

Heroes of the Waves!

A Polynesian Sourcebook for the Pathfinder Roleplaying Game!



Heroes of the Waves

By Little Red Goblin Games

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Introduction



The soft lull of the waves' coming and goings pulled at old Te Heke's mind, urging him to sleep. It had been three days since he and his friends had been sent on this Ho'oponopono, a mission to cleanse their spirits for the heinous act they had committed when freeing the sky spirit. They had committed tapu and had to cleanse himself before the kahuna would proclaim them forgiven. So it was that Te Heke sat by the edge of the sea in the wee hours of the night, the sun still an hour away from rising. He was the only one awake, the lone sentry of his party of three.

A rustle. A whisper. A glint. He felt it before his other senses picked it up. A tribe of menehune, as viciously angry as they were short, were gathered at the edge of the beach where the party had camped for the night. They were well blended in with the low grass of the treeline on the small island they had camped at- no more than a mile or two across. Somehow they had missed them upon their first survey of the island.

"Paoa! Hoku!"

He cried out as the first spear zipped past his head and into the water. Hoku was on her feet, a novice kahuna in her own right, calling forth the water of the ocean to shield them almost before her eyes were open. She had a gift, a second sight of sorts, so it didn't surprise Te Heke in the slightest. Paoa was slower to his feet but he was like a large boat- it took a lot of paddling to get it going but once he got going there was little that could slow him down. He twisted free of the leaf-woven sleeping mat he'd managed to get himself wrapped in while he slept, grabbed his war club and was bringing it down on the nearest menehune in moments.

Te Heke slung a stone, his expert eye picking out heads that popped up over the grass as Paoa's aggression drove them into a retreat. The stones, blessed by the very same kahuna that had sent them on this journey, never missed their mark and brought each one down in turn. This halted the fleeing pygmy men- seeing death from near and from afar. They dropped their cobbled-together weapons and began to plead in their chattering talk. Paoa fought like a man possessed when called to but knew the ways of peace- he was truly the chief's son, the very picture of an ari'i.

"Lay down your weapons and leave us. Tomorrow we will be gone and you will be able to pick up your dead." He said, his war club still dripping with the entrails of their comrades. The little menehune warriors began to shake and a smile crept across Paoa's face. Hoku and Te Heke joined him.

"You speak well Paoa. What happened to that little boy who use to pull on my hair when he didn't get his way?" Hoku asked, washing clean the blood from his body with a wave of her hand as she approached, a smirk crossing her lips.

"He's still here and the way you talk causes this odd twitch in my finger... it seems to want to grab someone's hair..." He said equally as wryly.

The two old friends seemed to be at ease, confident in their victory... but something didn't sit right with Te Heke. He had been on a hundred raids and lost a good many of them. The hunter knew what victory felt like and this felt more like defeat despite the cowering little warriors before them. He drew his leiomano and gripped it tighter.

“Hoku... please... search for spirits nearby. I feel something is not right.” The old hunter said as his eyes darted around the forest. She seemed a little annoyed at the request,

“Te Heke... there is nothing to worry about. Your mind is as unsettled as-”

Just then a great roar came from the shore. Te Heke looked down and saw that the menehune were not cowering towards them but instead towards the shore itself and this was quickly receding.

“Oh...” Hoku affirmed, her voice fragile and eyes wide as she saw what Te Heke had.

The sea was gathering in great strength and a wave the height of thirty men was now coming down upon the little island. It took the form of a face though, that of a screaming man with great sharp teeth about to swallow the island whole with its fury. In the face of such power, what good were weapons? Only Hoku could save them now...

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WHAT IS THIS BOOK ABOUT?

Heroes of the Waves is a Pathfinder Compatible book that examines how to play a game set on Pacific Islands or Oceania. The periods we are pulling from mostly are from pre-western influence (or at least prior to western control). We are creating a somewhat merged culture so you may see a Maori term for one thing next to a Hawaiian term for another. We are also looking at this in a fantasy context rather than a historical one. We aim to provide gaming aids, material, and lore to add a Polynesian touch to your next game.

A POLYNESIAN CAMPAIGN

SETTING

MAJOR CULTURAL NOTES

There are a great number of cultures included under the umbrella term “Polynesian” and even more covered by this book. There are a great number of traditions, cultural elements, and aspects, so many we could never hope to cover them all in a timely manner, so we have selected common themes and traditions we found prevalent in a large number of them.

Please note that we will be using terms from a number of languages and cultures, sometimes in the same entry. This is because there are a great number of similar terms and we are selecting the most well known ones. Where available, we provide the linguistic source of the term as well as alternatives from different cultures.

MANA: This is the (Hawaiian) term for the spiritual power one had and was often connected to one's ancestors. It was, in effect, the “divine right” by which leaders ruled. Often times rules and superstitions were to prevent someone from stealing one's mana. In game terms your character's mana is represented by your level.

TAPU: This is a divine restriction. Today the word has morphed into the English word “taboo”. Things that are tapu must not be done. Places that are tapu must be avoided. Breaking with tapu has sacred consequences- the offender or a loved one (or other member of their community) might become sick or even die for breaking it.

As examples: It was tapu for people of a lower status (someone with lesser mana) to touch the things or eat the food of a higher ranking person (someone with more mana), stand in a higher ranking person's shadow, or things of this nature. Something that is not tapu is called “noa”.

There are many variations of this word or similar concepts, including: “kapu”, “ha'a”, and “tabu”. We will be using the word “tapu” in this book (a Maori term).

HARA/PONO: Breaking tapu resulted in “hara” or an error in the eyes of the gods. Hara would cause you to get sick, die, or otherwise have ill-fortune. Depending on what you did this might be visited upon just you, your loved ones, or even the entire community. For example: If a kahuna declared a fishing spot tapu for the rest of the season and you fished there, fish might not come back next year- starving the whole community until you atoned.

PONO (OR HO'OPONOPONO): The act of atoning. It traditionally involves confession, repentance, and an act of contrition or restitution as ordered by a kahuna or other spiritual guidance. This was also used for social and even business issues (which were not seen as separate from spiritual acts). Pono can only come from the whole family or community- it is not granted by a spiritual advisor.

CASTE SYSTEM: Whether or not you chose to embrace this in your game caste systems were an integral part of Polynesian life. Special training and crafts were taught within families and knowledge of this sort was sacred. Those with a higher place in society had more mana and thus a divine right to their stations. It was, however, something one had to continue to earn each day- not simply an inherited title.

There were generally three or four castes. The nobility were called “ariki”. These were often landowners or prominent members of clans. Some of these were professional soldiers but not all. “Raatira” or “free men” were craftsmen, owners of small tracts of land, and artists. They were called on in times of war and often had a limited knowledge of combat but were proficient due to some measure of training and better weapons. Finally the “manahune” (not to be confused with the menehune who were mischievous pygmies creatures) were land-bound workers who served raatira or ariki and had to give them a large portion of what they produced. There was one lower status- a prisoner or slave. These were considered below manahune- property rather than people.

There was fluidity between ranks at the top and bottom of each caste. A highly skilled manahune’s son might become a raatira in his lifetime if he is as successful as his father. An ariki at the bottom of the pecking order might be considered inferior to a successful raatira.

We have used the Hawaiian words for these castes.

KAHUNA (EXPERT VS PRIESTS): The term “kahuna” in Hawaiian had several meanings but largely meant an expert or master. You could be a “kahuna fisherman” or a “medical kahuna”. This title was a sign of respect and held a semi-sacred status amongst cultures in this region (each had a similar term). Common professions that gave this were ones that were important to the community including: navigators, physicians, ship builders, martial artists, tattooist, and even cooks.

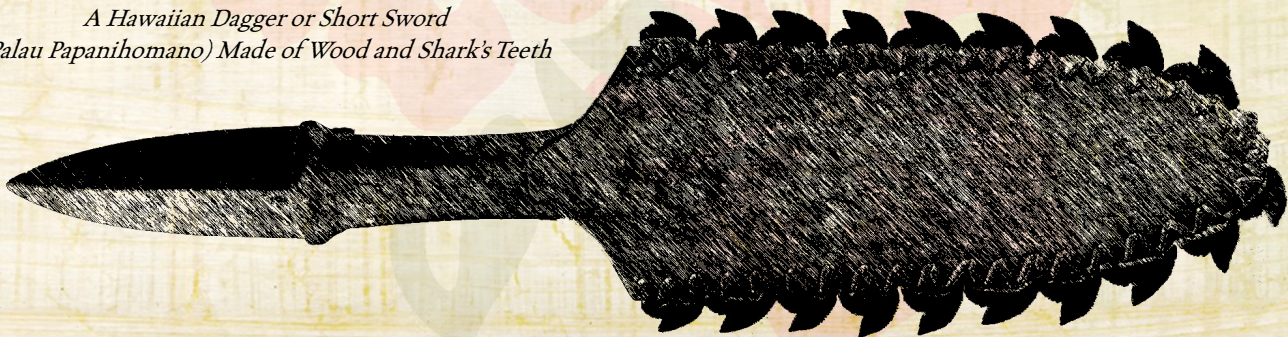
The second use for the term “kahuna” is a spiritual / magical one. It is connected to the other use of the term as they must be masters of their spiritual art to be called such. Both terms refer to gifted spiritual leaders who could commune with spirits, had the power to declare things tapu, could absolve one of transgressions, and other supernatural abilities. They were part shaman, part priest, and part wiseman. In Maori culture the term “Tohunga ” was used instead.

RULE CHANGES

While many things make a uniquely Polynesian game, there are several key factors that require rule changes when running a Polynesian campaign setting:

NO METAL: Metal was largely not present (or at least not in large enough quantities) in Polynesian islands and as such metal armor and weapons do not exist. The Advanced Player’s Guide suggests adding the “fragile” quality to weapons from this period but we do not encourage that as they found ways to work around this limitation and craft many fine weapons from wood, stone, grass, and animal parts that would match most standard European weapons. They did have meteoric iron but no knowledge or experience crafting it.

*A Hawaiian Dagger or Short Sword
(Palau Papanihomano) Made of Wood and Shark's Teeth*



NO LAND MAMMALS: Until western contact there were no land mammals present on the Polynesian islands. This means no horses, dogs, pigs, cows, rats, or other species. By in large they didn't have any sort of domesticated animals, though some non-domestic animals were kept as pets. They did have birds, reptiles, and insects of exotic varieties.

MANY CULTURES: One of the challenges we have in writing this book is that there are hundreds of diverse cultures, ethnicities, and regions encompassed in the area. Due to the isolation many of them initially developed distinct cultures. Often times a culture just a week's journey away would be unknown until first contact was made. This means there are an enormous number of languages (almost one per inhabited island), beliefs, and customs. The Linguistics and Knowledge (local) skills are immensely valuable.

ALL MAGIC IS DIVINE: All magic, be it arcane or divine in a game sense, comes from a spiritual source. The gods are found in everything- from plants to features of the land and even in situations. As a result- there is always a touch of divinity (or magic) in everything.

SEAFARING: There were no riding animals in Polynesia, though boats and travel by sea largely made this unnecessary. The Ride (Dex) skill is replaced by a Seafaring (Wis) skill described later.

