creatures may immediately attempt a Will save (DC 10 + your character level). To shield themselves from this blindsight.

All bondage is due to either total lack of thinking, incomplete thinking or wrong thinking. It can be removed by right and complete thinking.

-Tatva Bodham

BLAZING HEART

Prerequisites: Character level 4th

Benefit: Weapons that the character has their aura invested in deal an extra 1d6 points of fire damage when they hit, just as though they had the flaming property. If anything you have your aura invested in grants a bonus to AC or Saves you gain 10 points of fire resistance. At 7th level you may elect to have this count as flaming burst instead. The fire resistance you gain from this aspect also improves to 20.

Special: The flaming property has a bonus of +1, the flaming burst property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

BLIGHTED SOUL

Prerequisites: Character level 8th and an evil alignment

Benefit: Weapons that the character has their aura invested in deal an extra 2d6 points of damage to good creatures, just as though they had the *unholy* property. The user adds 1/2 his character level to his damage roll the first time each round he damages a good creature.

Special: The unholy property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

BLOODY SPIRIT

Prerequisites: Character level 8th

Benefit: Weapons that the character has their aura invested in deal an extra point of bleed damage when they strike a creature, just as though they had the *wounding* property. The user can sense any creature suffering from this bleed damage within 60 feet of them, just as though they had the *lifesense* ability.

Special: The *wounding* property has a bonus of +1 a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

BONDING AURA

Prerequisites: None

Benefit: While you have your aura invested in an object you can summon it to your person as a free action on the same plane. The object flies towards you at a rate of 100 feet per round. If no clear line of effect exists between you and the object, you may make a Charisma or Wisdom check to break whatever is between you and the object, using the same DCs as a Strength check to break an object. If a creature is holding the object you may attempt a Disarm maneuver, using your Charisma or Wisdom modifier in place of your Strength modifier to bring the object to your hand.

All things are void; all things are temporary; all things are in the middle state between these two.
-Tendai Sect of Buddhism

CORROSIVE SOUL

Prerequisites: Character level 4th

Benefit: Weapons that the character has their aura invested in deal an extra 1d6 points of acid damage when they hit, just as though they had the *corrosive* property. If anything you have your aura invested in grants a bonus to AC or saves you gain 10 points of acid resistance. At 7th level you may elect to have this count as *corrosive burst* instead. The acid resistance you gain from this aspect also improves to 20.

Special: The *corrosive* property has a bonus of +1, the *corrosive burst* property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

DEWEMERBANE

Prerequisites: Character level 8th

Benefit: Armor that the character has their aura invested in grant the wearer an amount of spell resistance equal to 11 + their character level.

ELECTRIC SOUL

Prerequisites: Character level 4th

Benefit: Weapons that the character has their aura invested in deal an extra 1d6 points of electricity damage when they hit, just as though they had the *shocking* property. If anything you have your aura invested in grants a bonus to AC or Saves you gain 10 points of electricity resistance. At 7th level you may elect to have this count as *shocking burst* instead. The electricity resistance you gain from this aspect also improves to 20.

Special: The *shocking* property has a bonus of +1, the *shocking burst* property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

ENLIGHTENED MIND

Prerequisites: Character level 7th and at least one mental ability score above 15

Benefit: You may invest your aura in your mind. Instead of providing one of the default benefits you gain a +4 enhancement bonus to either your Intelligence, Wisdom, or Charisma score. You may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. This bonus increases to +6 when you reach character level 14th.

Special: You may select this aspect up to three times, the second time you take it, double the bonus provided by this ability, the third time triple it. You can't gain more than a +6 enhancement bonus to a single ability score with this effect.



Mind alone is the cause for the state of bondage or liberation in man. It is upto us to use this mind for our liberation, by properly controlling it.

-the Upanishad

ENLIGHTENED PHYSIQUE

Prerequisites: Character level 7th and at least one physical ability score above 15

Benefit: You may invest your aura in your own body. Instead of providing one of the default benefits you gain a +4 enhancement bonus to either your Strength, Dexterity, or Constitution score. You may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. This bonus increases to +6 when you reach character level 14th. If you apply improvements to your Constitution the extra hit points you gain are temporary hit points that are restored after 8 hours rest.

Special: You may select this aspect up to three times, the second time you take it, double the bonus provided by this ability, the third time triple it. You can't gain more than a +6 enhancement bonus to a single ability score with this effect.

EXTRA INVESTITURE

Prerequisites: None

Benefit: You may invest your aura in an additional object.

Special: You may select this aspect multiple times, each time you may invest in an additional object.

FLICKERING SOUL

Prerequisites: Character level 8th

Benefit: You can invest your aura into your body, allowing you to flicker back and forth between the astral plane at-will. When you move, you can, at any point, trade any amount of movement for half as much teleportation. This teleportation must be in 5 foot increments.

Special: This ability counts as *dimension door* for the purpose of feats and other prerequisites.

FRIGID AURA

Prerequisites: Character level 4th

Benefit: Weapons that the character has their aura invested in deal an extra 1d6 points of cold damage when they hit, just as though they had the *frost* property. If anything you have your aura invested in grants a bonus to AC or saves you gain 10 points of cold resistance. At 7th level you may elect to have this count as icy burst instead. The cold resistance you gain from this aspect also improves to 20.

Special: The frost property has a bonus of +1, the *icy burst* property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

GUARDED AURA

Prerequisites: Character level 6th

Benefit: Treat your investiture bonus as 1 point higher when investing in an object that grants an enhancement bonus bonus to AC or a resistance bonus to saves. When you reach character level 10th you may treat your investiture bonus as 2 higher under those conditions instead. This ability can't bring your investiture bonus above +5.

Special: When your investiture bonus reaches +4 you may exchange this aspect for an new one that you meet the prerequisites for. You may make this decision at any time.

*The perception of the other is, indeed, the source of all fear.
-the Upanishad*

JOINED AURA

Prerequisites: Character level 4th

Benefit: Other creatures can benefit from objects you invest your aura in, provided they are within 60 feet of you. If the item grants a bonus to AC or saves, you may allow them to gain the benefits of a *shield other* spell.

LIFE DRINKER

Prerequisites: Character level 4th

Benefit: Weapons that the character has their aura invested in double their critical threat range, just as though they had the *keen* property. When you confirm a critical hit with one of these weapons, you gain a number of temporary hit points equal to your character level x your weapon's critical multiplier. These temporary hit points last for 1 minute.

Special: The *keen* property has a bonus of +1, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

MAGIC SPIRIT

Prerequisites: Character level 4th and the ability to cast spells

Benefit: You can invest your aura into your magic, spells that make attack rolls count as weapons, while spells with a range of personal count as armor.

Special: If you possess the joined aura aspect, spells that target allies count as armor, and grant their benefits while active.

MAGICAL SYNCHRONIZATION

Prerequisites: Use Magic Device 6 ranks

Benefit: You may use your ranks in the UMD skill as the caster level of magic items you have your aura invested in. This both improves the effects of any spells cast from the item (if the item is a wand or other spell completion item) and allows them to better resist being dispelled. Potions and other single use magical items that have your aura invested in them count as destroyed when used, forcing you to take negative levels or Charisma damage as per normal.

MIGHTY SOUL

Prerequisites: Character level 12th

Benefit: Armors that the character has their aura invested in gain the *moderate fortification* property and grant a +2 bonus on Fortitude saves, this bonus does not stack with itself. At 16th level you may have this count as the *heavy fortification* property instead.

MYSTIC AURA

Prerequisites: Character level 6th and the ability to cast spells

Benefit: You can invest your aura into your magic, granting you an enhancement bonus on checks to overcome spell resistance equal to your investiture bonus.

*From the Whole, when the whole is negated, what remains is again the Whole.
-the Upanishad*

ORDERED AURA

Prerequisites: Character level 8th and a lawful alignment

Benefit: Weapons that the character has their aura invested in deal an extra 2d6 points of damage to chaotic creatures, just as though they had the *axiomatic* property. Chaotic creatures become sickened until the end of their next turn when struck with a weapon with this ability. Once effected the creature is immune to this effect for 24 hours.

Special: The *axiomatic* property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

QUICKSILVER AURA

Prerequisites: Character level 4th

Benefit: You may invest or divest your aura as a swift or immediate action.

REFLECTIVE SOUL

Prerequisites: Character level 6th

Benefit: If you have your aura invested in an object that grants a bonus to AC or saves you gain your investiture bonus to your AC a second time as a deflection bonus. You may spend an immediate action upon being hit with an attack to reduce the damage the attack deals by 1d6 + your character level. Using this ability causes you to lose the deflection bonus granted by this aspect until the start of your next turn. Creatures adjacent to you when you use this ability take 1d6 + your character level points of force damage.

RESTLESS HEART

Prerequisites: Character level 8th and a chaotic alignment

Benefit: Weapons that the character has their aura invested in deal an extra 2d6 points of damage to lawful creatures, just as though they had the *anarchic* property. Lawful creatures become confused as per the spell of the same name until the end of their next turn when struck with a weapon with this ability. Once effected the creature is immune to this effect for 24 hours.

Special: The *anarchic* property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

SACRED SPIRIT

Prerequisites: Character level 8th and a good alignment

Benefit: Weapons that the character has their aura invested in deal an extra 2d6 points of damage to evil creatures, just as though they had the *holy* property. The user adds 1/2 his character level to his damage roll the first time each round he damages an evil creature.

Special: The *holy* property has bonus of +2, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

*He who neither rejoices nor hates, his wisdom is firm.
-the Bhagavad Gita*

SCULPTED AURA

Prerequisites: Character level 6th

Benefit: Ranged weapons that you have your aura invested in generate glowing facsimiles of their ammunition when drawn. This special ammunition adds an additional 20 feet to each of its range increments. Melee weapons allow you to fire off glowing beams of light when swung. This allows you to make a ranged attack with your melee weapon. This deals as much damage as your melee weapon normally deals, and acts as an attack with a thrown weapon that has a range increment of 20 feet.

SPIRITUAL VIGOUR

Prerequisites: Character level 13th

Benefit: Weapons that the character has their aura invested in gain the *speed* property. If anything you have your aura invested in grants a bonus to AC or saves you gain a 10 foot enhancement bonus to your move speed and a +2 dodge bonus to AC and Reflex saves, this bonus does not stack with itself.

Special: The *speed* property has a bonus of +3, a single weapon or armor that you have your aura invested in can't have an effective bonus greater than your investiture bonus. Any abilities that grant you weapon properties above this amount do not function. The player may choose which abilities he grants to objects they invest their aura in each time they invest it in an object.

SPITEFUL SOUL

Prerequisites: You must have a grudge against a creature or class of creature, once chosen you cannot change it unless you meet the special condition.

Benefit: Weapons you attune to have the *bane* property against the creatures you have a grudge against. Armor gains the *defiant* property.

Special: If you ever move beyond your grudge against the creatures you used to qualify for this aspect you may exchange this aspect for an new one that you meet the prerequisites for. If you acquire a new grudge that you feel is more important than your current grudge, you can change the type of *bane* provided by this aspect.

UNBREAKABLE SPIRIT

Prerequisites: Character level 12th

Benefit: Armors that the character has their aura invested in gain the rallying property and grant a +2 bonus on Will saves, this bonus does not stack with itself.

Chakra System

In lieu of using the system presented in Occult adventures below is presented as an alternate take on the chakra system.

What Are Chakras?

Chakras are the points of spiritual focus that most living beings possess to channel energy flowing throughout the universe. Chakras are typically opened to this energy starting towards the tip of the spine and moving the energy up. Chakras take significant amount of training to open and the higher the point of chakra, the more spiritual awakening required.

Mechanically, once opened, chakras provide a single benefit associated a chakra you have opened, chosen from a list. A character may only have 1 benefit from 1 chakra at a time. These benefits improve in value, the more chakras you have opened. Chakras must be opened in a specific order.

Activating

A character can activate all chakras they have access to as a move action. Chakras require a swift action to maintain each round. Activating and maintaining open chakras requires concentration.

A character of 7th level can open as many chakras as they want as swift action instead.

A character of 18 level can gain 2 benefits at once.

Obtaining

Awakening one's chakras requires a great deal of training and forethought. As such those that dedicate themselves to their spiritual awakening have less time for other pursuits. A character who dedicates themselves to mastering chakras must give up the 1st, 7th, and 13th level feats to properly learn this technique. Chakras are a difficult force to master, and those that do open themselves up to outside influences as chakra represents opening oneself up mentally and spiritually.

Cost

Those channeling their chakra take a penalty to their Will save equal to their current number of open chakra. Every turn while channeling chakra a character may opt to maintain one's current chakra (a swift action) or open the next one (a move action). Due to the inherent penalty to will from opening their chakras, not all characters will desire to have all their available chakras open all the time.

Requirements

Any intelligent being (anyone with an INT of 3 or higher) can utilize and invest in chakra. While any person dedicated to awakening chakras may open up the root chakra, a character's chakras must be opened in the order listed and they must be at least the minimum level required by that chakra. A character may only gain a single benefit one of their chakras in a turn (unless otherwise stated), and a chakra's effect ends if they choose not to maintain it for that turn.

*The truth is one, the wise call it by many names.
-the Upanishad*

Identifying and Disrupting Chakras

A person utilizing their chakras can be identified by a soft glow emanating from the point of chakra on their body that they are benefitting from. Creatures may make a Knowledge (arcana) DC=15 + the number assigned to that chakra, in the order to learn all the benefits that chakra could grant to the person in question. A person with open chakras can have them forcefully closed in a number of ways. A creature cannot open or maintain their chakra while actively under any of these effects.

- Coming under the influence of a non-harmless effect with the emotion or fear descriptor.
- Losing control of their body, such as with the Possession or Magic Jar.
- Taking massive damage, regardless if they fail the save or not.
- Death.
- Having a greater number of negative levels than the highest number of chakra they can open.

Chakras

Pick one of the following benefits for each, each time they are opened. The chakras must be opened in order listed (root, sacral, navel, heart, throat, brow, crown).

Root (1st chakra)



The root chakra is associated with instinct, security, survival, and potential for greater development. It energizes the desires of the flesh and distributes ki throughout the blood to circulate heat to the body.

- Choose one of the following benefits:
- Gain DR/- equal to the number of chakra open.
- Gain a natural armor bonus equal to the number of chakra open.
- Gain Cold Resistance equal to 5 per chakra open.
- Any creature within 5 feet that hits you with a melee weapon deals normal damage, but at the same time the attacker takes 1d6+ twice the number of chakra you have open in fire damage.

*It is better for a person to do his own duty, even if imperfectly, than to do another's duty well performed.
-the Bhagavad Gita*

Sacral (2nd chakra)



The sacral chakra is closely associated with the generative power of the reproductive cycle, as well as pleasure, addiction, creativity, emotional needs, and relationships.

At 4th level, when your 2nd chakra is open, add these to your list of benefits to choose from:

- Gain a fly speed equal to one's base movement for 1 round with average maneuverability. The movement must begin and end on a solid surface.
- Gain bonus to one's base land movement equal to 5 x the number of chakra you have opened.
- Gain a morale bonus to Charisma-based skill checks as well as Profession and Craft skill checks equal to the number of chakra you have open.
- Gain a morale bonus to your AC against attacks of opportunity when moving through occupied squares as well as your CMD against trip, reposition, bull rush combat maneuvers equal to 1 + the number of chakra open.

Navel (3rd chakra)



The navel chakra is sometimes called the power chakra, for it is associated with fire, combustion, digestion, anger, joy, fear, anxiety, and laughter.

At 6th level, when your 3rd chakra is open, add these to your list of benefits to choose from:

- Can channel a breath attack that deals 2d8 points of damage in a 30-foot cone. This radiant gout of orange-red liquid flame somewhat resembles fire, but bypasses all forms of energy resistance, protection, and immunity. The amount of damage increases by 1d8 for each open chakra beyond the 3rd, to a maximum of 6d8 if all of the chakras are open.
- Gain immunity to poison.
- Gain a bonus on saves against ability drain and ability damage effects equal to twice the number of chakra you have opened.
- Gain a morale bonus to your CMB equal to 1 + the number of chakra open.