ISLANDS: Each island can be a unique and exciting adventure. As a GM you can establish islands locations as you wish as it was difficult to accurately map and find ALL the inhabited islands even near your tribe. This means that "world maps" are never to be considered all-inclusive and typically only extend as far as a given tribe had explored. It should be noted however that polynesians had rather advanced navigational and ship building techniques for their era. It should also be noted here that islands are closed ecosystems and are thus very fragile. It is easy to destroy them if you are not careful.

THE OCEAN: Keep in mind most of a Polynesian campaign will be somewhere near the ocean or on it. You will need to have a good grasp of rules for traveling over water, drowning, swimming, and traveling on water. A lot of encounters will be drawn from the aquatic encounter charts.

EARLY DEVELOPMENT: Most of the rules of this book assume you are using the pre western contact period of Polynesian history. This means you will probably want to use rules appropriate to this era of plan in terms of gear, weapons, armor, etc. Firearms are treated as not existing.

NO ARMOR / ARMOR BY LEVEL: Armor was not an important part of Polynesian culture. Rarely nobles would wear wooden helmets or protective capes but often they ran into battle in little more than loincloths. Shields were found and used but none were metal. However, one's mana (spiritual power) was believed to be protective. To this effect we encourage you to use this armor bonus to AC by level chart. Characters still apply their Dexterity as a Dodge bonus to AC as well as shield, deflection, and other sorts of bonuses to AC. Treat this armor bonus by level as if it were an armor bonus in all respects.

TABLE 1-1: AC BONUS BY LEVEL (AKA MANA)

CHARACTER LEVEL	GOOD AC	FAIR AC	POOR AC
1st	+6	+4	+2
2nd	+8	+6	+4
3rd	+10	+8	+6
4th	+14	+10	+8
5th	+14	+12	+8
6th	+15	+12	+9
7th	+15	+12	+9
8th	+16	+14	+12
9th	+18	+16	+14
10th	+19	+17	+15
11th	+21	+18	+16
12th	+22	+20	+18
13th	+23	+21	+19
14th	+24	+22	+20
15th	+26	+23	+21
16th	+26	+25	+23
17th	+28	+25	+23
18th	+28	+26	+24
19th	+30	+28	+24
20th	+34	+30	+25

AC PROGRESSION PER CLASS

Character classes that have heavy armor proficiency by default (such as fighters) provide good AC per level.

Character classes that have at least medium armor proficiency by default (such as clerics) provide fair AC per level.

Character classes that have at least light armor proficiency by default (such as rogues) provide poor AC per level.

Taking feats such as “Heavy Armor Proficiency” do not provide any benefit if using these rules.

NEW SKILLS: SEAFARING (WISDOM)

The seafaring skill is determines your ability to control personal watercraft crafts in a technical sense, from small canoes to larger vessels. Typical piloting a small craft in calm waters actions don't require checks. You can paddle, direct, and traverse most waters in a personal watercraft without a problem.

The following tasks do require checks.

OCEANIC TRAVEL: Traveling in the deep ocean where the waves may be larger than your boat requires a special bit of skill. It requires a DC 10 + 5 per 5 feet of waves to maintain your boat's upright position. A check should be made every hour when doing overland travel.

FASTER TRAVEL: A character may attempt a DC 15 Seafaring check to take a run action in a canoe or other muscle-powered personal sea-vessel.

FIGHT WHILE IN A PERSONAL WATERCRAFT: This is only required if the personal watercraft is prone to pitching over due to your weight (such as a canoe). This requires a DC 20 check. A character may also use Acrobatics for this.

NAVIGATE BY SHORELINE: Recognizing shorelines, navigating by them, requires a DC 15 seafaring check.

JUDGING DEPTH: A character can judge the approximate depth of the ocean below them. This varies but is typically a DC 15-20 check (20 for times when no bottom is visible such as in deep ocean). If there is no visibility the character cannot give an answer in feet, but may give approximate answers ("about a mile", "more than 5 miles down", etc).

DISCERNING UNDERWATER OBSTACLES: Judging if a local area (within 1 square mile) has any dangers to surface craft (coral reefs, sandbars, strong currents, etc) is a seafaring check. The creature can use surface movements of the water and other natural cues to detect this. It is equivalent to the object's difficulty to see or detect is directly opposed by the character's seafaring check (as in the case with a hiding creature and a creature making a Perception check).

FISHING: A seafaring check may be made in place of a Survival check to procure food from the sea.

OCEANIC CARTOGRAPHY: A character may make Seafaring checks in place of Knowledge (geography) checks to discern their location and navigate on the ocean.

BONUS LANGUAGE: A character with at least 5 ranks in Seafaring can speak and understand Aquan.





Classes for a Polynesian Campaign Setting



We have broken up character classes from various sources based on their appropriateness and the need for elements of that class to be adjusted to fit into a Polynesian setting using the following key:

EASY: No work needed to fit this class into a Polynesian game.

MEDIUM: This class generally fits in but might require some work to make the class fit, or a lenient GM.

DIFFICULT: This class would require extensive work to make the class fit. Might have basis in a vastly different culture, or works with a system that doesn't exist in the cultural setting.

INAPPROPRIATE: This character class is too divorced from the cultural setting to function, or relies on a technology that isn't present.

PAIZO PRODUCED CLASSES

- **EASY:** Barbarian, Cleric, Druid, Fighter, Ranger, Rogue, Witch
- **MEDIUM:** Bard, Magus, Monk, Oracle
- **DIFFICULT:** Inquisitor, Paladin, Sorcerer, Summoner, Wizard
- **INAPPROPRIATE:** Alchemist, Cavalier, Gunslinger

Though herbalists were a large part of Polynesian cultures alchemists have too many advanced technology abilities to be a viable part of a game. In addition, classes like the paladin and inquisitor are very difficult to fit in due to their reliance on Abrahamic religious influences and European cultural traditions, though if freed from them they can be used.

Cavaliers are unsuitable because land mammals did not exist, though perhaps an aquatic cavalier could be acceptable. Gunslingers are too reliant not only on firearms that did not exist in the period we are writing this book about and their bravado and many of their mechanics rely on a very western sort of a denial of fatalism that is not found in Polynesian culture as much.

The three classes listed as inappropriate are listed as such largely due to the fact that it would require mechanical changes to the class (removal of talents, changing class features, etc), not simply a thematic shift. Archetypes or GM approved changes may offer you a venue to integrate them into a Polynesian game.

LITTLE RED GOBLIN GAMES PRODUCED CLASSES

- **EASY:** Inheritor, Tataued Warrior, Thane
- **MEDIUM:** Adventurer, Ancient, Guardian, Haunted One
- **DIFFICULT:** Arcanaphage, Buck, Courtier, Detective
- **INAPPROPRIATE:** Athlete, Brave, Craven, Gladiator, Gnostic, Lover, Mime, Psychopath, Punk, Rockstar, Toon, Undying, Worldshaper

Tataued warrior, found in Alternate Paths: Martial Characters, is a perfect companion for this book. Inheritors work well as their concept of invoking a powerful martial ancestor is in line with the concept of mana. An athlete is inappropriate only because of its link to more modern sports. If you can adjust these or rename them, it would be an acceptable class.



Races for a Polynesian Campaign Setting



PAIZO PRODUCED RACES

HUMANS: Without any adjustment you can add humans to your game. There are not a lot of fantastic humanoid races mentioned expressly in Polynesian mythology.

GNOMES: There is a mischievous race of diminutive men with connection to spirits and magic known as the menehune. Gnomes fit this well. It is advised that they use the menehune racial subtype presented in this book's race section.

MERFOLK & GILLMEN: These races make a compelling semi-aquatic version of humanoids. A gillman's connection to aboleths may or may not need be expunged depending on if you want to incorporate them into your game. Merfolk may be more like dolphins or whales in addition to their normal fish-themed lower halves.

ELEMENTAL RACES: Oreads (earth), Sylph (wind), Ifrits (fire), and particularly Undine (water) may make compelling characters with connections to the land or a particular part of it. They would have a connection to the gods or spirits, rather than the descendents of elementals.

INAPPROPRIATE CORE RACES: Dwarves, elves, half elves, half orcs, and halflings are probably not acceptable within the context of a Polynesian game without changing them. The nawao presented in this book are a good alternative to half orcs and the turehu may be somewhat reminiscent of elves.

LITTLE RED PRODUCED RACES

ARMA: These may be acceptable in a high magic Polynesian game, though the kinds of weapons an arma can be patterned off of may need to be adjusted to be a suitable non-metal weapon.

BEHEMOTHS: This four armed race may be found if there are larger islands with dense vegetation.

SAMEBITO: Perfect for a Polynesian adventure, these shark-folk are made for this game!

THAUNS: These winged invaders could make great raiders or enemies.

VES: This two-headed female race might be appropriate to find in some kind of matriarchal society.

WUGS: Wugs are an excellent tribal race who are at home on islands.



New Polynesian Fantasy Races

SAMEBITO

Foreign shark folk who live on small islands are known as “samebito” by the natives. While they can be intimidating, their numbers are small, and they are very disorganized. While they have never presented a threat in their own right, their small clans have been known to be hired by rival island to run raids and disrupt fishing.

- **HUMANOID** (Samebito, Aquatic)
- **SIZE:** Samebito are Medium creatures and thus receive no bonuses or penalties due to their size.
- **SLOW SPEED:** While on land, a samebito has a base speed of 20 feet. However, a samebito's speed is never modified by armor or encumbrance.
- **+2 STRENGTH, +2 CHARISMA, -2 WISDOM:** Samebito are monstrosly strong, which leads to their fearsome and intimidating appearance and reputation. Samebito are also known to have an impulsive nature that most likely stems from their cousin's inability to stop moving.
- **AQUATIC:** Samebito have a swim speed of 40 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants.
- **AMPHIBIOUS:** Samebito can breathe on either land or underwater.
- **OCEAN WARRIOR:** Samebito can gain fast healing 2 for 1 round anytime they submerge completely within a body of natural saltwater. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Samebito can heal up to 2 hit points per level each day with this ability, after which it ceases to function.
- **HUNGRY MAW:** Samebito gain a natural bite attack, dealing 1d3. The bite is a primary attack, or a secondary attack if the samebito is wielding manufactured weapons.
- **LANGUAGES:** Samebito start with Common plus Undercommon. Members of this race with high Intelligence scores can choose from any of these additional languages: Abyssal, Aquan, Celestial, Infernal, or Elven.

MENEHUNE (GNOME SUBRACE)

Small humanoids that live deep in the deep forests and appear mostly at night, menehune are shy and mischievous folk who are master craftsmen. They have great strength despite their size and are quite industrious. They are famed for their love of bananas and fish, often adorning themselves with leaves of a banana tree.

Menehune are short with skin the color and texture of a banana peel. They have brown accents, vibrant green eyes and leafy hair that seems reminiscent of palm fronds or berry bushes. Their short, pudgy bodies are matched by stout legs and potbellies. They have a tendency towards appearing over-weight but that is simply their body type. The men grow beards but little else in the way of hair. This beard hair is of often thick and dark brown or black, descending in great curls from their chin.

They are permanently childlike in their demeanor, always ready to play a game or a prank. They have problems with abstract concepts and often are rather literal or at least naive. They take pleasure in work and will hyper-focus on crafts for many hours at a time without noticing the passage of time.



Culturally they are very fragmented and disorganized. While towns exist, they are populated by a series of friends and more resembles a temporary commune than a proper settlement as their memberships is inconsistent. They are very mistrusting of strangers and terrified of other races to the point where they will go to insane lengths to avoid contact with them.

MENEHUNE ISLANDER: Menehune gnomes gain a +4 bonus on all Swim (Str) and Seafaring (Dex) checks. They also always treat these skills as class skills. This replaces the gnome weapon training racial trait.

INDUSTRIOUSNESS: Menehune have double their carrying capacity. This replaces the gnome hatred racial trait.

NAWAO (WILD MEN)

Wild and large, the nawao (literally “the wao people” or “the wild people”) are a group of semi-savage forest dwelling humanoids. There were all but wiped out and now hide in the forests. They stand between 5 and 7 feet, have heavy muscles, and broad shoulders. Their hair is the color of leaves and their eyes, set deep under a heavy brow, are like the eyes of a snake. They have upturned noses, wide mouths, and short and spaced but sharp teeth like a shark's. Their skin is a muddled brown color with freckles of green and beige.

Nawao fear the ocean, never straying too close to shores. They will cross it if necessary but find the act abhorrent. Despite their brutish appearance and wild ways, Nawao are cunning and intelligent in the way an elderly fish that has long evaded the fisherman's net might be. They are simple in their crafts, shyly stealing the tools of more industrious men, and live in simple hunter gatherer clans of small sizes. They wander an area of the thicker forests on the larger island, often hiding (quite well) from hunting parties that seek to slay them for their thefts and barbarism.

Nawao are known to raid settlements in times of desperation but are more comfortable living by themselves, actively avoiding contact with other species. There is a great deal of misinformation about them, aided greatly by their somewhat inhuman appearance. Nawao never live in the midsts of other societies, they are powerfully shy, insecure, and too quick to frustration to live in civilized life. Lone or exiled nawao will occasionally make uneasy alliances with other exiles or wanderers, though they are always a paranoid that they will be betrayed (like a wild animal might be). If their companions enter a city or settlement, they will almost always stay hidden outside it as most cultures will simply kill them on sight as they appear to be a monster.

NOTE: The nawao are based on a Hawaiian mythological people. They are often described as being the opposite of the Menehune and may actually represent an older group of settlers who came before the ancient Hawaiians.

NAWAO RACIAL TRAITS

- **ABILITY SCORE RACIAL TRAITS (0):** Nawao are brawny, possess a feral cunning, but have a simple mind with a very animalistic focus. They gain +2 Constitution, +2 Wisdom, and -2 Intelligence.
- **SIZE (0):** Nawao are Medium creatures and thus receive no bonuses or penalties due to their size.
- **TYPE (3):** Nawao are monstrous humanoids.
- **BASE SPEED (0):** Nawao have a base speed of 30 feet.
- **LANGUAGES (1):** Nawao begin play speaking nawao. Nawao with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **INTIMIDATING (1):** Nawao receive a +2 racial bonus on Intimidate checks due to their fearsome nature.

- **ARBOREAL HUNTER (2):** While in the forest nawao gain a +4 racial bonus on Stealth checks. In addition, they gain a +2 bonus on Survival checks made while in the forest.
- **FRENZY (2):** Once per day, whenever a nawao takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC.
- **SAVAGE WARRIOR (2):** Nawao gain a +1 bonus on damage rolls with simple weapons.
- **DARKVISION (-):** As monstrous humanoids, nawao have darkvision 60 feet.

RACIAL POINTS: 11

NAWAO ALTERNATE RACIAL TRAITS

- **EXILED NAWO:** As they are forced to learn about other cultures and travel extensively to survive, exiled nawao gain a +2 bonus on Knowledge (local) checks and a +4 bonus to Stealth checks made in urban environments. This replaces the Arboreal Hunter racial trait.



TUREHU

Gaunt, tall, pale blue of skin, and are red of hair and eyes- turehu are forest dwelling humanoids who live in trees. They live atop trees in high places, far from men, and often near streams or waterfalls. Turehu live almost exclusively in trees, gripping the branches with strong and almost bird-like feet. They can hang upside down with great ease, and are almost never at risk of falling. Turehu fear fire, even going as far as to be suspicious of cooked food and anything crafted by way of fire. They are a carefree people, loving to let days on end pass while they simply relax, play soft music, and eat nature's bounty. Turehu are very long lived, sometimes having lives that stretch up to a thousand years, though most end up succumbing to some sort of ill fate far before then (the average one only living to about 100). They put very little importance on worldly matters- preferring to be happy than to be bogged down with trivial concerns. Their communities are guarded and those who lay eyes upon them are often escorted away or killed if they seem untrustworthy.

It is believed by others that turehu were, or possibly are, spirits and this affords them a great deal of respect. The truth of these rumors is unknown even to them but their own mythology about their creation holds this to be true. They do have a powerful connection to the magics of the lands and understand a great many spiritual matters that man does not so it is likely that they may, at least in some way, be blessed by the spirits as a people.

Turehu do occasionally interact with man. They will trade or teach men for convenience items and may even reside in one of their villages for a period of time. They find the lives of man powerfully busy and unnecessarily stressful. Turehu often teach kahuna or speak with them on matters of spiritual importance. If a human society begins to become too interested in or dependent on a turehu one, they will simply move to another place.

NOTE: This race combines elements of the Maori turehu with legends of the Maori's nuku-mai-tore as well due to similarities. They are also called patupaiarehe (most commonly), ngati hotu, pakehakeha, and urukehu. It is possible that the turehu may have been a way of describing Europeans (or other white skinned men) as they are frequently described as being pale of skin and pale of hair.

TUREHU RACIAL TRAITS

- **ABILITY SCORE RACIAL TRAITS (0):** Turehu are beings with a powerful connection to the spirits of the land, are naturally graceful and acrobatic, but are too fickle, carefree, and laissez faire (bordering on naive) to be considered wise. They gain +2 Charisma, +2 Dexterity, and -2 Wisdom.
- **SIZE (0):** Turehu are Medium creatures and thus receive no bonuses or penalties due to their size.
- **TYPE (0):** Turehu are humanoids with the turehu subtype.
- **BASE SPEED (0):** Turehu have a base speed of 30 feet.
- **LANGUAGES (1):** Turehu begin play speaking Common. Turehu with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **MUSICAL (1):** Turehu always treat Perform (wind instruments) as a class skill.
- **CLIMB (2):** Turehu have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.
- **FEAR OF FIRE (-1):** Turehu have a natural fear of fire and are deeply superstitious about its use. When any sizable fire (the size of a campfire or greater) is within 30 feet of them, they take a -1 on all d20 rolls until it is not. They gain this penalty for 1 minute if they eat any cook food.

A turehu has no penalty for eating raw or uncooked food as their body is designed to be able to handle it.

- **GIFT/CURSE OF THE SPIRITS (4):** Turehu can cast bane and bless as will. The caster level for these effects is equal to the turehu's level. The DC for these spells is equal to 10 + the spell's level + the turehu's Charisma modifier.
- **BLESSED (4):** Turehu gain a +2 racial bonus on all saving throws.

RACIAL POINTS: 10





Kahuna



A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The term “kahuna” is often equated to “master” or “expert” but carries a very special connotation when applied to sages and spiritual advisors. Kahuna had a natural gift- an ability to communicate with the world of spirits and even the gods themselves. They could invoke powerful tapus against certain actions and their command over herbalism and spirit magics were second to none. They were often trained master to apprentice though in the Maori culture (where they were known as Tohunga) they were trained in schools known as wananga.

Kahuna do not worship a specific deity, often honoring specific deities for specific reasons. However, most of the divine presences they invoke or rebuke are not on such a godly level. They often deal with matters of tapu, hara and pono, as well as political matters. The spirits they invoke are often local ones whose earthly presence might inhabit things like inanimate objects, animals, the weather, a local region, a particularly precious wave, etc.

There were often some of the most educated and skilled people on their island, with pools of knowledge as deep as the ocean. This helped them teach crafts to the unskilled, act as ambassadors to other islands, educate the young, and retain the history of their cultures in their minds.

HIT DICE: D6.

ROLE:

Kahuna are divine casters, even more proficient than traditional clerics in their divine casting. They are not particularly skilled martial characters but make up for this in their abundance of skills and unique educational experiences. They have access to a wide variety of spells- both offensive and supportive. Wisdom is important to them and a high Intelligence will grant them a larger number of class skills.



*Lokelani Manono,
Menhune Kahuna*

TABLE 2-1: THE KAHUNA

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Spells, tapu
2nd	+1	+0	+0	+3	-
3rd	+1	+1	+1	+3	Master
4th	+2	+1	+1	+4	-
5th	+2	+1	+1	+4	Greater tapu
6th	+3	+2	+2	+5	-
7th	+3	+2	+2	+5	-
8th	+4	+2	+2	+6	Master
9th	+4	+3	+3	+6	-
10th	+5	+3	+3	+7	Improved tapu
11th	+5	+3	+3	+7	-
12th	+6/+1	+4	+4	+8	-
13th	+6/+1	+4	+4	+8	Master
14th	+7/+2	+4	+4	+9	-
15th	+7/+2	+5	+5	+9	Grand tapu
16th	+8/+3	+5	+5	+10	-
17th	+8/+3	+5	+5	+10	-
18th	+9/+4	+6	+6	+11	Master
19th	+9/+4	+6	+6	+11	-
20th	+10/+5	+6	+6	+12	Kahuna Nui

ALIGNMENT: ANY

Most kahuna are good aligned as it takes the respect of a community to truly invest one with spiritual power. The term “kahuna ‘ana’ana” is associated with black magic while “kahuna lapa’au” is more associated with white magic and healers.

STARTING WEALTH: 5d6 × 10 gp (average 175 gp.).

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The class's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Seafaring (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Swim (Str).

SKILL RANKS PER LEVEL: 8 + Int modifier.

CLASS FEATURES:

The following are the class features of the kahuna.

WEAPON AND ARMOR

PROFICIENCY:

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

SPELLS (EX):

A kahuna casts divine spells drawn from the kahuna spell list (described at the end of this class). A kahuna must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the kahuna must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a kahuna's spell is 10 + the spell level + the kahuna's Wisdom modifier.

A kahuna can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: 2-2 Kahuna Spells Per Day. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

A kahuna may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying, praying, and making offerings to local spirits in his prayer hut. While within this sacred space, the kahuna decides which spells to prepare.

TABLE 2-2: KAHUNA SPELLS PER DAY

LEVEL	0TH	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	3	1	-	-	-	-	-	-	-	-
2nd	4	2	-	-	-	-	-	-	-	-
3rd	4	2	1	-	-	-	-	-	-	-
4th	4	3	2	-	-	-	-	-	-	-
5th	4	3	2	1	-	-	-	-	-	-
6th	4	3	3	2	-	-	-	-	-	-
7th	4	4	3	2	1	-	-	-	-	-
8th	4	4	3	3	2	-	-	-	-	-
9th	4	4	4	3	2	1	-	-	-	-
10th	4	4	4	3	3	2	-	-	-	-
11th	4	4	4	4	3	2	1	-	-	-
12th	4	4	4	4	3	3	2	-	-	-
13th	4	4	4	4	4	3	2	1	-	-
14th	4	4	4	4	4	3	3	2	-	-
15th	4	4	4	4	4	4	3	2	1	-
16th	4	4	4	4	4	4	3	3	2	-
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	3
20th	4	4	4	4	4	4	4	4	4	4

STARTING SPELLS: A kahuna begins play with all 0-level kahuna spells plus three 1st-level spells of his choice. The kahuna also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to the spells he may select from while in his prayer hut. At each new kahuna level, he gains 2 new spells of any spell level that he can cast (based on his new kahuna level) for his prayer hut.