*A buffalo does not feel the weight of its own horns.
-Proverb*

Heart (4th chakra)



The heart chakra is the seat of higher feelings and emotions, an inner realm of compassion, tenderness, love, and rejection.

At 8th level, when your 4th chakra is open, add these to your list of benefits to choose from:

- Can channel a torrent of healing energy which can be used on yourself or any living creature within 30 feet to grant an amount of temporary hit points equal to $1d10 + 5 \times$ the number of chakras open. In addition they can remove any one of the following conditions from the creature healed: confused, nauseated, sickened, staggered, or stunned. This ability has no effect on constructs, undead, or other creatures that are not alive.
- Gain the ability to see a nearby being's emotion aura, as the spell Analyze Aura OA, for any beings within 5 feet of you per chakra you have open.
- Gain a morale bonus on saves against fear and emotion effects equal to twice the chakra you have open.
- Gain the telepathy universal monster ability for a distance of 15 ft. You may only communicate very basic emotions to a creature using this ability. This range increases by an additional 5 feet for every chakra you have open.

Throat (5th chakra)



The throat chakra is the bridge between feeling and thinking, and fuels communication.

At 10th level, when your 5th chakra is open, add these to your list of benefits to choose from:

- Select one enemy within 30 feet to whisper primordial language to. That foe must succeed at a Will save to resist becoming shaken for 1 round. The DC of this save is $10 + 1/2$ your total Hit Dice + the number of chakra open. This is a sonic mind-affecting effect.
- Gain the ability to communicate with any being regardless of language and can use charisma based skills on mindless beings.
- You constantly project a zone of truth centered around you, save that it only affects adjacent creatures. The save DC for this is $10 + 1/2$ your total Hit Dice + the number of chakra open.
- You may make a ranged bull rush attempt at an enemy, using your number of chakra opened in place of your Strength modifier to calculate your CMB. Enemies successfully struck by this also take $1d8 +$ the number of chakras open of sonic damage.

When a crow is killed by a storm, the fortuneteller says, "He died by my curse."

-Proverb

Brow (6th chakra)



The brow chakra governs occult vision and intuition.

At 12th level, when your 6th chakra is open, add these to your list of benefits to choose from:

- Gain the benefits of True Seeing.
- Can gain the use of an Arcane Eye. This eye is able to move at maximum speed, even when examining the area. This speed of this eye increase by 10 feet for every chakra you have open. This eye is always under the benefit of the Detect Magic spell.
- You can make a gaze attack against an opponent, opponents struck by this gaze must make a Will save or become staggered. The DC of this save is $10 + \frac{1}{2}$ your total Hit Dice + the number of chakra open. This is a mind-affecting effect.
- You may make Knowledge checks to identify creatures untrained treating $\frac{1}{2}$ your character level as ranks in the appropriate Knowledge skill and using your number of chakra open in place of your Intelligence modifier. When making Knowledge checks made to identify a creature, any result that is less than 15 is treated as if it were 15.

Crown (7th chakra)



The crown chakra contains self-actualization, wisdom, and connection.

At 14th level add these to your list of benefits to choose from:

- Every time you would roll a d20 during this turn (such as when attempting an attack roll, a saving throw, or a skill check), you can roll twice and take the higher result.
- You may change your position in the initiative order one step (either in front of the person who goes before you or behind the person who goes after). This an actual change to the initiative order.
- You gain all-around vision.
- You are always considered adjacent to allies for the purposes of all effects except flanking. Allied abilities with a range of touch can apply them to you from any distance so long as they can see you.

Even if fed milk, a snake will still emit poison.

-Proverb

Flowmaster

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

"Become unpredictable, strike from your subconscious mind, let your moves flow out from your individual essence. Even the most masterful opponent will fall from a strike that has no history or reference, the moves created from your own individual unique essence may surprise even you."

-Bruce Lee

To be a flowmaster one must have style without style, balance without balance, movement without rhythm, rhythm without thought, and thought without bias. You are an improvisational fighter, a master of unpredictability, an enigmatic and erratic fighter who dramatically dances just outside of their foes. You are loose until you need to be firm and firm only until you need to be loose.

Flowmasters fight on total instincts, ferally and without holding back. They are practitioners of one of several martial disciplines that free their practitioners from conventional thinking, teach them to intentionally break rhythms, to invoke erratic and unpredictable styles of movements. They stagger, sit, lurch, sway and juke- looking off balance at all times despite having a firm control over their body. In short- they laugh at the concept of a disciplined form.

Many practice Zui Quan (also called "Drunken Fist"), monkey kung fu, something like Bruce Lee's Jeet Kune Do, battle dancing, capoeira, contortionism, or other eclectic improvisational-focused martial styles. Some take inspiration from the art of misdirection, like illusionists/stage magicians, conmen, and pickpockets. They are adept at countering opponents, interrupting them, and throwing them off balance.



Pearls are worthless in the desert.
-Proverb

They are more than just a “fighting style” though. They are largely a philosophy. They see “no way” as a way unto itself. They have a grasp of the “flow” of life—a give and take, fluid, outlook. They aim to be formless and adaptable.

Hit Dice: D10.

Inspirations

Anything Goes Martial Arts (Ranma 1/2), Zui Quan (also called “Drunken Fist”) (style), Jackie Chan (actor/stuntman), Voldo (Soul Calibur), Martial Law / Sammo Law / (Tv series / actor), Jeet Kune Do (style), Genki Sudo (MMA), Heyoka (the Lakota people), Genseiryu (Karate), Po (Kung Fu Panda), Manson Gibson (Muay thai champion), Brad Wong (Dead or Alive), and Dr. Baldhead/Faust (Guilty Gear)

Role:

Flowmasters excel at punishing those who attack them and causing grievous harm to their enemies with improvised weapons. Both Dexterity and Strength are important ability scores for a flowmaster and, as with all martial characters who get in the fray, a respectable Constitution score or some way of gaining a bit more hit points will help them survive. As counterintuitive as this sounds, a flowmaster should almost always render themselves flat-footed whenever possible as to gain a benefit from their stumble-step class feature.

Alignment: Any Chaotic

Good aligned flowmasters are often quirky wandering masters, righting wrongs and defending the common man. Evil ones tend to be insane, finding work as psychotic assassins, unhinged bodyguards, or directionless forces of destruction.

If using the philosophy system, flowmasters have a strong connection to absurdist thought. This means that flowmasters must be Nihilistic (as absurdism is covered under that).

Relationships with Monks

Many flowmasters may, at first, appear to be similar to monks in that they both employ some sort of martial art. The relationship ends there. Flowmasters are erratic combatants who more often employ improvised weapons and mixed-theory tactics (game theory) rather than rely on their pure martial prowess. Flowmasters have no inherent spirituality, connection with the mystic arts, or anything of that nature. However, we don’t encourage you to multiclass the monk and flowmaster as they are, in some ways, related.

Starting Wealth

1d6 × 10 gp (average 35 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The class’s class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

The answerer is inferior to the asker.

-Proverb

Table 3-1: The Flowmaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Scrapper, stumble-step
2nd	+2	+3	+3	+0	Eccentricity, evasion
3rd	+3	+3	+3	+1	improvised weapon mastery, neophile
4th	+4	+4	+4	+1	Eccentricity, improved stumble-step
5th	+5	+4	+4	+1	Unconventional strikes (+1)
6th	+6/+1	+5	+5	+2	Eccentricity, interception, junker
7th	+7/+2	+5	+5	+2	Giving body (DR 1/-)
8th	+8/+3	+6	+6	+2	Eccentricity, unconventional strikes (+2)
9th	+9/+4	+6	+6	+3	Improved evasion
10th	+10/+5	+7	+7	+3	Eccentricity, giving body (DR 2/-), interception
11th	+11/+6/+1	+7	+7	+3	Unconventional strikes (+3)
12th	+12/+7/+2	+8	+8	+4	Eccentricity
13th	+13/+8/+3	+8	+8	+4	Giving body (DR 3/-)
14th	+14/+9/+4	+9	+9	+4	Eccentricity, interception, unconventional strikes (+4)
15th	+15/+10/+5	+9	+9	+5	Eccentricity
16th	+16/+11/+6/+1	+10	+10	+5	Giving body (DR 4/-)
17th	+17/+12/+7/+2	+10	+10	+5	Eccentricity, unconventional strikes (+5)
18th	+18/+13/+8/+3	+11	+11	+6	Interception
19th	+19/+14/+9/+4	+11	+11	+6	Eccentricity, giving body (DR 5/-)
20th	+20/+15/+10/+5	+12	+12	+6	Form without form, unconventional strikes (+6)

In a treeless country, the castor plant is a big tree.
-Proverb

Class Features:

The following are the class features of the flowmaster.

Weapon and Armor Proficiency:

The class is proficient with all simple and martial weapons and with light armor and no shields.

Scrapper:

At 1st level, the flowmaster gains Throw Anything and Catch Off-Guard as bonus feats even if she does not meet the prerequisites.

Stumble-Step:

A flowmaster is actually more at home while off balance than on balance. As a free action a flowmaster can render herself flat-footed. If voluntarily rendered flat-footed, a flowmaster can recover to an un-flat-footed state as a swift action. A flat-footed flowmaster gains a luck bonus to her AC equal to 1/2 her flowmaster level to a minimum to her Dexterity modifier. Furthermore, while she is flat-footed, enemies gain no benefits from insight bonuses when attacking a flowmaster. Stumble-step can be used only if a flowmaster is wearing light armor or no armor. A helpless flowmaster does not gain the benefit of stumble-step (though a prone one still does).

Eccentricities (Ex):

At 2nd level and every even level thereafter, a flowmaster learns a new way to throw her opponents off, a new out-of-left-field technique, or adds a new unconventional element of their style they can employ practically.

Aboyne: Coined by Douglas Adams (of A Hitchhiker's Guide to the Galaxy fame) "Aboyne" means "To beat an expert at a game of skill by playing so appallingly that none of his clever tactics or strategies are of any use to him." When attacked by an opponent who has a BAB or caster level that is higher than the flowmaster's BAB (GM determines) the flowmaster gains a luck bonus to her AC and saves equal to the difference between them, to a maximum of 1/3rd her flowmaster level against attacks or effects originating from that opponent. This bonus stacks with the one provided by stumbling-step and other luck bonuses provided by flowmaster class features.

Dancing Crab Technique: A prone flowmaster takes no penalty on attack rolls, can make ranged attacks with any weapon, can move at her normal movement speed -10 feet (minimum 10 feet), and has no AC penalty from being prone (though any bonuses still apply).

Dirty Trickster: The flowmaster gains Improved Dirty Trick as a bonus feat even if she does not meet the prerequisites. In addition, when delivering an interception attack a flowmaster can deliver a dirty trick combat maneuver in place of the typical melee attack.

Disrupting Storm Technique: Enemies treat squares the flowmaster threaten as difficult terrain due to her incessant flailing, bouts of mad lashing out, and oddly threatening dance-like moves.

Dig your well before you are thirsty.
-Proverb

Drunkard's Stumble: While flat-footed the flowmaster ignores movement penalties caused by difficult terrain. In addition, she gains a +2 bonus on attack and damage rolls against targets who are in difficult terrain.

Eye for An Eye: When using the zero sum technique the flowmaster make chose to additionally inflict a condition that can be selected with a dirty trick combat maneuver if the flowmaster's target fails the Reflex save. The flowmaster also suffers that same effect if their target does. This requires the zero sum technique and dirty trickster eccentricities to be selected before selecting this eccentricity.

Feeling: A flowmaster does not need to see- she "feels" the flow around her. What should happen will happen. She gains no penalty for being blind, acting as if she could see and gains blindsense 20 feet while blind (even if the flowmaster intentionally blinds himself- including temporary blinding).

Garbage Lord: The flowmaster gains +2 damage on all attacks made with improvised weapons. In addition, the flowmaster can use one handed improvised weapons in place of unarmed strikes for any feats or class features that expressly require unarmed strikes.

Handstand: The flowmaster can flip onto their hands and fight with their feet. While prone they may make unarmed attacks with their feet and treat their unarmed strikes as two-handed weapon attacks.

Helbow: A flowmaster with the eccentricity can grip and manipulate objects as well with other parts of her body as she can with her hands. This, combined with an odd contortionist-esque ability to strike in ways a creature should not be able to, allows them to count as if they had 1 additional arm.

Human Weapon: An adjacent ally may wield the flowmaster as a weapon, with the flowmaster's consent. An ally is always proficient when wielding a flowmaster. Like a bastard sword, a flowmaster may be wielded either as a one-handed or two-handed weapon. She may only be wielded by a creature within 1 size category of the flowmaster (a medium sized flowmaster may be wielded by a small, medium, or large sized ally). The flowmaster deals damage equal to her improvised weapon damage and has the same critical range and multiplier. A creature wielding the flowmaster may not move from the square they "drew" the flowmaster from when attacking with it and the flowmaster is counted as having never left their square. Flowmaster is an acceptable choice for feats like Weapon Focus that requires the selection of a specific weapon. For the purpose of gaining benefits from the flowmaster class features, a human weapon counts as an improvised weapons (though not to others).

Humble Weapons: A flowmaster's improvised weapons bypass DR as if they had a +1 bonus. For the purposes of bypassing DR, a flowmaster of 8th level treats them as +2 weapons, 11th as +3 weapons, 14th as +4 weapons, 17th as +5 weapons, and 20th as +6 weapons.

Improved Feeling: So at home with the flow of the world the flowmaster now ignores total concealment entirely and gains blindsight 20 feet (this replaces their blindsense). A flowmaster must have selected the feeling eccentricity prior to selecting this one.

Improvisational Martial Arts: The flowmaster gains Improved Unarmed Strike as a bonus feat even if she does not meet the prerequisites. In addition, the flowmaster gains the unarmed damage of a monk of a level equal to her flowmaster level. Finally, the flowmaster can gain the bonuses provided by unconventional strikes with unarmed weapons.

People don't trip on mountains, but they sometimes stumble on stones.
-Proverb

Kangaroo Pouch Technique: If an ally moves through a square occupied by the flowmaster the flowmaster may grab hold of their ally and ride them during their movement as an immediate action so long as they can safely disembark in a square adjacent to their ally after their allies movement ends. A flowmaster can only do this if their ally consents. The amount of movement their ally takes reduces the flowmasters movement on their next turn. If this consumes all of their movement (or more than their movement) this consumes a move action on the flowmaster's next turn. The flowmaster can separate at any point in their allies movement. The flowmaster travels through the squares his allies does, provoking attacks of opportunity, triggering environmental effects, etc as per normal. A flowmaster does not add any weight to their ally's encumbrance, though their weight still applies in other situations (like a rickety bridge's max weight). In addition the flowmaster gains Fleet as a bonus feat.

Master of Destruction: The flowmaster gains Combat Reflexes as a bonus feat. In addition, any attacks of opportunity provoked by the interception class feature gain a +4 bonus on critical confirmation rolls.

Naive Mind: The goal of the flowmaster is to cultivate a naive mind, the mind of the idiot and the student as it forces them to become a perceptive learner. A flowmaster acts normally when under the effect of the confusion condition and gains a +4 bonus on all saves against spells of the enchantment and illusion schools.

Organized Chaos: When using unconventional strikes the flowmaster may chose to, on a per-attack basis, lower the bonus provided by 2 (minimum +0) and never run the risk of injuring themselves (which they'd normally do on a roll of a natural 1 or 2).

Sleepy Boxing: The ultimate goal of a flowmaster is to relax while in combat. Whenever a flowmaster is asleep, the ultimate expression of relaxation, they can retain control of their body through the use of flow and their unconscious mind. Whenever she falls asleep the flowmaster may act as though awake, though she becomes confused (as per the confusion spell), unable to communicate coherently, and blind while she remains asleep. In addition, she gains a +2 luck bonus to her AC, Reflex saves, and attack rolls while sleep boxing. A flowmaster who naturally falls asleep still gains this benefit. This bonus stacks with the one provided by stumbling-step and other luck bonuses provided by flowmaster class features.

Spinning Hell: The flowmaster can, as a free action, treats an weapon as a double weapon so long as she is flat-footed. In addition, she gains Two-weapon Fighting as a bonus feat.