SPELLS GAINED AT A NEW LEVEL: Kahunas perform a certain amount of divine spell research between adventures. Each time a character attains a new kahuna level, he gains two spells of his choice to the list he may select from while in his prayer hut. The two free spells must be of spell levels he can cast.

PRAYER HUTS: A prayer hut is a small shelter,

normally crafted from the surrounding area, in which a kahuna may use to offer prayer and appeasement to the local spirits. This is typically small but large enough the kahuna can enter. Often while traveling it is crafted informally from large leaves, stone, and even dirt. There is often a fire inside, though this is not required- just that it obscures view so that the kahuna may commune with the local spirits in peace. Each day a kahuna must commune with these spirits for no less than 30 minutes. Crafting one typically takes minutes and may be done even in the most spartan of environments. If the GM wishes to- the spirits may actually converse or inform the kahuna of aspects of the local area, weather events, or even omens.

TAPU (Sp):

At 1st level a kahuna may cast *forbid action* (as described in the spell's entry found in Ultimate Magic) as a swift action a number of times per day equal to his 3 + kahuna level + his Wisdom modifier. Unlike the spell however, this is not a language-dependent, mind-affecting, effect as it is a spiritual goad to keep a creature from doing something.

Finally, a creature may ignore the effects of the forbid action spell even if they fail the save. However, if they choose to ignore the spell's effect after a failed save, they take a penalty on all d20 rolls equal to 1/3rd the kahuna's level (minimum of -2) and automatically fail all critical confirmation rolls the duration of this class feature (1 round for forbid action and 1 round per level for greater forbid action).

REFERENCE: FORBID ACTION

(Reprinted from Ultimate Combat)

FORBID ACTION

School enchantment (compulsion) [language-dependent, mind-affecting]

Level cleric/oracle 1, inquisitor 1, kahuna 1

CASTING

Casting Time 1 standard action

Component V

EFFECT

Range close (25 ft. +5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options.

Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

Cast: Target cannot cast spells or use spell-like abilities.

Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Draw: Target cannot ready or prepare any item, weapon, component, or equipment.

Move: The target can take no act that would cause it to end up in a different location. The target does not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help.

FORBID ACTION, GREATER

School enchantment (compulsion) [language-dependent, mind-affecting]

Level cleric/oracle 5, inquisitor 5, kahuna 5

EFFECT

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

DESCRIPTION

This spell functions as *forbid action*, except up to one creature per level may be affected. Each creature must receive the same forbidden action.

MASTER (Ex):

At 3rd level and every 5 levels thereafter the kahuna becomes a master (or kahuna) of a new craft, skill, profession, or talent that is vital to his community. He gains the skill unlock powers for that skill as appropriate for his number of ranks in that skill. The selected skill must be selected from the kahuna's list of class skills.

SIDEBAR: SKILL UNLOCKS

The skill unlock system and the associated signature skills were introduced in Pathfinder Unchained. If not familiar with this rule system or if you do not wish to employ it the kahuna may gain the Skill Focus feat in one of the kahuna's class skills.

GREATER TAPU (Sp):

At 5th level a kahuna may expend 2 uses of his tapu class features to cause it to function like *greater forbid action*. Like the tapu class feature, this is not a language-dependent, mind-affecting, effect.

IMPROVED TAPU:

At 10th level, if a creature breaks a forbidden action, the creature is additionally confused (as per a *confusion* spell) for the same duration.

SIDEBAR: WHAT'S IN A NAME?

The term kahuna is a special one that says a lot about their nature and role in societies. "Kahu" means "to tend" as in an oven or to take care of something or someone. "-na" makes the word a noun so the word kahuna might best be translated to English with words like "caretaker" or "caregiver".

GRAND TAPU (Sp):

At 15th level, a kahuna can expend 4 uses of his tapu class feature to cast greater forbid action except that it affects all enemy creatures within 10 feet per kahuna level that the kahuna can draw line of effect to.

KAHUNA NUI (Ex):

At 20th level, a kahuna is treated as if he had skill unlock for all skills. Furthermore, he is treated as if he had at least 1/2 his character level in ranks in every skill. (If not using skill unlocks, treat him as having 15 ranks in all skills instead.)

NOTE: The term Kahuna Nui means "Great Kahuna" and implies they have masters all forms of kahuna.

KAHUNA SPELL LIST

0TH LEVEL SPELLS

Bleed, Create Water, Detect Magic, Detect Poison, Flare, Guidance, Jolt, Know Direction, Light, Mending, Purify Food and Drink, Resistance, Spark ^{APG}, Stabilize, Virtue

1ST LEVEL SPELLS

Air Bubble ^{UC}, Alarm, Alter Winds ^{APG}, Ant Haul ^{APG}, Bless Water, Burning Hands, Cause Fear, Command, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Animals or Plants, Diagnose Disease ^{UM}, Endure Elements, Entangle, Flare Burst ^{APG}, Forbid Action ^{UM}, Gentle Breeze ACG, Hydraulic Push ^{APG}, Inflict Light Wounds, Magic Stone, Obscuring Mist, Pass without Trace, Remove Fear, Remove Sickness ^{UM}, Sanctuary, Sleep, Stumble Gap ^{APG}, Touch of the Sea ^{APG}, Wave Shield ACG

2ND LEVEL SPELLS

Augury, Barkskin, Binding Earth, Blessing of Courage and Life ^{APG}, Burning Gaze ^{APG}, Calm Emotions, Campfire Wall ^{APG}, Communal Ant Haul ^{UC}, Communal Endure Elements ^{UC}, Cure Moderate Wounds, Darkness, Delay Disease ARG, Delay Poison, Eagle Eye ^{APG}, Elemental Speech ^{APG}, Enthral, Feast of Ashes ^{APG}, Fire Trap, Flaming Sphere, Fog Cloud, Gentle Repose. Glide ^{APG}, Gust of Wind, Heat Metal, Inflict Moderate Wounds, Lesser Restoration, Make Whole, Masterwork Transformation ^{UM}, Pox Pustules ^{APG}, Remove Paralysis, Resist Energy, Share Language ^{APG}, Shatter, Slipstream ^{APG}, Scare, Scorching Ray, Shocking Grasp, Spider Climb, Status, Stone Call ^{APG}, Tree Shape ^{UM}, Warp Wood, Wood Shape, Zone of Truth

3RD LEVEL SPELLS

Aqueous Orb, Ash Storm ^{UM}, Bestow Curse, Blindness/Deafness, Call Lightning, Cloak of Winds ^{APG}, Communal Delay Poison ^{UC}, Communal Share Language ^{UC}, Communal Spider Climb ^{UC}, Contagion, Continual Flame, Create Food and Water, Create Treasure Map ^{APG}, Cure Serious Wounds, Cup of Dust ^{APG}, Daylight, Deep Slumber, Diminish Plants, Dispel Magic, Fireball, Hide Campsite ^{APG}, Hydraulic Torrent ^{APG}, Inflict Serious Wounds, Lightning Bolt, Meld into Stone, Nature's Exile ^{APG}, Neutralize Poison, Planar Adaptation ^{APG}, Plant Growth, Poison, Protection from Energy, Quench, Remove Blindness/Deafness, Remove Disease, Sacred Bond ^{APG}, Speak with Dead, Speak with Plants, Stone Shape, Suggestion, Tongues, Water Breathing, Water Walk, Wind Wall

4TH LEVEL SPELLS

Air Walk, Arboreal Hammer ^{UM}, Ball Lightning ^{APG}, Blight, Command Plants, Communal Protection from Energy ^{UC}, Communal Water Walk, Confusion, Contact Other Plane, Control Water, Cure Critical Wounds, Death Ward, Detonate ^{APG}, Discern Lies, Dismissal, Divination, Fear, Flame Strike, Fire Shield, Firefall ^{APG}, Freedom of Movement, Geyser ^{APG}, Greater Flaming Sphere ACG, Grove of Respite ^{APG}, Inflict Critical Wounds, Lesser Age Resistance ^{UM}, Lesser Geas, Life Bubble ^{APG}, Mass Daze ^{UM}, Remove Curse, Reincarnate, Ride the Waves ^{UM}, Restoration, River of Wind ^{APG}, Scrying, Spell Immunity, Thorn Body ^{UM}, True Form ^{APG}, Volcanic Storm ^{UM}

5TH LEVEL SPELLS

Atonement, Awaken (plants only), Baleful Polymorph, Break Enchantment, Breath of Life, Call Lightning Storm, Cleanse ^{APG}, Commune, Communal Air Walk ^{UC}, Communal Tongues ^{UC}, Commune With Nature, Control Winds, Fickle Winds ^{UM}, Greater Command, Greater Contagen, Greater Forbid Action, Hallow, Lesser Astral Projection ^{UM}, Lightning Arc ^{UM}, Major Curse, ^{UM}, Mass Cure Light Wounds, Permanency, Plane Shift, Raise Dead, Slay Living, Spell Resistance, Stoneskin, Threefold Aspect ^{APG}, Transmute Mud to Rock, Transmute Rock to Mud, Tree Stride, True Seeing, Unhallow, Wall of Fire, Wall of Stone, Wall of Thorns

6TH LEVEL SPELLS

Age Resistance ^{UM}, Banishment, Chain Lighting, Communal Stoneskin, Contagious Flame ^{APG}, Disintegrate, Dust Form ^{UC}, Epidemic, Find the Path, Greater Dispel Magic, Geas/Quest, Harm, Heal, Heroes' Feast, Ironwood, Mass Cure Moderate Wounds, Mass Planar Adaptation, Mass Inflict Moderate Wounds, Mass Suggestion, Move Earth, Repel Wood, Spellstaff, Teleport, Transport via Plants, Wind Walk, Word of Recall

7TH LEVEL SPELLS

Animate Plants, Changestaff, Control Weather, Discern Location, Fire Storm, Greater Age Resistance ^{UM}, Greater Restoration, Greater Scrying, Mass Cure Serious Wounds, Mass Inflict Serious Wounds, Rampart ^{APG}, Regenerate, Scouring Winds ^{UM}, Sunbeam, Transmute Metal to Wood, Vision, Vortex ^{APG}

8TH LEVEL SPELLS

Antimagic Field, Control Plants, Create Demiplane ^{UM}, Earthquake, Finger of Death, Greater Spell Immunity, Mass Cure Critical Wounds, Mass Inflict Critical Wounds, Repel Metal or Stone, Reverse Gravity, Seamantle ^{APG}, Stormbolts ^{APG}, Sunburst, Wall of Lava ^{APG}, Whirlwind

9TH LEVEL SPELLS

Antipathy, Astral Projection, Clashing Rocks ^{APG}, Communal Greater Spell Immunity, Cursed Earth ^{UM}, Etherealness, Foresight, Gate, Greater Create Demiplane ^{UM}, Greater Teleport, Mass Heal, Miracle, Storm of Vengeance, Sympathy, Tsunami ^{APG}, True Resurrection, Winds of Vengeance ^{APG}, World Wave ^{APG}

TABLE 2-2: KAHUNA ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	1/5 of a new master.	CRB
Gnome	Increase the penalty of breaking a tapu by -1/6.	CRB
Oread	+1/4 round to the duration of tapu class feature.	ARG
Undine	+1 foot to the undines swim speed. In combat, this only has an effect if taken in increments of 5; a swim speed of 33 is the same as a swim speed of 30.	ARG
Nawao	Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the kahuna is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.	HotWa
Turehu	Add one spell known from the kahuna spell list. This spell must be at least one level below the highest spell level the kahuna can cast.	HotWa
Lun'la	+1 use of the tapu class feature per day.	RG5

Tataued Warrior

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Ritual, ceremony, and tradition are vital parts of life for a tataued warrior. In a world where death stalks every man and survival is not taken for granted, the wisdom of past generations is often all that separates the living from the unlucky. Tataued warriors are so deeply ingrained in their culture's tribal traditions and ceremonies that they draw shamanistic power from the spiritual connection it affords them. Fiercely protective of their home-grown ideals and hesitant to trust outsiders, tataued warriors are paragons of the tribal lifestyle and defenders of their people.

Often times a tataued warrior is part of the spiritual center of a warrior culture and has some role to perform outside their martial endeavors. This can be political and/or religious in nature- though they tend to not hold the highest positions within a tribe (those are reserved for chieftains and priests).

Most often tataued warriors are found in isolated cultures outside of established empires or at the very least not in constant contact with other major political entities. Small island nations, those separated by inhospitable environments (savage savannas, deep jungles, high peaks, etc) or even adverse climates are havens for such cultures.

The most prominent feature of a tataued warrior is their numerous and extremely elaborate tribal tatau that adorn their bodies. While some cultures focus primarily on full body tatau (see Maori t' moko), other cultures concentrate on a specific area of importance (see yakuza tatau or Samoan pe'a). These tatau can take weeks or even months to apply and are seen as great symbols of status within their respective communities. Receiving one is a great privilege as they require dozens of man hours of labor and represent an investment by the community in the recipient.

These tatau, which are as sacred as the rituals they perform, are mystic in nature and grant them powerful boons. These tatau, which might have been initially crafted by earthly artisans, take on a life of their own as a tataued warrior gains in level. They grow, become more complex, and evolve to reflect the status and powers the wearer possesses.

A tataued warrior is assumed to be from an isolated culture and have some natural status within the tribe, as tataued warriors are not drawn from the lower ranks of society. A tataued warrior is often the second or third son of a chieftain; the child of a spiritual leader with no real political power; or even a rising artisan's child who was granted the tatau as a boon to his father.

HIT DICE: D10.

ROLE:

Tataued warriors are granted supernatural abilities as a result of their unique connection to the spirit world. This power, stemming from their sacred tatau and strict adherence to ceremonial tribal magics, grants them unique martial powers that other characters cannot achieve. As their tatau continue to grow, so does their power.

SIDEBAR: "TATAU" VS "TATTOO"

The term "tattoo" is believed to have been derived from the polynesian word "tatau". It is pronounced "ta-tau" (the 2nd syllable rhymes with "now").

ALIGNMENT: ANY LAWFUL

Tataued warriors are innately respectful of their community and its rituals. By the very nature of the profession, they are required to be sticklers for details, honor the social contract, and work for the betterment of their tribe. Tataued warriors tend to follow the general alignment of their respective cultures for that reason. A savage jungle goblin tataued warrior might be evil as the majority of his barbaric goblinoid brethren are evil. A tataued warrior of a peaceful island tribe of fishermen (where people are predominantly of good or neutral alignment) would be of generally good alignment.

Falling out of favor with your tribe or having your alignment shift away from lawful causes a painful gap to form in your ability to contact the spirit world. They may cause your tataus to burn painfully as if they were crawling with fire ants, your dreams to be plagued by horrific and vivid nightmares, or you may even come down with a horrific magical disease. Furthermore, if this gap should occur, a tataued warrior loses access to all his tataued warrior class features and cannot progress in the class until the break has been repaired. This may involve begging for forgiveness, partaking in a daring quest, seeking pardon from your tribe's deities, or even an act of ritual self-sacrifice (cutting off a sacred lock of hair, putting your son to death, giving up all your worldly possessions, etc). If your alignment changes, you must also rectify that before your favor with the tribe may be restored.

STARTING WEALTH: $2d6 \times 10$ gp (average 70 gp.).

In addition, each character begins play with an outfit worth 10 gp or less. Finally, a tataued warrior begins play with a series of intricate body tataus that have religious, societal, and political significance.

CLASS SKILLS

The tataued warrior's class skills are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (local) (Int), (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str)

SKILL RANKS PER LEVEL: 2 + Int modifier

CLASS FEATURES:

The following are the class features of the tataued warrior.

WEAPON AND ARMOR

PROFICIENCIES:

The tataued warrior is proficient with all simple weapons, light armor, and all shields (except tower shields).



TABLE 3-1: THE TATAUED WARRIOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Rites of battle, tatau, ritual weapon (+1)
2nd	+2	+3	+0	+3	Rites of battle
3rd	+3	+3	+1	+3	Tatau
4th	+4	+4	+1	+4	Ritual weapon (form change), spells
5th	+5	+4	+1	+4	Blood casting, tatau
6th	+6/+1	+5	+2	+5	Rites of battle, battle chant (1/day)
7th	+7/+2	+5	+2	+5	Tatau
8th	+8/+3	+6	+2	+6	Ritual weapon (+2)
9th	+9/+4	+6	+3	+6	Tatau
10th	+10/+5	+7	+3	+7	Rites of battle, battle chant (2/day)
11th	+11/+6/+1	+7	+3	+7	Tatau
12th	+12/+7/+2	+8	+4	+8	Ritual weapon (+3)
13th	+13/+8/+3	+8	+4	+8	Tatau
14th	+14/+9/+4	+9	+4	+9	Battle chant (3/day)
15th	+15/+10/+5	+9	+5	+9	Tatau
16th	+16/+11/+6/+1	+10	+5	+10	Ritual weapon (+4)
17th	+17/+12/+7/+2	+10	+5	+10	Tatau
18th	+18/+13/+8/+3	+11	+6	+11	Battle chant (4/day)
19th	+19/+14/+9/+4	+11	+6	+11	Tatau
20th	+20/+15/+10/+5	+12	+6	+12	Masterwork tatau, ritual weapon (+5)

rites of battle (su):

Before blood is spilled, before angry words stir angry blood to action, before the dice of life and death are rolled ... one must observe ceremony. A tataued warrior is polite, orderly, and respectful of his opponent- most importantly when they are not in return. On his first turn, a tataued warrior must take a swift action to offer a sign of respect. This might be a deep bow, a respectful salute, or even offer a traditional war dance. Should he remember to offer this he gains the blessing of the spirits. These boons manifest themselves in the following fashion:

2nd Level: When wearing light armor (or unarmored) and unencumbered, the tataued warrior gains a sacred bonus to his AC and CMD equal to his Charisma modifier. In addition, a tataued warrior gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 tataued warrior levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the tataued warrior is flat-footed. He loses these bonuses when he wears heavier than light armor.

6th Level: A tataued warrior may choose to add his Charisma modifier to damage rolls in place of his Strength modifier with his ritual weapon.

10th Level: A tataued warrior adds his to Charisma modifier to damage rolls (in addition to his Strength) with his ritual weapon. This replaces the 6th level benefit from rites of battle.

SIDEBAR: SACRED BONUSES

Certain abilities in this class specifies that they provide a sacred bonus. This is only true for good-aligned tataued warrior. Evil aligned tataued warriors provide a profane bonus in place of a sacred bonus and a neutral aligned tataued warrior must choose to provide sacred or profane bonuses. Once this choice has been made, it cannot be changed.

RITUAL WEAPON (SU):

Weapons are instruments, meant to be played in a certain succession designed to invoke a specific effect. A tataued warrior cares only for the spiritual and metaphorical significance of his weapon, not the physical creation of it. As such a tataued warrior only uses ceremonial weapons. These are often mundane things like ornately carved sticks, spears crafted from a sacred wood or even things like palm fronds or thickly braided rope. However, in the hands of a tataued warrior, they light up with spiritual energy and become deadly weapons. A shimmering aura of greenish St. Elmo's fire sheaths a walking stick making it as sharp as a blade crafted by the finest smith. A braid becomes taut and strong as steel as a blazing purple fire gives it the weight and balance necessary to be wielded as a club. What once was a boat oar now has spiritually sharpened edges in the hands of a master tataued warrior.

At 1st level, a tataued warrior selects a ritual object and a weapon they are proficient in whose form the object can emulate. They must be the same approximate size (and handedness). The weapon selected must be a melee weapon and a ritual weapon's form, once selected, cannot be changed. As a swift action, he can cause the otherwise mundane object to become a +1 version of that weapon (statistically) as it enters its empowered form. The unpowered form of his ritual weapon must be crafted from natural materials and no metal may be used in its construction (most are crafted from wood or plant fibers). A ritual weapon may exist in its empowered state for a number of rounds per day equal to the tataued warrior's level plus his Constitution modifier. He may revert his weapon to its unassuming form as a free action. Once it is depowered, he is fatigued for a number of rounds it was active for.

Should his ritual object be destroyed, broken, or stolen the tataued warrior may designate a new object as his ritual object after 1 week. A ritual weapon that leaves the grasp the tataued warrior ceases to function and he becomes fatigued. At 1st level, his ritual weapon is treated as if it was made of iron for the purpose of determining his hardness and HP. A broken ritual weapon no longer functions and reverts to its depowered form (the object is broken as well).

As his power grows, so does the strength of his ritual weapon.

4TH LEVEL: The tataued warrior may select a 2nd weapon form for their weapon. They may switch between weapon forms as a swift action. Additionally, a tataued warrior may perform a ritual that takes 2 hours to change the forms of their weapon to other weapons they are proficient with (the object's size must still be similar to the weapon chosen).

8th Level: The tataued warrior's ritual weapon function as a +2 weapon. The weapon is treated as if were made of adamantite for the purpose of determining its hardness and HP.

12th Level: The tataued warrior's ritual weapon function as a +3 weapon. A tataued warrior may select a 3rd weapon form for their weapon.

16th Level: The tataued warrior's ritual weapon function as a +4 weapon. A tataued warrior may select a 4th weapon form for their weapon.

20th Level: The tataued warrior's ritual weapon function as a +5 weapon. A tataued warrior may select a 5th weapon form for their weapon.

TATAU (SU):

A tataued warrior's tataus are sacred in nature and ever growing. They represent not only his place in his society, the history of his people, but also his spiritual connection. At 1st level and every even level thereafter, he may take a tatau from the list below. As he selects his new tatau, his body gains a complex tribal tatau that represents this. Should he ever lose this physical representation or cover them with more than light armor, he loses the benefit it provides. A tatau will regrow itself in 1d20 hours if removed. Another tataued warrior can attempt to identify the meaning of a tatau with a Knowledge (religion) or (local) check (DC 10 + the level of the tataued warrior you are trying to read the tataus of).

Each tatau has an indicated level where it may be selected. A tataued warrior may select a tatau before they normally would be allowed to do so, but they trigger a flaw. This flaw has a dramatic downside, but that vanishes once the character gains the required level.

1ST LEVEL TATAUS

TATAU OF THE DOLPHIN (1ST)

You gain a +5 foot bonus to your land speed and a +10 foot bonus to your swim speed (if you have or gain one). In addition, you gain a +2 bonus on Acrobatics checks and this bonus improves to a +4 bonus if you are in the water.