Spitball: By modifying a thrown weapon to carry out an odd and unpredictable flight pattern the flowmaster can make any thrown weapon into an improvised thrown weapon. It uses the damage associated with an improvised weapon thrown by her but uses the range increment of the weapon. This also allows thrown weapons to take one, up to 90 degree, turn in their flight path.

Wild Contradiction: Enemies who target a flowmaster with an action have all insight bonuses currently benefiting them inverted. (They take a penalty equal to the insight bonus they were benefiting from.) This only applies when an enemy attempts to take a hostile action against the flowmaster.

Dogs fight with each other, but unite when they hear the voice of a jackal.
-Proverb

Zero Sum Technique: The flowmaster can create a situation where crippling themselves also cripples their opponent. As a standard action the flowmaster can make a melee touch attack against an enemy. If it hits the enemy must make a Reflex save (DC 10 + 1/2 flowmaster level + Dexterity modifier) or be rendered flat-footed until the start of that creature's next turn. If the creature is rendered flat-footed by this, the flowmaster is too. A flowmaster cannot use this technique if they are already flat-footed.

Evasion (Ex):

At 2nd level the flowmaster gains the monk's evasion class feature.

Neophile (Ex):

A flowmaster is, as his name implies, skilled at going with the flow of the universe. New things are, to them, just part of the flow. They accept them and roll with them quite skillfully- like a master improv actor. When attempting something new a flowmaster adds 1/4th this level as an insight bonus on the roll.

This only applies to drastically new situations and then only on skill checks. For example, the first time he tries to sail a boat he would get this bonus, but not the first time he tries to Bluff a specific person. It must be a quantifiably new challenge. A good metric is- could the flowmaster read a book on the subject or activity that could be found in your average public library? A flowmaster can only benefit from this, at maximum, a number of times per day equal to his flowmaster level.

3-2: Flowmaster Improvised Weapon Damage

Level	One-Handed Weapon	Critical (One-Handed)	Two-Handed Weapon	Critical (Two-Handed)
1st	-	-	-	-
2nd	-	-	-	-
3rd	1d6	19-20/x2	1d8	19-20/x2
4th	1d8	19-20/x2	2d6	19-20/x2
5th	1d8	19-20/x2	2d6	19-20/x2
6th	1d8	19-20/x2	2d6	19-20/x2
7th	1d8	19-20/x2	2d6	19-20/x2
8th	1d10	19-20/x2	2d8	19-20/x2
9th	1d10	19-20/x2	2d8	19-20/x2
10th	1d10	18-20/x2	2d8	19-20/x2
11th	1d10	18-20/x2	2d8	19-20/x2
12th	2d6	18-20/x2	3d6	19-20/x2
13th	2d6	18-20/x2	3d6	19-20/x2
14th	2d6	18-20/x2	3d6	19-20/x2
15th	2d6	18-20/x3	3d6	19-20/x2
16th	2d8	18-20/x3	3d8	19-20/x2
17th	2d8	18-20/x3	3d8	19-20/x2
18th	2d8	18-20/x3	3d8	19-20/x2
19th	2d8	18-20/x3	3d8	19-20/x2
20th	2d10	18-20/x3	4d8	19-20/x2

If its not gossip, then why are you whispering it?
-Proverb

Improvised Weapon Mastery (Ex):

At 3rd level, the flowmaster gains Improvised Weapon Mastery as a bonus feat even if she does not meet the prerequisites. In addition, as she progresses in level she deals more damage and gains better critical range/damage with improvised weapons as indicated on Chart 3-2: Flowmaster Improvised Weapon Damage. Finally, all improvised weapons are treated as if they had a range increment of 10 feet.

Interception (Ex):

At 4th level, while using her stumble step class feature, the flowmaster can lash out with a devastating counterattack. When a foe within her threatened area misses her with an attack she can make an attack against that creature as an immediate action, also applying one interception she knows if she successfully deals damage with the attack. A flowmaster knows all interceptions a character of her level has access to but may only apply one to a given attack.

At 4th level she has access to:

- **Overextend:** The flowmaster's target takes a -1 penalty to AC and Reflex saves until the start of their next turn. At 4th level and every 4 levels thereafter, this penalty increases by 1. This penalty does not stack with itself.
- **Wallop:** The flowmaster's attack deals an extra 1d6 damage. At 4th level and every 4 levels thereafter, this damage increases by 1d6.
- **Bungle:** The flowmaster's target takes a -1 penalty to attack rolls and damage rolls until the end of their next turn. At 4th level and every 4 levels thereafter, this penalty increases by 1. This penalty does not stack with itself.

At 8th level, she can make an interception even if her opponent hits her with the attack. If this is the case however, she takes a -4 penalty on the attack roll. She also gains access to the following interceptions:

- **Hinder:** The flowmaster's target has its speed reduced by 1/2 until it receives a Heal check (DC 10 + 1/2 flowmaster + Dexterity modifier), at least 1 point of magical healing, or gets a full rest.



*Don't try to cook six liters of food in a pot that only holds three liters.
-Proverb*

- **Trade:** The flowmaster exchanges something they are holding with their target. The target must be holding something of approximately the same size (within ~10 lbs, same handedness). If a creature is not holding anything they may be given whatever the flowmaster is holding. This does not count as the creature willingly taking something nor does it cause immediate activation (unless simply wielding something triggers activation).
- **Setup:** All allies gain a +1 circumstance bonus on attack rolls made against the flowmaster's target until the start of the target's next turn. At 4th level and every 4 levels thereafter, this bonus increases by 1. This penalty does not stack with itself.

At 10th level, the flowmaster can make 2 interceptions per round. In addition has access to the following interceptions.

- **Confuse:** The flowmaster's target is confused (as per the *confusion* spell) until the end of their next turn.
- **Shelter:** The flowmaster's target takes a -4 penalty on attack rolls made against the flowmaster until the start of their next turn. At 4th level and every 4 levels thereafter, this penalty increases by 2.
- **Discombobulate:** The flowmaster's target suffers the penalty normally associated with the flowmaster's unconventional strike. If, before the end of the creature's next turn, they roll a 1 or a 2, they instead target themselves with their attack.

At 13th level, the flowmasters interception attack always resolves before the attack that triggered it. Additionally, she no longer takes a -4 if the attack she's using it against would hit her. Finally, she has access to the following interceptions:

- **Redirection:** The flowmaster may direct the attack that she is using her interception ability against to another creature. If the attack she's using this ability against would miss her she can apply that attack roll result against one other creature in the attackers threatened area. If hit her she only takes half damage from the attack and may apply the attack roll result against one other creature in the attackers threatened area if it would hit it only deals half damage.
- **Rattled:** The flowmaster's target must make a Will save (DC 10 + 1/2 flowmaster level + Dexterity modifier) or be frightened until the end of their next turn.

At 18th level, the flowmaster can make 2 interceptions per round. In addition, the flowmaster has access to the following interceptions.

- **Punchy:** The flowmaster's target takes a penalty on all Will saves equal to 1/2 the flowmaster's level until the end of the creature's next turn.
- **Puppet:** The flowmaster may define one swift action or define the target of a single attack on the creature's next turn.
- **Prune Limb:** The flowmaster's target loses a limb (as in it becomes detached from the creature's body). Aftering declaring this as his interception, the flowmaster must successfully deal damage in an amount equal to at least the creature's Constitution score + the creature's HD or this does not remove a limb.

A simple meal at home is better than an elaborate one while away.
-Proverb

Improved Stumble Step:

At 4th level, the flowmaster's stumble step also applies against opponents who try to flank her and against all attacks that deal precision damage.

Unconventional Strikes (Ex):

Starting at 5th level, a flowmaster can choose to attack in an offbeat, totally instinctual, bizarre, fashion.

This might involve them spinning like a top, using an entirely inappropriate part of the body to attack, fighting blind, or simply doing something the enemy doesn't expect. However, this is not without its dangers; people don't fight in such unconventional ways because it typically ends rather poorly for them.

A flowmaster may decide if he is making an unconventional strike on a per-attack basis. If she does so the flowmaster gains a +1 luck bonus on all attack rolls made with improvised weapons. This bonus improves by 1 every 4 levels thereafter. This bonus applies to damage as well as attack rolls if the opponent is flat-footed as well. This bonus stacks with other luck bonuses provided by this class's class features.

However, while making an unconventional strike if she should roll a natural 1 or 2 (even if it would otherwise hit her opponent) she has automatically hit herself with the attack. Resolve it using the minimum damage. All damage dealt in this fashion is non-lethal.

Junker (Ex):

A flowmaster's fingers are always moving, picking up weird odds and ends, useless baubles, discarded scraps, etc. At 5th level, as a swift action, a flowmaster may retrieve a piece of junk from her person as if she were drawing a weapon. These items are effectively worthless in terms of value but are well suited for use as improvised weapons. When drawn the flowmaster produces this weapon, she must indicate if she wishes to produce either a one-handed or two-handed piece of trash. They will always safely draw such an object, though they have no control over what sort of object they will draw (could be a broken bottle, a ship's steering wheel, a shoe, a broken greatsword, etc). The GM describes what sort of useless object is drawn. If the object is a one-handed weapon it weighs 1 lb and if it is a two-handed weapon it weighs 3 lbs. Every hour the flowmaster gains 2 lbs of unspecified trash if she wishes.

Giving Body (Ex):

At 7th level, when an enemy pushes the flowmaster, she yields and lets her body slip with the attack. She gives way, only to return with more force for their trouble. She gains DR 1/- and this DR improves by 1 for every 3 levels after 7th (maximum of DR 5/- at 19th level). The value of this DR doubles against precision damage.

Improved Evasion (Ex):

At 9th level, a flowmaster's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless flowmaster does not gain the benefit of improved evasion.

Rice tastes good when it is cooked properly, and talking is good when it is said at the right time.
-Proverb

Form Without Form (Ex):

At 20th level, a flowmaster becomes a paragon of unpredictability. They gain a +4 bonus to their flat-footed AC (via stumble-step) and automatically confirm critical hits when employing unconventional strikes.

Reprints (Gonzo 2)

Head Pot of Adequate Trash

Aura faint evocation; CL 5th Slot neck; Price 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 (+5) gp; Weight -

DESCRIPTION

This copper pot, worn on the head, grants an enhancement bonus of +1 to +5 on attack and damage rolls with improvised melee weapons.

Alternatively, this copper head pot can grant improvised melee weapon special abilities. See Table: Melee Weapon Special Abilities in the Pathfinder Core Rulebook for a list of abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. A head pot of adequate trash cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +5. A head pot of adequate trash does not need to have a +1 enhancement bonus to grant an improvised melee weapon special ability.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, greater magic weapon, creator's caster level must be at least three times the amulet's bonus, plus any requirements of the melee weapon special abilities; Cost 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)

Trash Bag

Aura moderate conjuration; CL 3rd Slot —; Price 500 gp; Weight 5 lbs. (full)

DESCRIPTION

This filthy looking, loose woven, sack is always full. It has the faintly unpleasant odor of moldy bread or spilt beer. It holds 5 lbs. of trash (broken chair legs, parts of a ship's wheel, broken bottles, etc) suitable for use as an improvised weapon. When drawn the wielder must grasp for either a one-handed or two-handed weapon from the back. They will always safely draw such an object, though they have no control over what sort of object they will draw. If the object is a one-handed weapon it weighs 1 lb and if it is a two-handed weapon it weighs 3 lbs. Reduce the weight in the bag by that much. If there is not enough weight left in the bag a weapon cannot be drawn. Every 6 hours this bag fills up with 2 lbs. more worth of mundane trash. This trash has no value and is otherwise unremarkable.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, mending; Cost 250 gp.

The poor search for food, and the rich search for hunger.

-Proverb

Table 3-3: Flowmaster Alternate Favored Class Bonuses

RACE	BONUS	SOURCE
Human	+1/5th a new eccentricities.	CRB
Gnome	+1/3rd Will saves against mind affecting effects.	CRB
Elf	+1/5th luck bonus to AC while flat-footed.	CRB
Goblin	+1/3rd bonus on confirmation rolls made with improvised weapons.	ARG
Ratfolk	+1 lb gained per hour from the junker class feature. This does not grant a ratfolk flowmaster the junker class feature any earlier. If they take this prior to 5th level it provides no benefit until 5th level.	ARG
Vanara	+1/3rd bonus on confirmation rolls made with unarmed strikes.	ARG
Rezumar	+1/5th luck bonus to AC while flat-footed.	Gonzo 2
Wug	Expand the critical threat range of improvised weapons by 1/6th. This does not stack with other sources except for those granted by flowmaster class features.	RG4
Kapre	+1/3rd damage with improvised weapons while drunk or otherwise intoxicated.	RG4
Talli	+1/3rd Will saves against mind affecting effects.	RG4
Whyos	+1/3rd bonus on attack rolls made with unarmed strikes against those who have oppressed a whyos in the past (yourself included).	RG4



Even if the caged bird has food to eat, he always dreams of the liberty of the forest.
-Proverb

Ajna

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

When used, kashoom takes on the appears of reflective golden fire that crackles like lightning. The nature of one using it will often influence its appearance. Sometimes it pulses or swirls harmonically, other times it is jagged and teems with the erratic motion of a swarm of bees.

Kashoom is a live wire- raw cosmic energy and for that reason should only be used by who have trained in the art of it's taming. Even when it is mastered, it is still a dangerous form of energy and if a creature employes it for too long they will become changed by it. These gifts are as dangerous as they are powerful, and are the hallmark of a man who has challenged the cosmos and won.

Thought given form- ajna can project their psychic presence from the astral plane onto our own, leaving behind their meditating body. Their awesome psychic powers comes from a profound understanding of their own spiritual self and their place in the greater cosmos. They tap into a higher state of being- exploring the cosmos with their spirit.

Ajna possess a special soul: some are nearing the end of their cycles of rebirth- holy men and women in their previous lives ready to transcend to a higher plane, others are "two-feathered spirits" who have 2 spirits in their body; a perfect balance of the male/female dichotomy, and others still are simply liberated souls who represent the next step in our spiritual evolution (indigo children).

Many practitioners of new aged spirituality seek to find the path of enlightenment that ajna walk but not all have the spirit required or the true willingness to embrace the exotic truths of the universe.

Hit Dice: D8.



People are not naturally either friends or enemies: friendship and enmity arise from circumstances.

-Proverb

Table 4-1 The Ajna

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Projection, third eye, spells
2nd	+1	+0	+0	+3	Astral warrior, presence of mind
3rd	+2	+1	+1	+3	Self-discovery, temple of the body
4th	+3	+1	+1	+4	Third eye
5th	+3	+1	+1	+4	Bonus feat
6th	+4	+2	+2	+5	Telekinesis
7th	+5	+2	+2	+5	Self-discovery
8th	+6/+1	+2	+2	+6	Third eye
9th	+6/+1	+3	+3	+6	Bonus feat
10th	+7/+2	+3	+3	+7	Enhanced meditation
11th	+8/+3	+3	+3	+7	Self-discovery
12th	+9/+4	+4	+4	+8	Third eye
13th	+9/+4	+4	+4	+8	Bonus feat
14th	+10/+5	+4	+4	+9	Endless mind, enhanced meditation
15th	+11/+6/+1	+5	+5	+9	Astral projection, self-discovery
16th	+12/+7/+2	+5	+5	+10	Third eye
17th	+12/+7/+2	+5	+5	+10	Bonus feat
18th	+13/+8/+3	+6	+6	+11	Endless mind
19th	+14/+9/+4	+6	+6	+11	Self-discovery
20th	+15/+10/+5	+6	+6	+12	Universal transcendence

Role:

An ajna is a psychic character who can project a strong mental construct to do battle on its behalf. This leaves their body vulnerable to attack and must be projected. They are primarily concerned with their Wisdom, as many of their class features rely on it, though a strong Constitution will serve them well as they only have d8s for hit dice.

Advice to the stupid produces anger.
-Proverb

Table 4-2: Ajna Spells Known

oth	1st	2nd	3rd	4th	5th	6th
4	2	-	-	-	-	-
5	3	-	-	-	-	-
6	4	-	-	-	-	-
6	4	2	-	-	-	-
6	4	3	-	-	-	-
6	4	4	-	-	-	-
6	5	4	2	-	-	-
6	5	4	3	-	-	-
6	5	4	4	-	-	-
6	5	5	4	2	-	-
6	6	5	4	3	-	-
6	6	5	4	4	-	-
6	6	5	5	4	2	-
6	6	6	5	4	3	-
6	6	6	5	4	4	-
6	6	6	5	5	4	2
6	6	6	6	5	4	3
6	6	6	6	5	4	4
6	6	6	6	5	4	4
6	6	6	6	6	5	5

Table 4-3: Ajna Spells Per Day

Level	1st	2nd	3rd	4th	5th	6th
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	3	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	5	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

They have a respectable arsenal of spells, as they are 6th level casters, though many of the spells they can select are based on enhancing their senses or manipulating the emotions of others and are not overly offensive.

Alignment: Any

Evil ajna often take a view of pure selfishness, embracing the simultaneously raw and cosmic idea of necessary struggle and benign neglect. Good aligned ajna are often quasi-pacifistic, embracing love and acceptance in all its forms.

One good friend is better than a thousand poor ones.
-Proverb

They take a larger view of the cosmos- seeing the grand inner workings of the planes and may even engage in extreme self-sacrifice for strangers so long as it betters the cosmos in the long run. Neutral ajna are often the true adherents to the concept of harsh introspection, cosmic rationality, and embrace themselves in their true forms- untainted by biased or preconditions.

Starting Wealth: $2d6 \times 10$ gp (average 70 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The ajna's class skills are Acrobatics (Dex), Diplomacy (Cha), Knowledge (arcane) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Heal (Wis), Knowledge (arcana) (Int), Knowledge (planes) (Int), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: $4 + \text{Int modifier}$.

Class Features:

The following are the class features of the ajna.

Weapon and Armor Proficiency:

The ajna is proficient with all simple weapons and light armor.

Projection (Su):

As a move action an ajna can free their spirit from their body and manifest their consciousness as a psychic projection- their literal spirit incarnate. The consciousness of the ajna resides in the projection and their body is helpless (except for transferring its will back to its body or ending the effect). The projection must stay within 60 feet + 10 feet per level of it's ajna. It cannot willingly move out of this range and if forcibly moved out of it the projection immediately ends.

Starting at 1st level, an ajna can project for a number of rounds per day equal to $4 + \text{his Wisdom modifier}$. At each level after 1st, he can project for 2 additional rounds. Temporary increases to Wisdom, such as those gained from spells like *owl's wisdom*, do not increase the total number of rounds that an ajna can project per day. The total number of rounds of projection per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

The projection is identical to the anja in all way at the time of creation expect the following: the projection is incorporeal, sheds light like a torch, and gains a sacred* bonus on all attack and damage rolls equal to $1/4\text{th}$ their character level (minimum +1). Additionally, all attacks are made by the projection are done as though with a *ghost touch* weapon. Unlike a normal incorporeal creature, the projection retains the AC bonus of it's body (rather than losing natural armor, gaining a deflection bonus, etc), can be perceived via Perception checks as per a normal creature, and retains its Strength score (based on the ajna's Strength score) rather than give it up in favor of Dexterity on melee attacks.

All the things that are white are not milk.
-Proverb

Any damage done to the projection is dealt directly to the ajna's body (they share hit points). Similarly, all effects and conditions that target the ajna also affect the projection. If an effect targets both the ajna and its projection- it only affects the ajna once.

When created all gear merges into the form of the projection. Any consumables used by the projection are subtracted from the ajna's inventory. The ajna's projected self looks much like their normal body in the general sense (a human would look generally humanoid of the same size category) but is vague and composed entirely of light and color.

When a projection ends an ajna is shaken until the start of their next turn. It ends if they chose to do so as a swift action, a dismissal spell (or similar effect) is successfully used on the projection, or the ajna is rendered unconscious.

*Good aligned ajna gain sacred bonuses. Evil aligned ones gain a profane bonus. Neutral ones may select which type they'd like to get upon taking their first level in the ajna class.



All in the world recognize the beautiful as beautiful. Herein lies ugliness.

All recognize the good as good. Herein lies evil.

-Daodejing

Sidebar: Projection Cheat Sheet

The following is a summary of the incorporeal state, as given by the projection class feature.

Immune to all nonmagical attacks.

Can only be harmed by magic weapons.

If the attack is from a corporeal source, it only takes half damage.

If a non-damaging spell is from a corporeal source, there is a 50% chance of it failing against you.

Other incorporeal creatures can damage you normally.

You can pass through solid objects but must remain adjacent to an object's exterior.

Can sense the presence or absence of creatures within a square adjacent to them.

Enemies have total concealment against you (50% miss chance) while you are in an object.

This is not all-inclusive and we encourage you to explore the incorporeal state fully if you intend to play this class or GM for a player using this class.

Third Eye:

An ajna gains the Third Eye feat from Pathfinder Roleplaying Game Occult Adventures as a bonus feat at 1st level.

Unlike other characters, an ajna is not fatigued when closing their third eye. At 4th level, an ajna can read an aura as a move action. At 8th level, an ajna can keep their third eye open at all times. At 12th level, an ajna can read all four auras at once. At 16th level they can read auras as a free action and the bonuses it provides to reading auras and detecting invisible creature or see through magical disguises doubles (to +8 and +16 respectively).

SIDEBAR: THIRD EYE FEAT (REPRINT)

Third Eye (Feat)

You possess and can open a third eye that permits you to see things as they really are and gain greater insight into auras.

Prerequisites: Psychic Sensitivity or ability to cast psychic spells.

Benefits: Once per day as a standard action, you can open a spiritual third eye positioned on your forehead between and above your normal eyes. You can keep this eye open for up to 1 minute per character level you possess. This duration doesn't have to be consecutive, but it must be used in 1-minute increments. Once per day while your third eye is open, you can use the read aura occult skill unlock after 1 minute of intense concentration. This is in addition to the normal daily use of read aura (which still takes 10 minutes). While your third eye is open, you gain a +4 bonus on Perception checks to read auras, as well as a +8 bonus on Perception checks to detect invisible creatures or objects or see through magical disguises (both illusory ones and those provided by the change shape ability or polymorph magic).

When you close your third eye, either voluntarily or at the end of the time limit, you are fatigued for an amount of time equal to the length of time you kept your third eye open.

Normal: Without this feat, you must spend 10 minutes in intense concentration to read one of a creature or item's four auras, and you can do so only once per day.

Special: You can take this feat multiple times. Its effects don't stack. Each time you take the feat, you increase the number of times per day you can open your third eye (and read an aura) by one.

Spells:

An ajna casts psychic spells drawn from the ajna class's spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an ajna must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an ajna's spell is equal to 10 + the spell's level + the ajna's Wisdom modifier.

An ajna can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4-3: Ajna Spells Per Day. In addition, he receives bonus spells per day if he has a high Wisdom score.

The ajna's selection of spells is limited. An ajna begins play knowing four 0-level spells and two 1st-level spells of the ajna's choice. At each new ajna level, he learns one or more new spells, as indicated on Table 4-2: Ajna Spells Known. Unlike an ajna's spells per day, the number of spells an ajna knows isn't affected by his Wisdom score. At 4th level and every even-numbered level thereafter (6th, 8th, and so on), an ajna can choose to learn a single new spell in place of one he already knows. In effect, the ajna loses the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell from the ajna's class list that the ajna can cast. An ajna can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

An ajna need not prepare his spells in advance. He can cast any ajna spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Impartiality is kingship. Kingship is Heaven. Heaven is the Way. The Way is eternal.
-Daodejing

When projecting, psychic spells can originate from either the projection or the ajna.

Knacks: Ajnas learn a number of knacks, or 0-level spells. These spells are cast like any other spell, but they don't consume any slots and can be used again. Knacks cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Astral Warrior (Su):

At 2nd level, an ajna can make melee attacks against targets within 60 feet + 10 feet per level. If made in this fashion the attack is done telekinetically, dealing force damage instead of its normal damage type.

Self Discoveries:

As an ajna progresses in their pursuit of enlightenment they gain a degree of understanding about themselves and their place in the cosmos. At 3rd level and every 4 levels thereafter they gain a self discovery from this list below.

Body of Stone: While projecting the physical body turns into a statue. It gains DR /force equal to 1/4th their ajna level as their spirit

Distorted Self Image: When an ajna makes a projection, it can be up to one size category larger or smaller than the ajna typically is. This size change is the same as an enlarge person or reduce person spell. The choice must be made when the projection is made and cannot be changed until the projection is created again.

Flickering Projection: As a swift action, while projecting, both the body and the projection can turn invisible until the end of the ajna's turn.

Heightened Sense of Self: Add 3 to the number of rounds per day an ajna can project.

Indigo Aura: The DC to read an ajna's aura or influence their attitude (via Intimidate or Bluff) is increased by 1/4th their ajna level and they are treated as if they were constantly under the effect of an *undetectable alignment* spell. Finally, the ajna exudes an uncomfortable aura at all times- making animals act uneasy, babies cry, and people get goose bumps when first in their presence.

Mind and Body: The ajna gains Improved Unarmed Strike as a bonus feat and deals unarmed damage as if they were a monk of equal level.

Mind Beam: The ajna can project a powerful, multi-colored, beam of energy from their third eye at will as a swift action. This is a ray attack that deals 1d4 points of force damage per 2 levels of ajna (minimum 1d4) + their Wisdom modifier.

Oneness: Rather than creating a projection the ajna's physical body is absorbed into the spiritual projection- leaving behind no body while active. After use an ajna with this talent ceases to project- they are rendered unconscious for 1 round (rather than shaken). The projected body takes on the ajna's actual, clearly recognizable, likeness and has a more corporeal look to it.

*If you want to grab the world and run it I can see that you will not succeed.
-Daodejing*

Thoughtform: When using astral warrior the ajna can substitute its Strength modifier for its Wisdom modifier on damage rolls.

Thoughts of Anger: An ajna gains 1 additional attack at it's full BAB each round when projecting.

Vital Essence Projection: An ajna can transfer some of their own life essence to another creature. They can sacrifice up to their level in hit points to transfer them to an ally adjacent to them. The ally is healed for twice the amount sacrificed. Using this ability consumes 1 round of projection. A given creature can only receive 1 vital essence projection per day from a given ajna.

Temple of the Body (Su):

At 3rd level, an ajna can swap places with its projection as a swift or immediate action.

Bonus Feat:

At 5th level and every 4 levels thereafter, an ajna gains a bonus feat from the following list:

Alertness, blind-fight, improved blind-fight, greater blind-fight, chakra adept ^{OA}, chakra initiative ^{OA}, chakra master ^{OA}, combat reflexes, elongated cranium ^{OA}, empath ^{OA}, extra awakening ^{OA}, incorporeal intuition HA, psychic healing ^{OA}, psychic maestro ^{OA}, psychic virtuoso ^{OA}, skill focus (any class skill), spirit sense ^{OA}, xenoglossy ^{OA}

An ajna may bypass all level, skill, and ability score feat prerequisites for these feats when taking them as bonus feats.

Telekinesis (Sp):

At 6th level, an ajna can use telekinesis at will as a psychic spell-like ability. Using this class feature consumes 1 round of projection. The ajna uses their Wisdom for their ability score for casting this spell like ability. Unlike the spell, the ajna uses a single attack roll when throwing any number of objects at any number of creatures. Compare the single attack roll against the AC of any creatures attacked.

Enhanced Meditation (Sp):

An ajna can meditate for 10 minute and gain insight into the flow of energy in the universe. They become aware of some pertinent fact related to the present narrative of the game. The information the ajna receives is somewhat random, but always related to the game. The impact of this ability is largely left up to the discretion of the GM. It could be something as simple and general as "there is a secret door somewhere in the next few rooms of the dungeon" to as specific as "the order to touch the gems is red, yellow, green", and can be as abstract as "the jester is not who he seems" (when there is no "jester" but you later realize that a king likes to make jokes often to bolster his self-confidence). There must be a reasonable chance of the ajna partaking in that plot point within the next 24 hours. Once this meditation has been done the ajna gains a single re-roll on any skill check directly related to that aspect of the narrative. The GM may retroactively grant the player a chance to use this re-roll on a failed roll if the player is unaware that the result of their meditation could have been used. If unused, the benefit expires after 24 hours or the next time he meditates.

An ajna of 14th level grants this re-roll ability to all allies whom he tells about the experience he had while meditating (up to 100 people). In addition, the ajna grants himself 3 re-rolls related to that situation.

If you die without loss, you are eternal.
-Daodejing

Endless Mind (Ex):

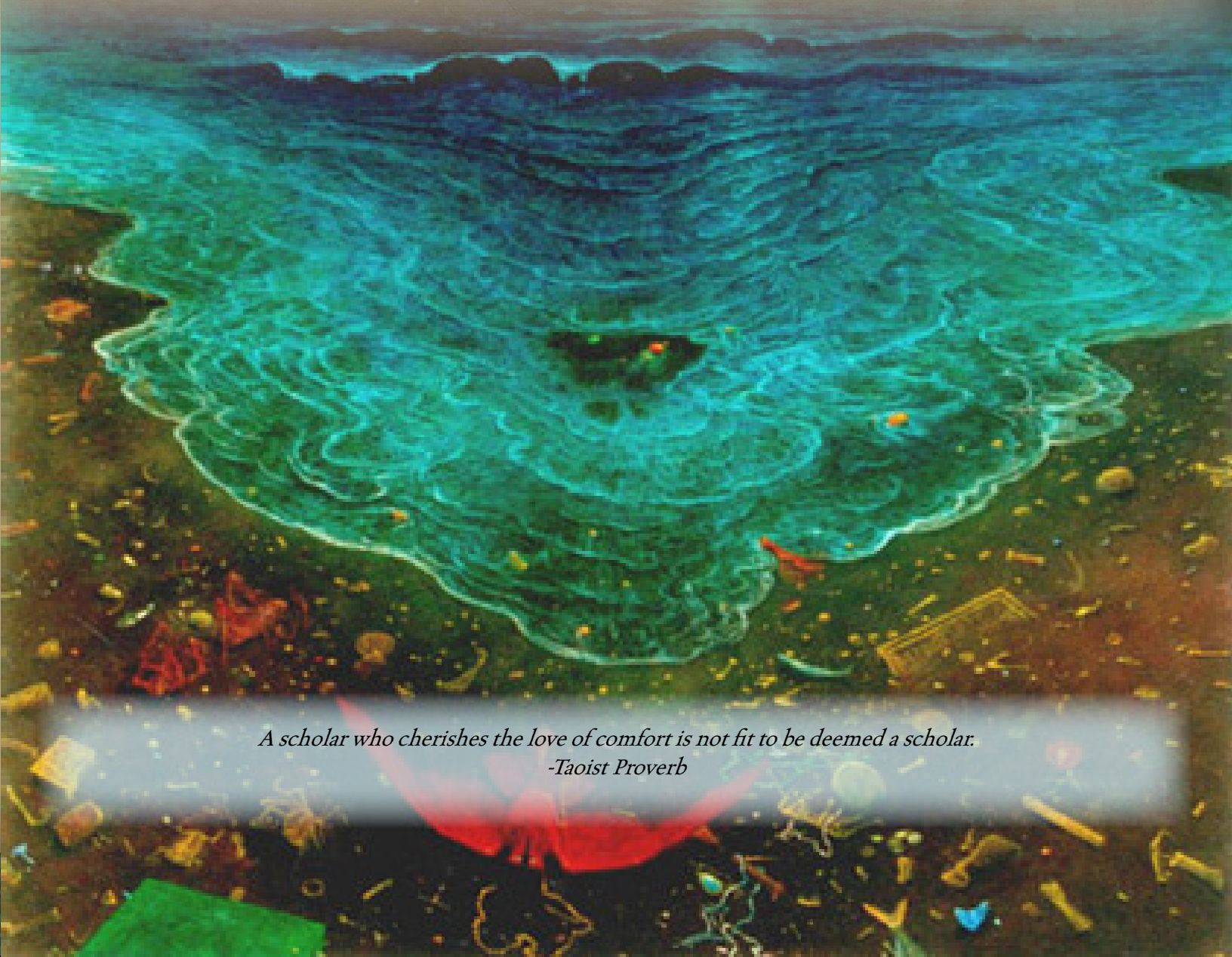
At 14th level an ajna gains a +2 to the DC of all saves against his spells while third eye is open. At 18th level this bonus increases to +3.