- **Drawback:** None

TATAU OF GRAIN (1ST)

You are constantly full, as if you always had a meal. In addition, once per day as a full round action, you can supernaturally produce enough rations to feed a number of additional medium creatures equal to 1/4th your tataued warrior level. This food, if not eaten, becomes dust in 4 hours. The food is hearty and simple, sprouting from the earth at your command.

- **Drawback:** None

TATAU OF THE HUNTER (1ST)

You become proficient in all martial ranged weapons and gain the Weapon Focus feat in one of those weapons. If you have this tatau, your ritual weapon's form may be that of a ranged weapon. This weapon still requires ammunition normally utilized by the weapon.

- **Drawback:** None

TATAU OF THE IBEX (1ST)

You gain Alertness as a bonus feat and you always count as having a running start for the purpose of Acrobatics checks made to jump.

- **Drawback:** None

TATAU OF THE JELLYFISH (1ST)

You gain Stunning Fist as a bonus feat and may perform it through your ritual weapon.

- **Drawback:** None

TATAU OF THE MARLIN (1ST)

You suffer no penalty on their attack or damage rolls made underwater (treat them as if they were being swung on land). In addition, you reduce all DR by 3 and hardness by 1/2 on confirmed critical hits with piercing weapons.

- **Drawback:** None

TATAU OF THE MOUNTAIN (1ST)

You treat non-magical difficult terrain as if it were normal terrain for the purpose of movement.

- **Drawback:** None

TATAU OF THE OARSMEN (1ST)

You gain the ability to walk on water as if it were land. This functions as per water walk, though only for water (saltwater or freshwater). In addition you treat oars as if they were ritual weapons with the profile of a greatclub rather than an improvised weapon.

- **Drawback:** None

TATAU OF THE OXEN (1ST)

You gain Toughness as a bonus feat and gain a +4 bonus to your CMD against bull rush attempts.

- **Drawback:** None

TATAU OF THE PEBBLE (1ST)

As a free action you may produce ammunition from thin air. You gain enough ammunition to make all of your attacks in a round; any unused ammunition disappears at the end of your turn. This ammunition fits whichever ranged weapon you are using, or is a throwing weapon. Throwing weapons deal 1d8 damage, ammunition does damage based on the weapon it is fired from. Throwing weapons count as if they were your ritual weapon. When producing ammunition the tataued warrior may select the type of damage from bludgeoning, piercing, slashing, or non-lethal. You may do this once per day per tatau warrior level.

- **Drawback:** None

TATAU OF STORMS (1ST)

When in an area of storms, rain, or other form of severe weather you gain a +2 morale bonus on attack and damage rolls with ritual weapons.

- **Drawback:** None

3RD LEVEL TATAUS

TATAU OF THE FERN (3RD)

Once per day you may cause a 30 foot area to spring to life with thick underbrush as a full round action. This area is difficult terrain and provides partial cover for those in that area. In addition, you gain the ability to *speak with plants* (as per the spell) at will.

- **Drawback:** Plants treat you as hostile. While this mostly applies to plant creatures this also causes plants to act inconvenient towards you. They will not grow for you, you may find thorns in your shoe, and a plant may even atrophy fruit rather than let you eat it.

TATAU OF THE FISH (3RD)

You gain a 30 feet swim speed though you cannot breathe underwater.

- **Drawback:** You are required to submerge yourself in water for at least 1 hour every day.

TATAU OF THE GOAT (3RD)

You gain a 1d6 gore attack. If you already have a gore attack from a different source you increase the dice size for that attack by 1 dice size.

- **Drawback:** You must add a random goat noise to the end of sentences frequently.

TATAU OF THE OCTOPUS (3RD)

You gain Improved Grapple as a bonus feat and a +4 insight bonus on Stealth checks.

- **Drawback:** When you are in the water, any squid or octopus within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE OSTRICH (3RD)

You gain Run as a bonus feat and a +4 insight bonus on Intimidate checks.

- **Drawback:** Anytime you fail a fear check or are demoralized by someone (and sometimes when you are just stressed) you find a place to shove your head to hide it. If possible, you will attempt to hide your head in the sand. This causes you to be compelled to take a move action to hide your head before you can recover.

TATAU OF THE PARROT (3RD)

You gain the constant benefit of *comprehend language* and *tongues*. In addition, you gain a +4 insight bonus on Fly checks.

Drawback: Everything you say comes out kind of garbled or with an extremely heavy accent. You take a -4 penalty on all Diplomacy checks.

TATAU OF PRISON (3RD)

At will, you can use *detect chaos*, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is chaotic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you cannot detect chaos in any other object or individual within range.

- **Drawback:** You unduly attract the attention of the criminal element, finding yourself in trouble more frequently than you should.

TATAU OF THE RAT (3RD)

You gain the Scent ability and are constantly under the effects of squeeze ^{ARG}. Furthermore you gain a +2 bonus on attack and damage rolls against vermin and automatically bypass any resistances, immunities, and DR they may possess.

- **Drawback:** You develop kleptomania (a very unlawful thing) and must make a Will save (DC 15) to resist attempting to swipe any unattended food or pilfer any unattended valuables.

TATAU OF THE SHARK (3RD)

You gain a bite attack appropriate to your size. If you already have a bite attack from a different source you increase the dice size for that attack by 1 dice size.

- **Drawback:** When you are in the water, any shark or shark-like creature within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE SMITH (3RD)

You become proficient with all martial weapons and 3 exotic weapons of your choice. In addition, all manufactured weapons are treated as if they were ritual weapons for the purpose of tataued warrior class features.

Drawback: Any non-simple weapon you wield gains the fragile weapon quality.

TATAU OF THE TORCH (3RD)

At will you may shed light from an object you are holding as if it were a touch. You can activate or suppress this as a free action. In addition, you gain a +2 bonus on attack and damage rolls against creature of the fire subtype.

- **Drawback:** You cannot suppress your light and it tends to shine extra bright when you are trying to hide as if to point you out.

TATAU OF THE TURTLE (3RD)

You gain a +2 natural armor bonus to your AC, this bonus stacks with other natural armor bonuses. When taking the total defense action this natural armor bonus increases to +4.

- **Drawback:** You take a -2 penalty to Dexterity, and rising from the prone position takes a full round action.

TATAU OF THE WARRIOR (3RD)

You count your levels in tataued warrior as levels in fighter for the purpose of qualifying for combat feats. In addition, you gain Weapon Focus in a simple weapon of your choice (this weapon is stylistically represented in the tatau). If you have or ever gain the Weapon Focus feat you gain Weapon Specialization as a bonus feat in that weapon instead. Likewise if you have that feat you instead gain Greater Weapon Focus and if you have Greater Weapon Focus you gain Greater Weapon Specialization in that weapon.

- **Drawback:** You have a 25% chance each time you draw a weapon to accidentally draw the wrong weapon. If you have no other weapon, you may draw a mundane piece of equipment or simply drop your current weapon.

TATAU OF THE WAVE CREST (3RD)

You gain Improved Bull Rush as a bonus feat and a +2 bonus on attack and damage rolls against creature of the water subtype.

- **Drawback:** The ocean becomes rough and agitated in a radius of 1 mile around you and you cause an unnatural disturbance in the area you walk. This may attract creatures with a strong connection to the element of water (such as water elementals, kami, or druids native to the area).



5TH LEVEL TATAUS

TATAU OF THE BUTTERFLY (5TH)

You are constantly under the effects of featherfall. You may suppress or reactivate this as a swift action.

- **Drawback:** There is a 10% chance per round that you are using featherfall that it will fail.

TATAU OF THE CHAMELEON (5TH LEVEL)

As a free action, you gain the ability to magically blend in with your surroundings. This provides a +8 competence bonus on her Stealth checks. As a standard action, you can also use the spell *disguise self* a number of times per day equal to your Charisma modifier.

- **Drawback:** You may only disguise yourself an anthropomorphic chameleon of horrific proportions and you only gain a +4 on Stealth checks.

TATAU OF THE CHIEF (5TH)

You gain Leadership as a bonus feat. In addition, all allies within 30 feet of you gain a +4 morale bonus against fear effects.

- **Drawback:** People whisper and spread derogatory rumors about you. How dare you wear the tatau of the chief without earning it? You take a -4 penalty on all Diplomacy rolls and you risk your standing in your community.

TATAU OF THE DEEP SEA (5TH)

You gain the ability to breathe underwater and darkvision 60 feet (or it improves your darkvision by 30 feet).

- **Drawback:** When you are in the water, any large schools of fish within 1 mile are aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE HEALER (5TH)

A number of times per day equal to your Charisma modifier you can heal a creature you can touch for 1d8 points per 4 levels of tataued warrior as a standard action. You may not benefit from this yourself.

- **Drawback:** Any amount of healing you grant an ally is deducted from your current HP.

TATAU OF THE HERON (5TH)

While flying you gain a +2 bonus on all attack and damage rolls with melee weapons against non-flying creatures.

- **Drawback:** You take twice as much fall damage and a -2 penalty on Acrobatics checks to jump.

TATAU OF ILLNESS (5TH)

You become immune to non-magical diseases.

- **Drawback:** Allies who spend time around you frequently come down with mundane diseases. Each week roll a d% and if you get higher than 75% a party member comes down with a random disease or illness.

TATAU OF THE KIWI (5TH)

When casting a spell that requires a material component you may elect to pay that cost at a later date. This material component must be offered up in sacrifice within 2 days or the tataued warrior is turned into a kiwi bird until he can offer up the material components or someone else offers them on his behalf. A tataued warrior may elect to do this for an ally when they are within 30 feet of an ally who is casting a spell that normally requires a material component but does not have one.

A kiwi uses the statistics of a hawk, but without a flight speed or talons and a 10 foot land speed. However, you retain your mental ability scores.

- **Drawback:** You permanently turn into a kiwi.

TATAU OF THE MERCHANT (5TH)

You can cast detect magic at will. In addition, you gain a +4 bonus on Appraise checks made to evaluate the price of non-magical good.

- **Drawback:** You must pay 5 gp per use of this ability.

TATAU OF THE MINNOW (5TH)

You gain the evasion class feature of the monk and Lightning Reflexes as a bonus feat.

- **Drawback:** Cats and fish, large and small, find your scent delectable and any are prone to attack you should you attract their attention.

TATAU OF THE MOON (5TH)

You gain the ability to damage incorporeal and/or ethereal creatures normally with weapons you wield or natural attacks you make. In addition you gain a +2 insight bonus on Knowledge (planes) and Knowledge (religion) to identify creatures.

- **Drawback:** Any undead within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE PLATYPUS (5TH)

You develop electrolocation while underwater, gaining lifesense 30 feet (see universal monsters rules for more information on lifesense). In addition your nails becomes mildly poisoned. This causes your unarmed strikes and claw attacks to poison creatures. Tataued Warrior Poison; save Fort DC 5 + tataued warrior level; frequency 1/round for 4 rounds; effect 1 nonlethal damage; cure 1 save.

- **Drawback:** You develop the unusual physical features that resemble a platypus. You gain a rubbery bill, an awkward beaver-like tail, brown fur, etc. While in this anthropomorphised form you exhibit many unintentional animal habits, compulsions, and mannerisms that are rather unsightly and uncivilized. You take a -4 penalty on all rolls involving social interactions and a -4 penalty on Acrobatics checks when not in the water for your awkward proportions.