Astral Projection (Sp):

At 15th level, an ajna can use astral projection at will, though they cannot take others with them and they may enter the astral plane as a full round action (rather than the 30 minute casting time). Each round the ajna spend on the astral plane in this fashion consumes 1 round of projection. If used while projecting, the projection becomes the astral body.

Universal Transcendence:

At 20th level, an ajna has left his physical form behind for a higher state of being. Most simply transcend and merge their consciousness with the greater cosmos- but those who stay behind permanently exist as projected state with no body left behind. Abilities that consume rounds of projection may be used at will without consuming anything. In addition, their third eye is always open. They may read auras as a free action (even multiple at once) and gains true seeing constantly though their third eye.



*A scholar who cherishes the love of comfort is not fit to be deemed a scholar.
-Taoist Proverb*

Ajna Spell List

0TH LEVEL SPELLS (KNACKS)

Arcane Mark, Bleed, Dancing lights, Daze, Detect magic, Detect poison, Detect psychic significance, Flare, Ghost sound, Grave words, Haunted fey aspect, Know direction, Light, Lullaby, Mage hand, Mending, Message, Open/close, Prestidigitation, Read magic, Resistance, Sift, Stabilize, Telekinetic projectile, Virtue

1ST LEVEL SPELLS

Adjuring step, Alarm, Animate rope, Blurred Movement, Burst of Insight, Calm Animals, Cause Fear, Charm animal, Charm person, Color spray, Command, Compel hostility, Comprehend languages, Confusion (lesser), Detect aberration, Detect animals or plants, Detect secret doors, Detect Thoughts, Detect undead, Disguise self, Forbid action, Hypnotism, Identify, Lock gaze, Mage armor, Magic aura, Magic missile, Mind thrust I, Mindlink, Psychic reading, Quintessence, See alignment

2ND LEVEL SPELLS

Acute senses, Anticipate thoughts, Augury, Blindness/Deafness, Calm emotions, Confess, Darkvision, Daze Monster, Detect Anxieties, Detect Desires, Greater Detect Magic, Detect mindscape, Enshroud thoughts, Enthrall, False Belief, Hidden Presence, Hypercognition, Hypnotic Pattern, Locate Object, Mad Hallucination, Mental barrier I, Mental block, Mind thrust II, Misdirection, Object reading, Paranoia, Perceive Cues, Pilfering Hand, Scare, See Invisibility, Seek Thoughts, Share Memory, Spectral Hand, Status, Suggestion, Thought Shield I, Zone of Truth

3RD LEVEL SPELLS

Analyze Aura, Arcane Sight, Aura Sight, Countless Eyes, Mass Daze, Deep Slumber, Dispel Magic, Locate Weakness, Mantle of Calm, Marionette Possession, Mental Barrier II, Mind thrust III, Pierce Disguise, Rage, Scry, Telekinetic Maneuver, Thought Shield II, Witness

4TH LEVEL SPELLS

Arcane Eye, Charm Monster, Create Mindscape, Greater Darkvision, Detect Scrying, Discern Lies, Dominate Animal, Eyes of the Void, Fear, Lesser Astral Projection, Lesser Geas, Intellect Fortress I, Locate Creature, Mental Barrier III, Mind thrust IV, Mindwipe, Moonstruck, Overwhelming Grief, Overwhelming Presence, Rainbow Pattern, Scrying, Telekinesis, Telekinetic Charge, Telepathic Bond, Thought Shield III, Thoughtsense, Triggered Suggestion, True Form, True Seeing

5TH LEVEL SPELLS

Denounce, Dominate Person, Ethereal Envelope, False Vision, Intellect Fortress II, Mental Barrier IV, Mind Swap, Mind thrust V, Modify Memory, Prying Eyes, Psychic Asylum, Psychic Crush I, Remote Viewing, Retrocognition, Serenity, Mass Suggestion, Telepathy, Teleport, Thought Shield IV, Tower of Iron Will I, Utter Contempt

6TH LEVEL SPELLS

Analyze Dweomer, Battlemind Link, Contingency, Greater Create Mindscape, Disintegrate, Greater Dispel Magic, Ethereal Jaunt, Geas/Quest, Getaway, Intellect Fortress III, Joyful Rapture, Legend Lore, Mental Barrier V, Mind Thrust VI, Prismatic spray, Psychic Crush II, Psychic Surgery, Repress Memory, Greater Scrying, Thought Shield V, Vengeful Outrage


*A strong man masters others. A truly wise man masters himself.
-Taoist Proverb*

Table 4-4: Ajna Alternate Favored Class Bonuses

RACE	BONUS	SOURCE
Human	+1/5th a new self discovery.	CRB
Elf	+5 feet to the range of your attacks made with astral warrior.	CRB
Half Orc	+1/3rd damage to attacks made with astral warrior.	CRB
Vanara	+1 round of projection per day.	ARG
Dragoul	+1/4th bonus to the DC of your psychic spell saves while your third eye is open	RG4
Cuills	+1/3rd shield bonus to your projection's AC.	RG4
Kapre	+1/5th a new self discovery.	RG4
Chel	+1/3rd damage to attacks by your projection.	RG4
Theck	+1 round of projection per day.	RG4
Rokososos	+1/3rd insight bonus to your AC when your projection is not active.	RG4
Numen	+1.5 to Diplomacy checks while your third eye is open	RG5

Anticipate the difficult by managing the easy.
-Taoist Proverb

U. B. 52408-
2009



Kashoom

A NEW SOURCE OF POWER

The universe is ablaze with energy, it's in every motion of molecules, the gravity of planets, and in the flow of time itself. Without this force, known as kashoom, no motion would occur. This ever-present, almost undetectable, cosmic energy can be conducted by those who know the secrets of cosmic lightning. Those rare few brave enough to act as a conduit for this massive power are known as kashun!

To channel kashoom one must orient your body in such a way that it can receive it. Like a TV antenna, one must dynamically pose in exactly the right way and hold it.

Once moved kashoom leaves the body quite quickly (within a handful of seconds). This is powerful enough for a single strike or a quick flurry. In the hands of a master however, a single strike is all it takes. One can split steel with their fists, jump skyward, or call down cosmic thunder!

Different poses channel slightly different variations of kashoom, as a whole spectrum (not unlike the spectrum of visible light) of kashoom exists. When focused through individuals, its resonance changes and has slightly different effects depending on the spiritual disposition of whoever is using it.

*Be Content with what you have; rejoice in the way things are.
When you realize there is nothing lacking, the whole world belongs to you.*

-Taoist Proverb

Kashun

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Striking dramatic poses allow kashun to channel cosmic energy into their forms. They are cosmically powered warriors able to perform fantastic supernatural abilities by becoming a physical conduit for cosmic kashoom energy!

A master of kashun, the art of channeling kashoom, knows a dozen unique kashoom poses and the perfect strikes to pair it with. They are infinitely patient, devilishly stylish, and wise beyond their years. When using a technique a kashun can gather kashoom quite quickly, particularly skilled kashun even begin to glow.

A kashun is not unlike a martial artist in their dedication to their art. Understanding kashun is as much philosophy as it is science and without a finely tuned body one cannot hope to pose accurately enough to correctly channel kashoom. However, the strength of a kashun comes from their manipulation of kashoom energy rather than their physical form and most kashun prefer to focus on their fine motor controls and lightness rather than building bulky muscle. Their training is not unlike that of a stage dancer, requiring them to be able to control each muscle individually and on a moment's notice.

Hit Dice: D10.

Role:

Kashun are debilitating martial characters with a wide range of martial techniques available to them.

Alignment: Any

The art of kashun is taken up by all and, as it is a universal force of nature, kashoom energy has no predisposition to any sort of alignment. Those of a disciplined mind are often far more at home with the rigorous training aspects of the class and may view kashun more as a science. Those of a more mercurial temperament are rarer but they represent the lion's share of natural kashun geniuses- those with an intrinsic understanding of kashoom energy and poses. The difference between a lawful kashun and a chaotic one is best described by comparing them to a refined noh dancer or classically trained ballerina and a naturally energetic master street dancer or it can be said that a lawful kashun is like a wizard where a chaotic one is more like a sorcerer. This point is brought up primarily due to the inherent dislike of the two kinds of kashun and their frequent clashes.

Adventures:

A kashun's reasons for adventuring are as diverse as the people attracted to the study of the obscure art, though they frequently seek out powerful foes to test their power against. Many can be found in the employ of the vanguard of armies, as hired caravan guards, or even as assassins. The adventuring life calls strongly to them, daring them to test themselves before impossibly strong foes and display their powerful kashun!

Being deeply loved by someone gives you strength, while loving someone deeply gives you courage.
-Taoist Proverb

Relationship to Other Classes:

Kashun most identify with monks, though they understand that their relationship is often superficial at best as both may study a somewhat esoteric martial art but the differences often end there. Kashun may have difficulty dealing with divine classes as they tend to describe kashoom in quasi-religious terms, though they are aware that it is simply a natural force. To this end they frequently forge an understanding with druids who share a similar view of nature forces, though accepting an abstract “cosmic energy” is often beyond their capacity. Barbarians, oddly enough, are frequent friends of kashun as they tend to just accept kashoom as some nebulous “greater power” not unlike their own more primal powers and barbarians also respect their combat prowesses. More mundane classes like rogues, cavaliers, and fighters often don’t understand the subtleties and are more hesitant to engage with them. Kashun do not enjoy the company of other kashun, seeing them as potential rivals and, even if that is not the case, they dislike being compared to each other.

Starting Wealth: $3d6 \times 10$ gp (average 105 gp.). In addition, each character begins play with an outfit worth 10 gp or less.



Class Skills

The class's class skills are Acrobatics (Dex), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 4 + Int modifier.

*Fill your house with gold and jade, and it can no longer be guarded.
-Taoist Proverb*

Table 5-1: The Kashun

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	POSES KNOWN
1st	+1	+0	+2	+0	Pose, resonance	3
2nd	+2	+0	+3	+0	Cosmic lightning technique, cosmic perception	3
3rd	+3	+1	+3	+1	New pose	4
4th	+4	+1	+4	+1	Charge kashoom, resonance	4
5th	+5	+1	+4	+1	Insignificance	4
6th	+6/+1	+2	+5	+2	Cosmic perception, new pose	5
7th	+7/+2	+2	+5	+2	Resonance	5
8th	+8/+3	+2	+6	+2	Improved charge kashoom	5
9th	+9/+4	+3	+6	+3	New pose	6
10th	+10/+5	+3	+7	+3	Cosmic perception, resonance	6
11th	+11/+6/+1	+3	+7	+3	Technique-ish	6
12th	+12/+7/+2	+4	+8	+4	New pose	7
13th	+13/+8/+3	+4	+8	+4	Resonance	7
14th	+14/+9/+4	+4	+9	+4	Improved charge kashoom	7
15th	+15/+10/+5	+5	+9	+5	New pose	8
16th	+16/+11/+6/+1	+5	+10	+5	Resonance	8
17th	+17/+12/+7/+2	+5	+10	+5	Technique-ish	8
18th	+18/+13/+8/+3	+6	+11	+6	New pose	9
19th	+19/+14/+9/+4	+6	+11	+6	Resonance	9
20th	+20/+15/+10/+5	+6	+12	+6	Striking!	10

Class Features:

The following are the class features of the kashun.

Weapon and Armor Proficiency:

The class is proficient with all simple and martial weapons as well as with light, medium armor, and shields (but not tower shields).

*He who does not trust enough, will not be trusted.
-Taoist Proverb*

Pose (Su):

A kashun can, once per turn, strike a pose as a free action by declaring the pose they assume. This is a dramatic and bizarre stance that requires a unique sort of muscle control designed to channel kashoom energy. A character in a pose cannot also benefit from a stance Unchained or style feat ^{UC}. A pose cannot be struck if a kashun is physically restrained in any way (such as grappled, bound, paralyzed, etc), if he is wearing armor with a arcane spell failure chance above 25% (as it similarly interferes with his ability to perform precise movements), if he has heavy encumbrance, or if he has any of the following conditions: confused, exhausted, a fear effect, prone, shaken, staggered, stunned. Posing requires the presence of mind to be able to judge the cosmic flow of kashoom and thus may not be done if he cannot have concentration and patience.

The next action taken after posing expends the pose. If this sort of action would benefit from the pose they were just in, it triggers the effect (see the list of poses later in this class's entry for more information). A pose can be struck at any point during the round, even if it is not during the character's turn though never more than once per round.

A 1st level kashun knows 3 poses of his choosing and he gains a new pose at 3rd level and every 3 levels thereafter. A kashun has access to all effects in a pose that he knows.

See the [Kashun Pose List](#) after this class entry for a complete list.

Resonance:

Souls resonate at different frequency on a cosmic level and kashun find themselves causing the kashoom energy they channel to be influenced by this resonance. Like light shown through tinted glass, no matter what sort of kashoom comes in, it is different depending on who is using this. A kashun's "resonance" is the way they influence the energy and is broken down into specific natures. At 1st level, a kashun selects one natures (see [Kashun Resonances](#) after this class entry for a complete list) that best describes them. This causes them to gain some additional effects from specific poses and grants them some unique abilities as they progress in level.

Each resonance has 1 ability that it grants at 1st level and at 4th level and every 3 levels thereafter they may select from any other ability within their resonance that they qualify for. In addition, at 1st level each resonance impacts how a kashun's cosmic lightning technique works. A kashun may only select each once.

Cosmic Lightning Technique (Su):

At 2nd level kashun in any pose can, once per round as a swift action, transition to another pose. In addition, the violent transition causes a discharge of cosmic lightning. This allows them to shock a target within 30 feet of the kashun with a bolt of golden cosmic lightning that deals 1d6 points of electricity damage per 2 levels of kashun (minimum 1d6) + the kashun's Charisma modifier. Creatures receive a Reflex save (DC 10 + 1/2 kashun level + Charisma modifier) for half damage.

Activating cosmic lightning does not count as a triggering action for the purpose of poses and gains no benefit from poses. Cosmic lightning technique activates after the kashun has changed poses.

*It is not enough to be compassionate. You must act also.
-Taoist Proverb*

Kashoom is like electricity (or perhaps electricity is like raw kashoom). The cosmic lightning technique is a specific kind of dramatic transition between two other kashun poses. After striking any pose a master of kashun can then immediately switch to another, more powerful one on a drastically different part of the kashoom spectrum. This sudden switch is so violent that they call down cosmic lightning strike nearby them. This can occur indoors but always start at a tangible point above the target (the ceiling, a cloud, etc) with a clear path to the target and strike them quickly, then fades just as quickly as it came. A deafening roar like cosmic thunder that often precedes self-revelation accompanies it as well.

Cosmic Perception (Su):

As a kashun becomes more sensitive to kashoom energy, he begins to become more aware of the universe as a whole- more perceptive of the slight twitches and spasms in the fabric of reality. At 2nd level this manifests itself as a sixth sense, a nagging feeling, regarding things on a cosmic level. It might give them a slight pang if a planet somewhere was wished out of a existence, if a war between two planes occurred, or if someone messed with the time stream. While they are not aware of what transpired- they are made aware that something has. They add 1/2 their kashun level on Knowledge checks (generally arcane, planes, or religion) as a competence bonus to discern cosmic-level events.

At 6th level their cosmic perception has reached a point where planar travel that occurs within 100 miles of them gives them the same pang of awareness. Creatures who cast a conjuration (teleportation) spell within 60 feet of them also trigger this sense, though it does not provide information as to the nature of the spell.

By 10th level the kashun is like a spider poised on the spiderweb of cosmic events. Any time a cosmic event happens (a large transfer of energy or beings between planes, the loss of life of 1,000 or more creatures in a short period of time, divine shenanigans, etc) the kashun is instantly aware of it occurring (not it's nature). They can make a Knowledge (planes) checks, even without further information, to discern the nature of the event. They also gain a competence bonus on identifying conjuration spells and divination spells equal to 1/2 their kashun level.

Charge Kashoom (Su):

At 4th level, if a kashun doesn't move on their turn they charge kashoom passively. This grants them 1 charge token. Charge tokens last for 1 minute but this duration is reset if they gain another charge token. Charge tokens cannot be generated outside of dire situations, such as combat, as they require the user to be in a heightened mental state.

A charge token can be expended as a free action on an unarmed strike or attack with a kashoomish weapon to grant them +1d6 electricity damage per charge token spent. A kashun may never expend more than 1/2 their kashun level in charge tokens at once.

Moving, for the purpose of this class feature, is defined as a 5 foot step, going prone, or as a move action that causes the kashun to move to a new square. Even unintended movement or forced movement counts. Any time a creature leaves the square they started their turn in, it counts as movement for this class feature. Striking a pose, attacking (while in the same square), and other such actions do not count as moving.

*One cannot reflect in streaming water.
Only those who know internal peace can give it to others.
-Taoist Proverb*

Kashun Resonances

Insignificance (Ex):

When one is truly aware of how small an insect they are in relationship to the infinitely large scale of the macroverse, they have a clearer understanding of the stakes of life. The perspective grants a certain level of clarity. At 5th level, creatures take a penalty equal to $2 + \frac{1}{5}$ th the kashun's level on attempts to Intimidate the kashun and the kashun gains an insight bonus of $2 + \frac{1}{5}$ th his kashun level against fear effects and on Diplomacy checks. These benefits do not stack, use the highest bonus if they would overlap.

Improved Charge Kashoom:

At 8th level a kashun gains 2 charge tokens for every turn they do not move. In addition, they can expend charge 3 tokens as part of an action to activate cosmic lightning technique to target all creatures within 30 feet, excluding himself. The kashun can exclude up to their Charisma modifier in allies.

At 14th level a kashun gains 3 charge tokens for every turn they do not move.

Striking! (Su):

At 20th level, a kashun knows all poses. In addition, the kashun gains charge 5 tokens for every turn they do not move.

Aggressive

Those who cause kashoom to resonate at an aggressive vibration are typically more warlike spirits with strong convictions and a knack for getting things done.

Way of the Baited Blade (1st Level): An aggressive kashun knows precisely how to turn his weapon into a cosmic tool of destruction. The kashun selects one of the fighter's weapon groups (see chapter 3 in the Pathfinder Core Rulebook). Whenever he wields a weapon in this group it is treated as though it were a kashoomish weapon. The aggressive kashun also gains a bonus on damage rolls equal to $\frac{1}{4}$ th their kashun level (minimum +1) when attacking with a weapon from their selected weapon group.

OTHER ABILITIES:

Warrior's Way: The aggressive kashun becomes proficient in all martial weapons, all shields, and both light and medium armor. Furthermore, the aggressive kashun gains the ability to pose while wearing armor with up to a 40% arcane spell failure chance.

Victorious Vibe: The aggressive kashun treats Intimidate as a class skill. When the kashun makes an Intimidate check they add $\frac{1}{4}$ their kashun level to it as a morale bonus.

Cosmic Combatant: The aggressive kashun may select a combat feat. This may only be selected once. Once this resonance has been taken the kashun can count their kashun level as their fighter level for the purpose of taking combat feats.

*The journey is the reward.
-Taoist Proverb*

Residual Dark Charge: When the aggressive kashun uses the dark drake blast pose he gains a re-roll on the first missed d20 roll to hit he makes on the following turn.

Silver Snakes: When the aggressive kashun uses the bulldash pose and uses the eye snakes technique they roll 2d20 and take the better result. If both would result in a successful hit the eye snakes gain +1 to the damage per d6 of damage rolled.

Excited

Some individuals amp up the kashoom that enters their body, exciting it and causing it to resonate erratically but quite fiercely. These are typically creatures with expressive, flitty, or artistic souls who are full of energy and power.

Portable Posing (1st Level): An excited kashun can pose as part of a move action and may expend the pose as either part of that move action (if the poses has an effect that is triggered by such an action) or on the action following the move action.

OTHER ABILITIES:

Quick Charge: An excited kashun gains 1 charge token, via the charge kashoom class feature, if he moves at least 30 feet on his turn.

Exuberant Frequency: An excited kashun adds 10 feet to their base movement speed and an additional 5 for every 5 levels of kashun (to a maximum of +30 feet)

Flitty Frequency: An excited kashun can take 10 feet worth of movement with a 5 foot step.

Hastey Frequency: An excited kashun who poses before making a full attack action can make 1 additional attack at their full BAB. This does not stack with haste or similar effects.

Overwhelming Frequency: An excited kashun can make a full attack action after moving.

King of Krem: On the turn they use and on the round after an excited kashun uses the kremish booster squat they are treated as if they were under the effects of a feather fall spell. In addition, they add 5 feet to the distance an enemy is moved when using Krem-Buster!

Express-Express: An excited kashun can use Sundance Explosion as part of a charge action and may release the energy at any point during the charge.

Steady

Kashoom, when focused though the spirit of a steady natured individual, calms and become regulated and precise- perfect for using. Those with a steady resonance tend to be sharp-witted, academic, and dry.

Way of the Still Fist (1st Level):

"Kashun training is a martial endeavor and the way a kashun trains is as unusual as the art they practice. A skilled kashun waits, completely still, until the exact moment movement is required. They sit tense, like the jaws of steel spring primed to snap shut at the exact moment for a killing blow."

A steady kashun gains Improved Unarmed Strike as a bonus feat at 1st level. Their attacks can be with fists, elbows, knees, and feet. This means that a kashun can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a steady kashun striking unarmed. They can can apply their full Strength bonus on damage rolls for all his unarmed strikes. Their unarmed strikes deal lethal damage, although they can choose to deal nonlethal damage with no penalty on his attack roll. They can make this choice while grappling as well.

*To act sincerely with the insincere is dangerous.
-Taoist Proverb*

Furthermore, their unarmed strikes are treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. The damage dealt by their unarmed strike is on par with that of a monk of equal level and is determined by the unarmed damage column on Table: Monk in Chapter 3 of the Pathfinder Core Rulebook. The damage listed there is for Medium monks and steady kashun.

OTHER ABILITIES:

Steady Harmony: So long as the kashun spent at least 2 charge tokens last turn they get 1/2 the number spent (round down) back at the start of his next turn.

Reliant Pose: A steady kashun is treated as always being in a pose when out of combat. This means that he counts as if he was already in a pose as soon as combat begins- even if the enemy has surprised them. As a free action, out of combat, a kashun with this ability can designate which pose they want to be in. Roots of the Cosmic Tree: So long as a kashun has at least 2 unused charge tokens they gain an additional +2 bonus to their AC. If they have 4 unused charge tokens and are at least 8th level they gain a +4 bonus instead.

Love's Stinger: When the steady kashun uses the electric love sting and an enemy deals damage to them, the enemy takes 1d6 electricity damage per 3 levels of kashun.

Glorious Bear Stance: A steady kashun can use bear bubble after 1d4 rounds rather than after 1 hour.

Big Bear Bubble: The next attack made after using bear bubble causes the target to temporarily drop out of existence, as by temporal stasis, for 1 round. A Will save (DC 10 + 1/2 kashun level + Charisma modifier) resists the effect. This may only affect a given creature once per day.

Flowing

Like a river flowing through a small pass, those with a flowing disposition case their kashoom to flow vitally, guiding it rather than forcing it. Those whose spirits are flowing are easy-going, accepting, willing, and easy to influence.

Way of the Flowing Form (1st Level): Slow and graceful, a kashun of the flowing form move with supernatural grace. They add their Charisma to their Combat Maneuver Defense and additionally gain a dodge bonus to their AC equal to 1/4th their kashun level (minimum +1).

OTHER ABILITIES:

Willow Stance Dance: When the flowing kashun uses the burst willow stance they gain a +2 dodge bonus to their AC until the start of their next turn.

Healing Frequency: At the start of each turn, if the flowing kashun has taken at least 1/2 their kashun level in damage on their last turn, they automatically heal for their Charisma modifier in damage to a maximum of 1/2 their kashun level.

Flowering of Life: If, in a single action, a flowing kashun is healed for at an amount at least equal to their character level they gain 1 charge token. This can only occur no more than once per round.

Starburst: If a creature is killed by a fire of the stars attack it explodes- gloriously! All creatures, except the kashun himself, within 20 feet of the creature must make a Reflex save (DC 10 + 1/2 kashun level + Charisma modifier) or take the kashun's unarmed strike (1d3 for a standard medium creature) + the kashun's Charisma modifier in fire damage. If a creature makes this save they take half damage.

*When I let go of what I am, I become what I might be.
-Taoist Proverb*

Twisting

A twisting resonance represents an inquisitive mind, the creative spark, humor, and a playfulness. Kashoom tends to lance and play, twisting and spinning as it is called forth.

Way of the Obscured Object (1st Level): Hidden until the last possible moment, a twisting kashun knows well how to surprise their foes. At 1st level they gain Improvised Weapon Mastery as a bonus feat, and treats them as kashoomish weapons. In addition, they add 1/4th their kashun level (minimum +1) to all combat maneuver checks against flat-footed foes.

OTHER ABILITIES:

Twisting Rampage: A twisting kashun gains a +3 bonus to their Initiative modifier. This stacks with Improved Initiative.

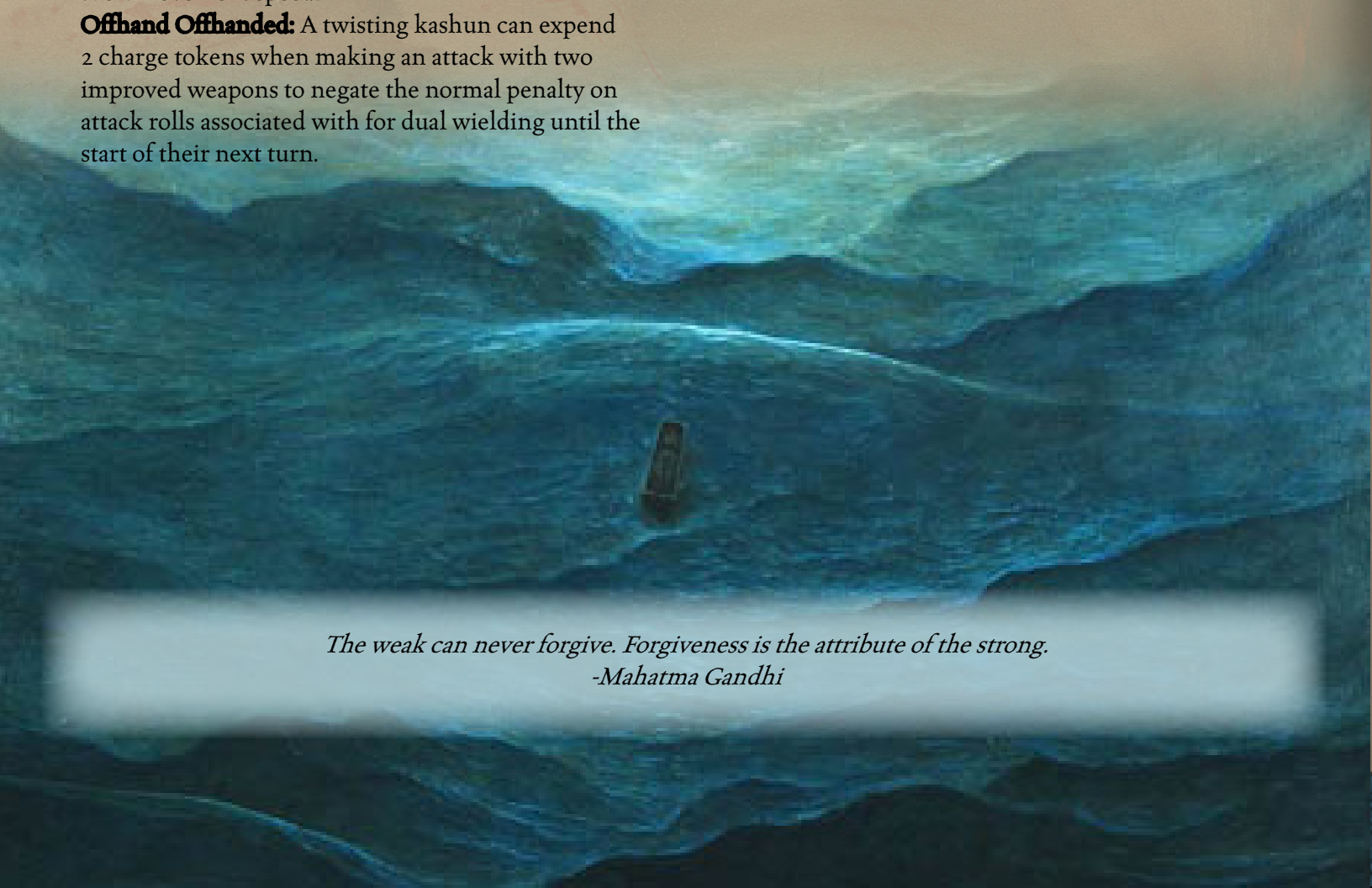
Cosmic Dance-Dance: So long as a kashun has at least 2 unused charge tokens they can make a full attack at the end of a charge or after moving no more than half their movement speed.

Offhand Offhanded: A twisting kashun can expend 2 charge tokens when making an attack with two improved weapons to negate the normal penalty on attack rolls associated with for dual wielding until the start of their next turn.

Tangent Dee Pose: When the twisting kashun makes a tangent strike, if the first attack hits, their second attack is also a tangent strike (provided they have a second attack they can make in the same turn).

Ghost Ghost Destruction: If a twisting kashun confirms a critical hit with a ghost ghost shot the creature is subject to a dismissal spell (or banishment if the kashun is at least 8th level).

Ghost Ghost Cannon: If a twisting kashun pays 1 charge token while in a ghost ghost riot pose they can deliver a 60 foot cone that only affects outsiders, elementals, and ethereal creatures as a standard action. It deals 1d6 points of electricity damage per kashun level + the kashun's Charisma modifier. This specifically causes damage to all such creatures, regardless of DR or immunities. Creatures caught within the area of this cone can make a Reflex save (DC 10 + 1/2 kashun level + Charisma modifier) for half damage.



The weak can never forgive. Forgiveness is the attribute of the strong.
-Mahatma Gandhi

UNIVERSAL RESONANCE ABILITIES

These abilities can be taken regardless of what resonance the kashun selected. Abilities marked [Lightning] apply to a kashun's cosmic lightning technique and only one may be applied at a time.

Leaping Lightning [Lightning]: The kashun's cosmic lightning technique can strike a second target within 30 feet of the first. At 8th level and every 4 levels thereafter they may add 1 additional target, all within range of the first target. This has no effect if used with Improved Charge Kashoom.

Unrelenting Lightning Strikes [Lightning]: When using the cosmic lightning technique the target rolls 2d20 for their saving throw and picks the lower d20 result. If both would result in a failed saving throw the cosmic lightning strike gains +1 to the damage per d6 of damage rolled.

The Power Cosmic: A kashun with this talent can change the damage type of their cosmic lightning technique to acid, cold, or fire. This can be chosen on an action by action basis.

Cosmic Powered Punch: A kashun with this talent can change the damage type of the extra damage granted by spending a charge token to acid, cold, or fire. This can be chosen on an action by action basis.

Cosmic Generator: A kashun who does not move on their turn (see the charge kashoom class feature) can expend their standard action as well to gain 1 additional charge token. If they are at least 14th level they gain 2 additional charge tokens if they expend their standard action.

Home Pose: Select a pose. If the kashun enter this pose on his turn, he gains a morale bonus on damage rolls equal to 1/4th his kashun level on the first successful attack roll made before the start of his next turn.

Kashun Poses

A kashun pose can only provide one benefit when expended. Any spell or spell-like abilities granted though kashun poses do not count as if the kashun knows or can cast them and cannot be used for the purposes of prerequisites.