TATAU OF THE POISON FROG (5TH)

Once per day as a move action you can cover your body in a layer of poison. Creatures who grapple with you or otherwise come into excessive bodily contact with you (an unarmed strike or natural attack is not generally enough to constitute this) suffer the effects of the poison listed below. Once it has been applied to a creature or 1 minute per tataued warrior passes the poison is rendered inert.

Contact ; save Fort DC 10 + 1/2 tataued warrior level + Charisma modifier; frequency 1/round for 6 rounds; effect stunned; cure 1 save

- **Drawback:** Any venomous or poisonous creature within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE PREDATOR (5TH)

You gain a +2 bonus on attack and damage rolls against animals and magic beasts. Additionally you automatically bypass any resistances, immunities, and DR they may possess. Finally, you gain a +2 insight bonus on Survival checks to find food.

- **Drawback:** Any apex predator who has the animal of magical beast creature type within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

TATAU OF THE PRIEST (5TH)

Your caster level is equal to your character level for your tataued warrior spells. In addition, select three 1st or 2nd level cleric spells and add them to your list of known of tataued warrior spells. You must be able to cast tataued warrior spells in order to benefit from this tatau.

- **Drawback:** Each time you cast a spell you have a 25% chance of summoning an unfriendly outsider who opposes your alignment who has a CR equal to your level -1 + 1d4. The exact nature of the creature is at the discretion of the GM but it should be hostile towards the offending tataued warrior and incensed at his audacity.

TATAU OF RAIN (5TH)

Once per day, after performing a rain dance for 10 minutes, you may change the local weather to that of light rain for 1d6 hours. The changes take effect in 10 minutes after the completion of your rain dance. You gain Wind Stance as a bonus feat.

- **Drawback:** Any time you sleep a localized rainshower drenches your camp. In addition, you only have a 10% miss chance from your Wind Stance bonus feat.

TATAU OF THE SPIDER (5TH)

You gain a 30 foot climb speed and a +2 sacred bonus on Craft (alchemy) checks.

- **Drawback:** There is a 25% chance per round that, while climbing, your climb speed will cease to function.

TATAU OF THE TIKI (5TH)

You gain a +2 luck bonus to your armor class and all saving throws.

- **Drawback:** You take half again as much damage from all sources.

7TH LEVEL TATAUS

TATAU OF THE BAT (7TH)

You gain Blindsight 20 feet and a +2 insight bonus on fly checks.

- **Drawback:** You become blind.

TATAU OF THE ELEMENTS (7TH)

You gain a +2 bonus on attack and damage rolls against elementals and automatically bypass any resistances, immunities, and DR they may possess.

- **Drawback:** Any elementals within 1 mile is aware of your presence and will become attracted to you as if you were a threat to nature.

TATAU OF THE GALE (7TH)

You ignore range penalties up to the third range increment (though they they return in full on the fourth). In addition, you gain a +2 sacred bonus to your AC against ranged attacks.

- **Drawback:** Chaotic gusts of wind blow around your ranged attack giving them a 20% chance to miss.

TATAU OF THE KANGAROO (7TH)

You gain the cast jump as a supernatural ability at will. In addition, unarmed strikes made with your feet deal damage as if you were one size category larger.

- **Drawback:** Creatures making attacks of opportunity against you gain a +4 bonus on attack rolls.

TATAU OF THE MURDERER (7TH)

Creatures you reduce below 0 hp lose two hp per failed stabilization roll. Furthermore, a creature you cause damage to cannot benefit from healing (though they may benefit from temporary hp) until their next turn.

- **Drawback:** You take a -2 penalty on all stabilization rolls.

TATAU OF THE SNAKE (7TH)

You become immune to poisons (magical and mundane).

- **Drawback:** All allies within 30 feet of you take a -4 penalty on saves against poisons.



TATAU OF THE STARFISH (7TH)

You gain the ability to regenerate lost limbs and heal yourself. Once per day as a full round action you can regrow severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads if you are a multi-headed tataued warrior), broken bones, and ruined organs grow back. The physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. At the time of using this ability the tataued warrior is also restored 1d8 hp per 4 levels of tataued warrior (minimum 1d8).

- **Drawback:** After 2d10 minutes, any limb you regrew falls off and atrophies. In addition, you are not healed by this tatau.

TATAU OF THE SUN (7TH)

This tatau around your eyes grants you darkvision 60 feet. If you already have darkvision this ability grants you the capacity to see though even deeper darkness or other magical darkness effects. Creatures with light vulnerability cannot take this tatau.

- **Drawback:** When you are in areas of light you take a -8 penalty to Perception checks.

TATAU OF THUNDER (7TH)

You gain electricity resistance 15 and once per day when you successfully deliver an attack with a simple melee weapon you can cause a thunderbolt to strike your target. This can be chosen after you have successfully hit but before you roll damage. It deals 1d6 points of electricity per 2 levels of tataued warrior in addition to your normal weapon damage.

- **Drawback:** Anytime natural (non-magical) lightning strikes would strike within 1 mile of you, it instead strikes you. In addition, attacks that deal electricity damage gain a +2 bonus to hit you and your resistance is reduced to 5. Each bolt causes 4d8 points of electricity damage.

9TH LEVEL TATAUS

TATAU OF THE CRAB (9TH)

Once per round on a successful attack with a natural weapon or unarmed strike, you may make a free grapple attempt with your off-hand (provided it is free).

- **Drawback:** You gain a -4 on all grapple combat maneuvers and count as if you were one size category smaller for the purpose of determining of who you can grapple one-handed.

TATAU OF THE GECKO (9TH)

You gain all-around vision.

- **Drawback:** There is a 20% chance that each time you attempt an action to move that you will remain motionless (though this does not waste the action, just prevents you from moving).

TATAU OF THE WHALE (9TH)

You count as if you were one size category larger for the purpose of wielding ritual weapons.

- **Drawback:** Reduce your base land speed by 20 feet to a minimum of 10 feet.

SPELLS:

Beginning at 4th level, a tataued warrior gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list*. A tataued warrior must choose and prepare his spells in advance.

To prepare or cast a spell, a tataued warrior must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a tataued warrior's spell is 10 + the spell level + the tataued warrior's Charisma modifier.

Like other spellcasters, a tataued warrior can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-2: Tataued Warrior Spells Per Day. In addition, he receives bonus spells per day if he has a high

Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Tataued Warrior indicates that the tataued warrior gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A tataued warrior refers to his spells as ceremonies and must spend 1 hour per day performing ritualistic dancing, chanting, and making offerings to nature to regain his daily allotment of spells. The materials required for his spells may be found in the surrounding area at no cost to him. A tataued warrior may prepare and cast any spell on the tataued warrior spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a tataued warrior has no caster level. At 4th level and higher, his caster level is equal to his tataued warrior level – 3.

*RANGER SPELL LIST MODIFICATION FOR THE TATAUED WARRIOR

A tataued warrior does not gain the following ranger spells:

- **1st:** Bowstaff, Gravity Bow, Hunter's Howl, Longshot
- **2nd:** Reloading Hands, Ricochet Shot
- **3rd:** Companion Mind Link, Instant Enemy, Named Bullet
- **4th:** Bow Spirit, Greater Named Bullet, Raise Animal Companion, Terrain Bond

In exchange, the tataued warriors adds the following spells to his spell list:

- **1st:** Cause Fear, Enlarge Person, Magic Weapon, Remove Fear
- **2nd:** Aid, Touch of the Sea
- **3rd:** Heroism, Pain Strike, Rage, Ride the Waves, Fly
- **4th:** Fear, Mass Enlarge Person

**TABLE 3-2: TATAUED WARRIOR
SPELLS PER DAY**

LEVEL	1ST	2ND	3RD	4TH
1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	0	-	-	-
5th	1	-	-	-
6th	1	-	-	-
7th	1	0	-	-
8th	1	1	-	-
9th	2	1	-	-
10th	2	1	0	-
11th	2	1	1	-
12th	2	2	1	-
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

SPILLS FROM OTHER SOURCES:

Generically, a tataued warrior does not gain any spells that expressly deal with the ranger's class feature (such as their animal companion, favored enemy, favored terrain, etc) or spells that pertain to making ranged attacks/the use of a bow. They instead gain fear spells, spells that grant the ability to resist fear, pain effects, enlarge person, and spells that grant a swim speed.

BLOOD CASTING (EX):

At 5th level, as a swift action a tataued warrior can prick himself and make an offering of blood to sacrifice a prepared spells in order to spontaneously cast any other spell on his spell list that he knows of the same level. This offering of blood deals 1 point of non-lethal damage to himself per level of the spell sacrificed. (Example: If he had *heroism* prepared as a 3rd level spell he could take a swift action to deal 3 points of damage to himself to switch his prepared spell to *pain strike*.)

BATTLE CHANT (EX):

At 6th level, the tataued warrior gains the ability to ritualistically chant while fighting. This allows him to augment his weapon's powers by awaking the spirits around him. This is often quite intimidating to enemies, though not overt enough to cause an Intimidate check. This grants him an ability to enter into a ritualistic trance, awakening the spirits of war and battle. This grants him one additional attack at his highest BAB per turn as part of a full attack action. This effect stacks with haste and similar effects. A battle chant lasts for a number of rounds equal to his Constitution modifier per use. While chanting he gains a +2 morale bonus on Intimidate checks. Entering this state is a swift action and, at 6th level, he may do this once per day. At 10th and every 4 levels thereafter he may do this one additional time per day.



Cultural Examples of the Battle Chant

Haka (Maori), Cibi (Fiji), Manu Siva Tau (Samoa), Baris (Bali), Eisa (Okinawa), Sama (Sufis), War Dance (Lakota Sioux), Indlamu (Zulu), Highland Sword Dances (Scotland)

MASTERWORK TATAU (Su):

At 20th level, a tataued warrior's individual tatau merge into a cohesive tapestry and take on a new meaning entirely. They are woven together by a larger mural that gives context to the rest of the pieces. This tatau covers the tataued warrior's entire body. These tatau cannot be taken until 20th level. It can take one of the following forms.

TATAU OF DIVINITY

The first time you die in a 24 hour period you are resurrected as if by *true resurrection* at the start of your next turn. In addition, you gain SR equal to $10 + 1/2$ your tataued warrior level + your Charisma modifier against divine spells.

TATAU OF DEATH

Any creature reduced below zero hit points by damage you deal has their remains turned to dust as if destroyed by *disintegrate*. Furthermore, you are immune to death effects and gain SR equal to $10 + 1/2$ your tataued warrior level + your Charisma modifier against necromancy spells.

TATAU OF SUPREME GRACE

You may cast *dominate monster* as a supernatural ability at will. In addition, you become immune to mind affecting effects.

TATAU OF THE BEAST

You grow two size categories and grow one natural attack of your choosing from the following list: bite, a single claw, gore, slam, or talon. You cannot chose a natural attack you already possess.

This grants you a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), a -2 penalty on attack rolls and AC, and a -4 size penalty on Stealth and Fly checks due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. A humanoid creature whose size increases to Huge has a space of 15 feet and a natural reach of 15 feet.

TATAU OF THE WARRIOR KING

You automatically confirm all critical hits with your ritual weapon.