Tangent Dee Pose

Description: By spreading his arms wide, lowering his head, and standing on one leg the kashun transform himself into a lightning rod- channeling a brutal form of kashoom. This allows them to use an unarmed strike to deliver a bolt of golden kashoom energy through their target.

EFFECT (TANGENT STRIKE)

The first attack roll made after striking this poses, called a tangent strike, causes the kashun to add his Charisma modifier to damage. A tangent strike may be made as part of a full attack action, though it only effects the first attack. A tangent strike, by default, must be made with a natural or unarmed attack. It may however be modified to be delivered in one of the following fashion:

Weapon: The tangent strike may be delivered through a melee weapon, though it reduces the bonus damage gained from the kashun's Charisma by 2 unless it is a Kashoomish weapon.

Material: The kashun can strike a solid surface that is of a contiguous material (such as a wall, floor, sheet of ice) to deliver this melee attack as a ranged attack who is in a square adjacent to the surface struck. This cannot strike targets more than 30 feet away or through a material that is more than 6 inches thick. When delivering this attack the damage is converted to force damage and the total damage dealt is reduced by half (round up). Delivering a tangent strike in this fashion provokes an attack of opportunity from foes who threaten him.

Victory attained by violence is tantamount to a defeat, for it is momentary.
-Mahatma Gandhi

Example: This can travel along a wall and strike a target in a square adjacent to it.

Example: This can strike someone on the opposite side of a door without harming the door.

EFFECT (TANGENT FORCE)

This pose can be expended as a reaction to being successfully struck by a creature with a natural attack. If used in this fashion the kashun gains DR/- equal to his Charisma against that attack and the attacker takes electricity damage equal to the kashun's Charisma modifier.

Burst Willow Stance

Description: Assuming this willow-armed static stance a kashun holds his legs together as if they were a single trunk of a tree and bend forwards at the hips. The exact nature of this stance is slightly different each time it is used as it is the stance that charges the kashun's kashoom the quickest. If he assume this stance, a kashoom charges quickly- almost to a bursting point! Releasing it all at once floods the kashun's body with kashoom energy and gain one of the following benefits for the turn. Flooding body like this, call a willow burst, is slightly painful but is one of the core techniques of a kashun due to its versatility.

EFFECT (WILLOW BURST- SPEED!)

If the kashun takes a movement action dependent on movement speed after striking the willow burst pose he adds 50% feet to all movement speeds until the end of the action. In addition, a kashun of at least 6th level ignores difficult terrain, treating it as normal terrain, during this movement as well.

EFFECT (WILLOW BURST- VITALITY!)

If the kashun expends a standard action to allow the kashoom he has build up to flood his body and simply dissipate it revitalizes his body, healing him for 1d6 per 3 levels of kashun he possesses. A kashun may only be healed for 5x his kashun level in HP in this fashion per day. Any additional healing from a willow burst is wasted with no effect.

EFFECT (WILLOW BURST- STRENGTH!)

A kashun can use the kashoom to grant him great physical power, crackling in great golden spark on his skin. He gains an enhancement bonus to his Strength score equal to 1/4th his kashun level for 3 rounds.

Special: After using an effect from willow burst stance the kashun cannot use burst willow stance in the same fashion for 3 rounds. (A kashun can use willow burst- Strength! followed by Willow Burst- Vitality! but not Strength! again.)

Kremish Booster Squat

Description: By standing on his hands and keeping his legs close to his torso a kashun can channel a very kinetic form of Kashoom*. When released, it either delivers an immense shoving force from one's body or launches the kashun high into the sky.

*This is similar to the crow pose in yoga.

EFFECT (KREM-ROCKET!)

If the kashun attempts an Acrobatics check to jump after striking this pose, roll 2d20 and take the preferred result, then add the kashun's Charisma modifier. The dice result is the additional number of feet the kashun has leaped.

A man is but the product of his thoughts. What he thinks, he becomes.
-Mahatma Gandhi

EFFECT (KREM-BUSTER!)

The first attack roll made after striking this pose, called a krem-buster, causes the creature struck to be shoved directly away from the kashun 5 feet for every 5 damage dealt by the krem-buster. A creature can make a Reflex save (DC 10 + 1/2 kashun level + Charisma modifier) to negate this additional movement effect. Creatures immune to being bull rushed or repositioned are immune to this effect. A krem-buster may be made as part of a full attack action, though it only effects the first attack. A krem-buster, by default, must be made with a natural or unarmed attack. It may however be modified to be delivered in one of the following fashion:

Weapon: The kerm-buster may be delivered through a melee weapon, though it reduces the distance to 2.5 feet for every 5 damage the kashun deals by unless it is a Kashoomish weapon.

Material: The kashun can strike a solid surface that is of a contiguous material (such as a wall, floor, sheet of ice) to deliver this melee attack as a ranged attack who is in a square adjacent to the surface struck. This cannot strike targets more than 30 feet away or through a material that is more than 6 inches thick. When delivering this attack the damage is converted to force damage and the total damage dealt is reduced by half (round up). Delivering a krem-buster in this fashion provokes an attack of opportunity.

Example: This can travel along a wall and strike a target in a square adjacent to it.

Example: This can strike someone on the opposite side of a door without harming the door.

Temple of Jaunt Pose

Description: A dramatic pose where one holds one of their hands, open palmed, near their face and wraps their other around their torso with a wide stance. This stance channels a fiery kashoom into their hand-lighting it ablaze with the white starlight. A burning afterimage follows the arm of the attacker, dealing a devastating second blow a split second after the first. When is strikes there is a crack of golden cosmic lighting.



Jealousy does not wait for reasons.
-Mahatma Gandhi

EFFECT (FIRE OF THE STARS)

The first attack roll made after striking this poses, called a fire of the stars attack, causes the creature struck to explode and catch ablaze with golden fire. The attack deals an additional amount of fire damage equal to the damage dice size of the kashun's unarmed strike (1d3 for a standard medium creature). The creature suffers this fire damage for a number of rounds equal to the kashun's Charisma modifier at the start of each round, as though it was burning, although the flames cannot be extinguished. The flames seek life to burn and any creature who touches a creature who is burning from the fire caused by a fire of the stars strike also catches ablaze for the same duration. This is a sort of supernatural kashoom fueled fire and will only burn living things. A fire of the stars attack has no additional effect on undead, constructs, or other creatures without a Constitution score. A fire of the stars attack may be made as part of a full attack action, though it only effects the first attack. A fire of the stars attack, by default, must be made with a natural or unarmed attack. It may however be modified to be delivered in one of the following fashion:

Weapon: The fire of the stars attack may be delivered through a melee weapon, though it reduces the duration to 1 round unless it is a Kashoomish weapon.

EFFECT (DANCE OF THE STARS)

If the kashun takes a movement action dependent on movement speed after striking the Temple of Jaunt pose his flaming after-image leaves a scorched trail of kashoom energy behind him. Each unoccupied square becomes hyper-charged with kashoom energy and anyone who enters the square must make a Reflex save (DC 10 + 1/2 kashun level + Charisma modifier) or take 1d6 points of damage for every 2 levels of kashun. These are invisible- only scorched earth signifies where he has traveled and they dissipate at the start of the kashun's next turn.

Bulldash Pose

Description: Assuming a wide stance the kashun puts both hands on their head, pointing one finger outwards. This gives them the appearance that they are pretending to have horns on their head. The kashun must stick their tongue out and extend their jaw to truly maximize their kashoom charge. As he charges kashoom, lightning crackles between his extended fingers. This focuses the kashoom in their skull, giving them several options when they release it:

EFFECT (EYE SNAKES)

If they take a swift action after assuming a bulldash pose, the kashun may release golden lightning snakes of energy from his eyes that tear through the air and seek the eyes of their target. This allows them to make a single ranged attack against a target within 30 feet. If successful the lightning snakes slither into their eyes- they take 1d6 electricity damage for every 2 levels of kashun + the kashun's Charisma modifier. In addition, if the target takes the damage, they must make a Reflex save (DC 10 + 1/2 kashun level + Charisma modifier) or be blinded for 1 round.

EFFECT (VANISHING BULL)

If the kashun makes a bull rush, trample, overrun, or trip or reposition maneuver against a target after assuming the bulldash pose he counts as those he was one size category larger for the purpose of determining his bonus to such maneuvers and whom he may use them on. In addition, creatures who are bull rushed, trampled, overruned, or tripped in this fashion have their body suddenly encased in a painful, biting, itching, kashoom- causing them to become sickened for 1 round unless they succeed a Fortitude save to ignore it (DC 10 + 1/2 kashun level + Charisma modifier).

*A man of truth must also be a man of care.
-Mahatma Gandhi*

Sundance Express

Description: The sundance pose is done by standing on one leg while holding one arm high and the other low. The kashun channels a powerful kinetic kashoom in this form and can deliver an unarmed strike, known as a "sundance explosion" that can stagger an opponent.

EFFECT (SUNDANCE EXPLOSION)

The first attack roll made after striking this poses, called a sundance explosion, causes the target to make a Fortitude save (DC 10 + 1/2 kashun level + Charisma modifier) or be stunned until the start of their next turn. This is accompanied by a large but harmless explosion of golden light. This sheds light like a torch until the end of his turn. This lights counts as a daylight for the purpose of creatures harmed by such forms of light. A sundance explosion may be made as part of a full attack action, though it only applies to the first attack. A sundance explosion, by default, must be made with a natural or unarmed attack. It may however be modified to be delivered in one of the following fashion:

Weapon: The sundance explosion strike may be delivered through a melee weapon, though the DC for the save against the stun is reduced by 2 unless it is a Kashoomish weapon.

EFFECT (SUNBURST) (SP)

As a swift action made after dropping this pose the kashun can cause himself to glow like the sun- cosmic golden starlight emanating from his form. This causes an effect like a daylight spell, using his kashun level as his caster level, though the duration is only until the start of his next turn and is always centered on him. In addition, while this light is in effect it grants the kashun's allies a +2 bonus on all saves.

Electric Love Sting

Description: Standing tall the kashun thrusts one hand with an outstretched finger definitely skyward and the other hand pointed finger downwards, elbows bent. Unlike other poses, this one does not need to be expended to grant the kashun a bonus. It is designed to harden the form, coating the skin in a visible blue glow of kashoom energy!

EFFECT (ELECTRIC LOVE STING)

So long as the kashun is in this pose on their turn they gain all of the following benefits until the start of their next turn. Once this pose has been struck, a kashun cannot benefit from another pose on their turn.

- The kashun adds his Charisma to all his saves.
- The kashin gains Spell Resistance equal to 10 + 1/2 kashun level.
- If the kashun is at least 9th level he gains DR/- equal to his Charisma as well.

Service to others is the rent you pay for your room here on earth.
-Muhammad Ali

Ghost Ghost Riot Pose

Description: The kashun fits his hands together almost like he is shaking his own hands, but keeps them a few inches apart. One elbow is up, near his head, and the other is down near his hip. He crouches low, focusing his kashoom energy between his hands.

EFFECT (GHOST GHOST SHOT)

The first attack roll made after striking this pose (called a ghost ghost shot) bypasses the DR of outsiders, elementals, and ethereal creatures as if it were a ghost touch weapon with an enhancement bonus equal to $\frac{1}{4}$ th his kashun level (minimum +0). In addition, the kashun adds $\frac{1}{2}$ his kashun level to damage rolls against such creatures on a ghost ghost shot. A ghost ghost shot may be made as part of a full attack action, though it only affects the first attack. A ghost ghost shot, by default, must be made with a natural or unarmed attack. It may however be modified to be delivered in one of the following fashion:

Weapon: The ghost ghost shot may be delivered through a melee weapon, though he adds only $\frac{1}{4}$ th his kashun level to outsiders, elementals, and ethereal creatures rather than $\frac{1}{2}$.

EFFECT (RIOT DANCE)

If the next action after posting is a defense action (total defense or fighting defensively), the kashun becomes consumed by the blue glow of the kashoom energy the kashun is partially converted to a form of pure kashoom energy. Attacks against the kashun have a 50% miss chance until the start of his next turn.

Dark Drake Pose

Description: The kashun grips his shoulders with the hand on the opposite side and lowers his chin to his neck. This focuses a malicious form of kashoom energy that can be released like a boom. This pose also allows him to absorb electricity damage and add that damage to his attack.

EFFECT (DARK DRAKE EXPLOSION)

After striking this pose a kashun can take a standard action to release a massive explosion of kashoom energy. This purple-black pulse cracks like thunder when discharged and causes 1d6 points of electricity damage for every 2 levels of kashun + his Charisma to all creatures within 30 feet + 5 feet per 2 levels of kashun. Creatures can attempt a Reflex save (DC $10 + \frac{1}{2}$ kashun level + Charisma modifier) for half damage.

EFFECT (DARK DRAKE CAPACITY)

While in this stance the kashun absorbs electricity. He becomes immune to electricity damage and for every 2 points of electricity damage he would have taken the next dark drake explosion he uses within the next hour adds 1 to the damage he deals to all creature to a maximum of his kashun level.

Specifically: A kashun can use the cosmic lightning technique to charge his Dark Drake Capacity.

We can't change the direction of the wind, but we can adjust the sails.
-Proverb

Glorious Bear Stance

Description: This is a low crouching pose with one hand, fingers bent like claws, outstretched while the other stays closer. The pose is typically broken by making a pulling motion with both hands towards the kashun, as if reeling in a heavy rope. Space flexes and heaves as the hands pulls and pushes a bubble of kashoom-influenced space/time distortions.

EFFECT (PAW-PAW REACH)

If the kashun's next action after striking the glorious bear pose is an attack action, all melee attacks made with unarmed strikes, natural attacks, or kashoomish weapons may be delivered at a range of 30 feet and their entire damage is converted to force damage as a liquid time/space bubble distorts reality and causes a kinetic bubble.

EFFECT (BEAR BUBBLE)

The kashun can encase himself in a bubble of distortions. The space he is in ceases to exist if he expends a swift/immediate action he is placed in a temporal stasis spell until the start of his next turn. Once this has been done to him, he takes 1d8 points of damage and cannot use glorious bear stance against for 1 hour.

*A thief thinks everybody steals.
-Proverb*

New Feats

NEW FEAT TYPE: CHAKRA

This chapter presents a new type of feat [Chakra]. Chakra feats may only be selected by characters that have invested in the chakra system presented in this book.

Align Chakras [Chakra]

You are practiced at focusing chakras and maintaining a solid flow of energy.

Benefit: Whenever you make a save against an effect that would close your chakras (such as possession) you may roll your save twice and take the better result. You may do this number of times per day equal to the highest chakra you can open.

Align With the Cosmos [Chakra] [Kashun]

You combine your chakra energies with those of kashoom.

Prerequisites: Charge Kashoom class feature

Benefit: You may forgo your normal benefits granted by chakra this round to increase the number of charge points granted by your charge kashoom class feature by one.

Cosmic Overtones [Kashun]

Your soul resonates with multiple harmonies, subtle but distinguishable- you bring them to the forefront.

Prerequisites: Resonance (kashun)

Benefit: You gain the 1st level benefit from a kashun resonance other than your own. In addition, in the future you may select resonance abilities from the newly selected resonance. If the first level abilities conflict- select one to be active at a given time. Switching is a swift action.

Detect Hostility

The soul resonates with emotion- hostility perhaps brightest of all.

Prerequisites: Detect Evil OR Psychic Sensitivity OR ability to cast psychic spells OR Sense Motive 5 ranks OR Uncanny Dodge

Benefit: You can detect a creature's hostile intent. When a non-mindless creature within 60 feet of you that you can perceive clearly intends to take a hostile action (towards anyone) you are made aware by a subtle mental alarm.

This doesn't grant you knowledge of the kind of hostility or even who it is- just that someone means harm towards another. If you take a swift action you can pinpoint the creature who means harm and a further swift can deduce who (or what) it intends harm towards. You can do both as a move action.

The extent of this is on par with a you asking the hostile creature if they intend to cause you (or others) harm and them failing to Bluff you that they are not.

*Clouds that thunder seldom rain.
-Proverb*

Creatures with at least 5 more ranks in Bluff than you have character level and mindless creatures are immune to this. Creatures with unique abilities to remain emotionless may get a Will save (DC 10 + 1/2 character level + your Wisdom) to avoid detection by this ability.

Extra Awakening

You open your mind to new possibilities, esoteric thoughts, and hard cosmic truths.

Prerequisites: 2 realized awakenings, you cannot have any awakening that has not been yet been realized.

Benefit: You can take an additional awakening after the normal 2. In addition, you gain a +1 insight bonus on the daily checks to reduce the time it takes to realize an awakening, this bonus stacks with itself.

Special: You may take this multiple times. Each time it applies to a new awakening. Monks may select this as a monk bonus feat.

Forced Chakra [Chakra]

Through mental strain you may hasten the flow of your chakra temporarily, to the point where accessing it is almost instantaneous.

Benefit: In lieu of taking a swift action to maintain your chakra you may instead make a Will save instead (DC 10 + the number of chakra you have open). This DC increases by +2 for additional time you do. The DC resets after 8 hours of sleep.

Greater Third Eye [Chakra]

You can force your chakra energies into your third eye.

Prerequisites: Third eye, character level 12

Benefit: If you have at least your brow chakra open you may forgo your benefit from maintaining or open your chakra to immediately gain the benefit of the Third Eye feat. This benefit last until you next maintain or open a chakra. This does not count towards your daily limit of using the Third Eye feat. You no longer become fatigued when closing your third eye.

Metaphysician

Some can heal the body. You can heal the mind and soul.

Prerequisites: Heal 5 ranks AND Psychic Sensitivity OR the ability to cast 1st level psychic spells OR the ability to cast 1st level divine spells OR Knowledge (religion) 3 ranks

Benefit: You can, as a standard action, attempt Heal checks to remove the mind affecting effects describe on Table 6-1: Metaphysician. If this is a persistent magical effect that lasts for more than 24 hours, the mind affecting effect is instead suppressed for 24 hours per application. The metaphysician must be able to touch their target like a normal Heal check so they can work their metaphysical energies back into alignment through spiritual means.

*The nose didn't smell the rotting head.
-Proverb*

TABLE 6-1: METAPHYSICIAN

Condition	Action Type	Heal DC to Remove
Confused	Standard	15
Dazed	Swift	15
Fascinated	Standard	15
Fear (Shaken)	Standard	15
Fear (Frightened)	Standard	20
Fear (Panicked)	Standard	25

Past Life Regression

You gain access to the memories of a past life.

Prerequisites: Psychic Sensitivity OR the ability to cast 1st level psychic spells OR the ability to cast 1st level divine spells OR Knowledge (religion) 3 ranks

Benefit: Each time you take this you may, after a discussion with your GM, create a history for one of your past lives. Once this has been established you may take 1 minute to consult any or all of your past lives on a situation at hand (often times a Knowledge check). This always provides a +2 bonus on a single Knowledge check for each past life consulted (maximum of your character level). If this time is taken this also allows you to gain specific knowledge about the situation at hand that only your past life would know without a Knowledge check.

Example: If your past life was a Queen, she might know that the heraldry on the wall didn't just belong to the Von Crest family. She might know that it belongs to the forgotten Alexander Von Crest's heraldry and that, as his lover, she knew that he had a drinking problem and that he had a mole on the inside of his arm in the shape of a star. This is made without a Knowledge check.

Special: You may take this multiple times. Each time you gain access to another past life of yours.

Design Note: This feat can have a large impact on your character. Remember- you are a hero and a hero is likely to have heroic (or at least important) past lives. While it might be fun to have Larry the farmer as a past life, the wicked Count who built the castle you are trying to cleanse of demons might be a far more intriguing option. This is a great opportunity to compare and contrast your character to their past lives and build up the background of your character.

Past Life Obsession

You dig into your past lives, spending a great deal of times consulting them and researching them. You have learned ways, though your obsession with their lives, to improve your own.

Prerequisites: Past Life Regression

Benefit: Select one skill that one of your past lives would have been particularly skilled in. After consulting them on a situation at hand for 1 minute you may use their ranks in that skill rather than your own. They are assumed to have your character level in ranks in a skill.

Example: You are a 5th level character. If you had 1 rank in Heal and one of your previous lives was a doctor- you could consult him on how to suture the wound on the ranger's head. After 1 minute of consulting the doctor, you'd be able to make the check as if you had 5 ranks placed into Heal rather than just 1.

Special: If a character takes this feat once, it applies to all past lives they have.

In my homeland I possess one hundred horses, yet if I go, I go on foot.

-Proverb

Spiritual Unity [Chakra, Teamwork]

You have formed a spiritual network with those you call allies.

Prerequisites: Transfer Chakras, character level 10

Benefit: You can use the Transfer Chakra feat with all allies within 30 feet who have this feat instead of having to touch them.

Transfer Chakras [Chakra]

You can flow energy from yourself into others, imbuing those without training with a taste of spiritual awakening.

Prerequisites: Align Chakras, character level 6

Benefit: When it's time for you maintain or awaken this turn you may instead touch an ally (except yourself) as a move action to bestow to them one benefit of the root chakra instead. They treat their number of chakra open as equal to $\frac{1}{2}$ the number of chakras you have open (minimum 1). This lasts until your next turn.

Special: If the person in question has invested in chakra as well they may choose to benefit from their available chakras instead of just their root.

Revised Feats

Chakra Initiate [Chakra]

You start to develop a greater focus on a single chakra.

Benefit: Select a single benefit granted by a chakra. Whenever you choose to gain this benefit you can treat your number of open chakra as 1 higher than normal. You may change the selected benefit once per day. This feat doesn't grant any benefit if the ability selected does not use your total number of chakra open to determine its effect. This can cause you to count as having more than 7 chakras open.

Chakra Adept [Chakra]

You are able to spread your focus amongst multiple chakras.

Prerequisites: Chakra Initiate, character level 9

Benefit: You may designate 2 different abilities granted by your chakra for the chakra initiate feat. When changing your selected benefit, you may opt to change both selected benefits.

Chakra Master [Chakra]

You've strengthened your ability to focus certain chakras.

Prerequisites: Chakra adept, character level 15

Benefit: When using your chakra initiate feat you may opt to treat your total number of open chakras as 2 higher than normal instead of 1. This can cause you to count as having more than 7 chakras open.

Blaming your faults on your nature does not change the nature of your faults.

-Proverb

Qinggong Feats

First introduced in Dragon Tiger Ox, qinggong feats are feats that grant spell-like abilities that a character may cast by expending a number of ki points, or feats that expand the abilities of other qinggong feats. A character with a qinggong feat uses his ki level (levels in a class that grants the ki pool class feature) to determine his caster level for these spell-like abilities and uses his ki modifier (the ability score that determines ki pool size) for his concentration check bonus. If the spell calls for a saving throw, it is equal to $10 + \text{spell level} + \text{ki modifier}$ unless otherwise noted.

Awakened Senses [Qinggong]

You channel your ki into your senses, enhancing them.

Prerequisites: Spellcraft 4 ranks

Benefit: You may cast acute senses as a spell-like ability by spending 1 ki point. When using this ability you gain a sixth sense that allows you to automatically know if a creature successfully detected by you is currently benefitting from open chakras.

Bound Allies [Qinggong]

You tie yourself to your allies through ki.

Prerequisites: Spellcraft 4 ranks

Benefit: You may cast status as a spell-like ability by spending one ki point. When this spell-like ability's effect ends you may spend another point of ki as an immediate action to immediately re-apply the spell without having to touch the target.

Ki Awareness [qinggong]

You channel your energies into spiritual awareness.

Prerequisites: Spellcraft 2 ranks

Benefit: You may cast heightened awareness as a spell-like ability by one ki point. This ability lasts until you dismiss it, like when you gain a bonus to initiative checks.

Neglected Existence [Qinggong]

You phase your presence partially out of existence.

Prerequisites: Spellcraft 10 ranks, Stealth 4 ranks

Benefit: You may cast hidden presence as a spell-like ability by spending 1 ki point. By spending 2 ki you can also remove memories of yourself from the target as if they were affected by modify memory.

Knowing yourself is the beginning of all wisdom.

-Aristotle



Opera Style

Performance, acrobatics, and martial arts have always been closely linked to each other. Styles that have a focus on display, distraction, aerial moves, and acrobatics over practical martial arts strikes fall into this category. These include styles like the martial arts trained in the peking opera, modern wushu, “tricking”, and parkour-includes martial arts. Modern martial artists like Jackie Chan, Jet Li, and Donnie Yen have all studied this sort of art- making their moves look good on camera.

Oprea Style [Style]

With a deadly flourish, a seemingly impossible aerial maneuver, or an intimidating display of skill you shake your opponent to their core.

Prerequisites: Acrobatics 3 ranks

Benefit: The first time in a round you make a successful Acrobatic check as part of your movement you may make a free attempt to demoralize all foes within 30 feet who can see your display. Rather than using your Intimidate skill, you use the result of your successful Acrobatics check.

Staged Display [Style]

Your moves are so devastatingly distracting and fierce looking you imitate the savagery of a barbarian, the power of a lion, and the lethality of an assassin.

Prerequisites: Opera Style

Benefit: Any weapon you wield has the performance special weapon feature. In addition, the first time in a round that you successfully hit an opponent with a monk weapon or an unarmed strike or successfully make a Reflex save you may make a free attempt to demoralize all foes within 30 feet who can see you. Rather than using your Intimidate skill, you use your Acrobatics check. This may only trigger once per round and shares this limitation with the activation of the Opera Style feat.

Junk-Fu [Style]

Using the environment to your advantage, the whole stage, is the hallmark of a good stage martial artist.

Prerequisites: Opera style, Improvised Weapon Mastery

Benefit: You gain a +2 competence bonus on combat maneuver checks and a +1 bonus on damage rolls made with improvised weapons.

Peking Prat [Style]

Falling is part of fighting and making it look good, without getting hurt, is your specialty.

Prerequisites: Opera style, Acrobatics 5 ranks

Benefit: You gain the evasion class feature of the monk.

Style Imitation [Style]

Looking like you know another style as often as important as actually knowing that style.

Prerequisites: Opera style, BAB +5

Benefit: At the start of combat, select a style feat that does not have another style feat as its prerequisite. You do not have to qualify for it to be able to use it. You may use this feat for the duration of the combat.

Note: Using this other feat does not shift your style, you still gain the benefits of being in opera style.

*The problem with introspection is that it has no end.
-Philip K. Dick*

New Archetypes

Vajrayana Monk

AN ARCHETYPE FOR MONKS AND UNCHAINED MONKS IN THE PATHFINDER ROLEPLAYING GAME

It is not uncommon for monasteries to impart training in the use of one's chakras to their disciples. Such monks forgo some more traditional training for even greater expertise with the use of their chakras.

Chakras (Ex):

The monk must be invested in the chakra system presented in this book.

Chakra Limited Strike (Pn):

A vajrayana monk only counts 1/2 monk levels to determine his unarmed strike damage. When choosing which benefit of his open chakras to take he may forego any of the listed abilities to instead deal unarmed strike damage as a monk of his level. This is treated as a single chakra benefit. This modifies unarmed strike.

Bonus Chakra Feats:

A vajrayana monk adds all Chakra feats to their list of bonus feat, though they must still meet the feat's prerequisites.

One Energy (Su):

When having their chakra open that turn, a vajrayana monk gains an additional swift action that may only be used on abilities that spend points from their ki pool. This does not change the action required for these abilities. This ability is gained at 3rd level for unchained monks and 4th level for standard monks. This modifies ki pool.

Defensive Chakra (Su):

Starting at 3rd level and every 3 levels thereafter a vajrayana monk may reduce the Will save penalty for having his chakras open by one (minimum 0). This replaces fast movement.

Ever Flowing Chakra:

At 20th level your chakras have been completely accessed and the flow of energy is now effortless and naturally occurring. Your chakras are now fully open at all times and you take no penalty to will saves from having them open. You may select a third benefit from any of your chakras. This replaces perfect self.

*Truth suffers from too much analysis.
-Ancient Fremen Saying (Dune)*

Guru

AN ARCHETYPE FOR AJNA IN THE PATHFINDER ROLEPLAYING GAME

A guru is a teacher- one who dispels the darkness that clouds one's judgment. In fact, the term is believed to mean gu (darkness) and ru (dispeller). A guru awakens one's understanding through a profound understanding of their own place in the universe.

Chakras (Ex):

The guru must invest in the chakra system presented in this book.

Spiritual Healing:

A guru can spontaneously cast cure light wounds if he sacrifices a psychic spell. If the spell sacrificed is at least 2nd level, it is cure moderate wounds instead. A 3rd level spell results in cure serious wounds, a 4th results in cure critical wounds, a 5th in mass cure light wounds, and 6th level spell in heal or mass cure moderate wounds. In addition, the guru adds 1/3rd his guru level to the amount healed by all of the aforementioned spells if cast in this fashion. This replaces the 5th level bonus feat of the ajna.

Awaken Chakra (Su):

At 6th level, as a standard action that consumes 1 round of projection, while their third eye is open, a guru can force open a creature's chakra with a blast from their third eye. This is done as a ranged touch attack with a 60 foot range. This is automatically successful against willing allies. If successful, the struck creature has the chakras opened up to a maximum of where the guru himself can open them. A guru may open less than their maximum. The creature does not need to have access to their chakras for this benefit. If the creature struck is an ally, the creature may select what benefits the chakras grant. If the creature struck is an enemy, the guru may select what benefits the chakras grant. Chakras forced open in this fashion last for a number of rounds equal to the guru's level. If a creature has access to their chakras, they may chose to have them remain open as per normal (however, if it is above their normal maximum- they reduce the highest chakra they have open to the maximum they know). A creature thus struck cannot close them prematurely, unless an event that would normally closes them occurs (such as being rendered unconscious).

This replaces the telekinesis class feature.

Bodhi (Su):

At 19th level, all allied creatures within 60 feet of the guru, including the guru himself, take no Will save penalty when activating chakras. However, enemies who have their chakras opened within the same radius have the Will save penalty imposed by them doubled (-2 per chakra opened).

This replaces the 15th and 19th level self-discoveries.

A man wrapped up in himself makes a very small parcel.
-John Ruskin

Enlightened Barbarian

AN ARCHETYPE FOR BARBARIANS AND UNCHAINED BARBARIANS IN THE PATHFINDER
ROLEPLAYING GAME

Not all who channel rage do so to become mindless engines of violence. Some use their rage to clear away their thoughts and reach greater spiritual awakening, even accessing some innate knowledge hidden in the depths of their minds.

Designer's Note: This is an archetype that trades away some of the barbarian's combat prowess for out of combat viability. These barbarians typically lean more on their rage powers for combat, such as powerful blow or powerful stance if they are an unchained barbarian.

Awakened Mind:

An enlightened barbarian gains an additional 2 skill points per level. These skill points must be spent on an Intelligence, Wisdom, or Charisma based skill. This replaces fast movement.

Enlightened Rage:

The enlightened barbarian doesn't get the surge of adrenaline the many do when they rage takes over, instead they channel their rage into clearing their mind in order to unlock higher functions and hidden or innate memories. When an enlightened barbarian rages, instead of the normal benefits she gains a +2 inherent bonus to her Intelligence, Wisdom, and Charisma. This bonus increases to +4 when she gains greater rage and +6 when she gains mighty rage. When using an enlightened rage, an enlightened barbarian gains no bonus on Will saves (outside the one granted by her bonus to Wisdom), takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. The barbarian still uses her Constitution modifier to determine the number of rounds of rage she possesses. This ability alters rage.

Innate Knowledge:

Starting at 2nd level the enlightened barbarian may select a feat in place of any rage power. This feat must have mental ability score based requirement or be Skill Focus (any mental ability score based skill) and must not be a combat feat. They gain the benefits of this feat even when they are not raging. They must meet the prerequisites for this feat, but can choose to add their barbarian level to any mental ability score for the purposes of meeting the prerequisites of bonus feats.

This ability modifies the rage power class feature.



*My friend, care for your psyche and know thyself.
For once we know ourselves, we may learn how to care for ourselves.
-Socrates*

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