TABLE 3-3: TATAUED WARRIOR ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	+1/6 of a new tatau	CRB
Ifrit	+1 round of ritual weapon per day.	ARG
Merfolk	Battle chant lasts an additional 1/4th of a round while underwater.	ARG
Nawao	+1/4 your tataued warrior level when determining the abilities of your ritual weapon.	HotWa
Sambito	+1/6 a use of battle chant per day	HotWa
Wug	+1/6 of a new tatau	RG3

New Feats & Talents

NEW CONDITION: BROKEN BONE

An attack that breaks bone, or the target's equivalent thereof can render the limb struck painful and useless. The bone inside is destroyed- shattered beyond simple repair. Creatures with this condition can have it inflicted on any limb and lose the use of that limb until the condition is removed. As such, a specific limb must be declared before use. This condition may be applied multiple times, but each time it applies to a specific limb. This does not impose any penalties to the attack roll (as is the case if using Paizo's called shot rules). Creatures who have a limb broken must make a Will or Fortitude save (DC 20) or are shaken for 1d4 rounds from the pain. This is a fear effect.

It requires a DC 10 Heal check to set a limb and 3d6 weeks to heal it. Any sort of magical healing sets bones but does not remove the condition if not already set (thus 2 applications of magic healing would remove the condition in addition to the hit points restored by the spell). A heal or regenerate spell will remove the condition as will any magic or abilities that remove ability score damage/drain.

The following creatures are immune to the broken bone condition: creatures without limbs, oozes, any creature immune to precision damage, creatures with the chaotic subtype. Furthermore creatures who definitely lack a skeleton, exoskeleton, or the biological equivalent thereof (subject to the GM's discretion) are immune to the broken bone condition

SIDEBAR: Converting Existing Bone Breaking Feat

The Jawbreaker feat can be replaced with the Ankleshatter feat found in this book.

The neckbreaker and bonebreaker feats can be left as they are.

KAPU KUIALUA (STYLE)

The art of kapu kuialua is an ancient Hawaiian martial art that was taught to the ariki or nobles of Hawaiian society. Their warriors were trained not only in the ways of battle but also in the manipulation of their mana.

KAPU KUIALUA (STYLE) (COMBAT)

Using the ancient and noble art of bone breaking, you can quickly and efficiently disable your opponents.

PREREQUISITES: Improved Unarmed Strike, Improved Grapple

BENEFITS: Any time you deal damage with an unarmed strike against a creature you are grappling, they must make a Fortitude save (DC 10 + 1/2 level + Strength modifier) or have a bone of your choice broken (see bone broken condition above).

HAKIHAKI (COMBAT)

Though a mastery of joint locks, bone manipulation, rigorous training in the surf, and striking coconut trees for hours- you know just how to make your strikes hurt.

PREREQUISITES: Kapu Kuialua

BENEFITS: While employing Kapu Kuialua, all confirmed critical hits with all weapons (including unarmed strikes) against a creature break bones. After a successful critical confirmation, they must make a Fortitude save (DC 10 + 1/2 level + Strength modifier) or have a bone of your choice broken (see bone broken condition above).

OLOHE (COMBAT)

The term for a master of Kapu Kuialua is "Olohe" and means "hairless one". These masters were so deadly that merely striking them risked the attacker's destruction.

PREREQUISITES: Hakihaki

BENEFITS: While employing Kapu Kuialua, any creature who fails a grapple check against you must make a Fortitude save (DC 10 + 1/2 level + Strength modifier) or have a bone of your choice broken.

ANKLESHATTER (COMBAT)

PREREQUISITES: Bonebreaker (^{UC}), Improved trip, Heal 12 ranks

BENEFIT: When you make a successful trip attempt against an opponent that is grappled, helpless, or stunned you may instead expend one use of your stunning fist class feature to grant a creature the broken bone condition as well as halving their movement speed until the broken bone condition is healed.

BONESAW (BARBARIAN TALENT)

PREREQUISITES: Barbarian 6th Level

BENEFIT: Whenever you critically hit with a melee attack while raging, your attack also breaks a bone of your choice (DC 20 Fortitude save resists).

SCARED MANA (FEAT)

PREREQUISITES: Ability to cast 3rd level divine spells

BENEFIT: By sacrificing one divine spell slot at your highest level in a ritual that takes 10 minutes, your levels in one divine casting class grant a good AC bonus rather than what the class normally would provide for the next 24 hours.

SNAP (ANTIPALADIN CRUELTY)

PREREQUISITES: 9th Level Antipaladin

BENEFIT: Target has a bone of your choice break if they fail the Fortitude save associated with your cruelty.



New Polynesian Weapons

TABLE 3-1: POLYNESIAN WEAPONS

NAME	COST	DMG (S)	DMG (M)	CRITICAL	WEIGHT	TYPE	SPECIAL	CATEGORY	EQUIVALENT
Hoe	2 gp	1d6	1d8	x2	3 lbs.	B	-	Two-Handed Simple	Greatclub
Ihe	4 gp	1d4	1d6	x3	4 lbs.	P/S	-	One-Handed Martial	Shortspear
Leiomano	15 gp	1d6	1d8	x3	4 lbs.	S	-	One-Handed Martial	Longsword
Mere	6 gp	1d4	1d6	x3	2 lbs.	S/B	-	Light Martial	Handaxe
Pololu	10 gp	1d6	1d8	x3	9 lbs.	P/S	Brace, reach	Two-Handed Martial	Longspear
Taiaha	10 gp	1d8	1d10	x3	7 lbs.	P/B	Finesse	Two-Handed Martial	Greatclub
Tewhatewha	15 gp	1d8	1d10	x3	6 lbs.	B	Finesse	Two-Handed Martial	Greataxe

USAGE

Please note that all these weapons are presented as if they were being used in a Polynesian campaign setting and are thus treated as simple or martial weapons. If used outside of one, they are all exotic weapons. If used outside of a Polynesian campaign setting they count as a single fighter weapon group referred to as the “islander weapon group”.

EQUIVALENTS

You will note the use of the phrase “equivalent” (as in “This weapon is equivalent to a short sword”) in some descriptions. This means that the weapon counts as another weapon for the purpose of feats, class features, prerequisites, etc. A weapon must still qualify on it's own merit in regards to its weapon profile however (example: A mere is equivalent to a sap. However if a feat requires a weapon that deals nonlethal damage, and as a mere deals lethal, it would not qualify). A character proficient with a weapon's equivalent are not proficient with the weapon itself (it requires it's own proficiency).



HOE

TWO-HANDED SIMPLE WEAPON

A long, thin, hardwood canoe paddle that was often used for martial combat. It was used as a long club in both hands due to its size.

IHE

ONE-HANDED MARTIAL WEAPON

An Ihe is a shorter version of a pololu, designed to be used in one hand. Like the pololu it had serrated shark's teeth lashed to its upper quarter and sharp tip. The only difference is that while a pololu was 12-15 feet, the Ihe was only 5-8 feet. Despite its length it was easy to wield in one hand by a skilled warrior. A character can use a Ihe two-handed and treat it as a simple weapon.

LEIOMANO

ONE-HANDED MARTIAL WEAPON

The Leiomano ("Shark's lei") is the most prevalent weapon employed in ancient Hawaii. It varied in shape and size but generally was a wooden or whale bone weapon in the shape of a spade or ping-pong paddle with shark's teeth lashed like teeth the the outside (not unlike an Aztecs affixed obsidian shards to the edge of a macuahuitl). Most had cord-wrapped hilts and often had holes in the center of the weapons. The term for this weapon comes from Hawaiian but similar weapons existed in many cultures.



MERE

LIGHT MARTIAL WEAPONS

Mere clubs were small, flat, sharp edged, stone or jade weapons that had an elongated teardrop shaped. It was gripped at the thin end where it was not sharpened. They were about 10-20 inches long and 3-5 inches wide. Meres were often a symbol of a chief and often had great ceremonial value. Mere weapons were found in all Polynesian cultures.

POLOLU

TWO-HANDED MARTIAL WEAPON

This spear-like weapon was between 12-15 feet long, was crafted of hardwood, and had a very long head section when compared to the overall length of the weapon (by western standards). This is because the top 20% was lined with backwards facing shark's teeth that could rip and tear flesh easily. They acted like barbs, able to cut a man to ribbons with a single pushing or pulling motion.



TAIAHA

TWO-HANDED MARTIAL WEAPON

This long two-handed, wooden, weapon had a long, flat, blade for striking and a sharp pointed end of thrusting at an opponent. A small wreath of feathers was adorned near the top of the weapon and their heads were often highly decorated. It is a famous weapon of the Maori though many other Polynesian cultures had similar weapons.

TEWHATEWHA

TWO-HANDED MARTIAL WEAPON

An axe-shaped bludgeoning club weapon with a long thin handle used by the Maori. It was used for dexterous, quick, strikes that relied largely on body position, footwork, and agility.

Polynesian Magic Items

LIVING SHARKTOOTH

Aura strong conjuration; CL 10th; Price 18,000 gp; Weight 6 lbs.

This +1 wounding leiomano is lined with sharp teeth taken from a great white shark, and is able to call upon the shark's spirit to aid the wielder. 3 times per day, the wielder may summon a great white shark (Bestiary 4), as though by a summon nature's ally spell. The shark is under the command of the wielder, and remains for 1d6 + 3 rounds.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, summon nature's ally IV; Cost 9,000 gp

GREATER LIVING SHARKTOOTH

Aura strong conjuration; CL 10th; Price 55,000 gp; Weight 6 lbs.

This +3 wounding leiomano has far fewer teeth lining its edge than normal, but the teeth are of frightening proportions. 3 times per day, the wielder may summon 1d4 + 1 great white sharks or a single dire shark, as though by a summon nature's ally spell. The sharks remain under the control of the wielder.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, summon nature's ally VII; Cost 27,500 gp

MAUI'S HOOK (MANAIAKALANI)

Aura strong conjuration; CL 10th
Slot —; Price see individual hooks; Weight 6 lbs.

These magic fish hooks, named after the Hawaiian deity said to have fished up the Hawaiian islands, create small temporary islands when dropped into the ocean waves. These islands last for 24 hours, after which it sinks back into the depths. Using the hooks in this fashion requires a small 1 minute prayer.

Each style of hook creates a certain size of island.

Lesser: Creates a small 10'x10' island suitable for a few people. Favored by fishermen who fear being caught overnight on the open sea. Cost: 400 gp

Standard: Creates a 20'x20' island, complete with enough simple food (nuts, berries) and fresh water to feed up to 6 creatures. The food decays when the island disappears. Cost: 2,000 gp

Greater: Creates a 60'x60' mile island, complete with small huts, cooked food, and fresh water. There is enough food to feed 10 creatures. The food decays when the island disappears. Cost: 8,000 gp

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, major creation, create food and water; Cost varies

SURFBOARD OF THE ENDLESS WAVE

Aura faint conjuration; CL 5th
Slot —; Price 3,000 gp; Weight 6 lbs.

This surfboard, normally sized for a medium creature, is decorated with the image a cresting wave. With the proper command word, the surfboard is capable of creating it's own wave. 3 times per day, the surfer may stand atop the surfboard and create a low wave that carries him along the ground. For 1 minute he may move a twice his normal land speed. While moving, the surfer may end the effect early to make a charge action, moving up to 3 times his normal speed and making any number of turns.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, slipstream; Cost 1,500 gp

Polynesian Deities

TABLE 4-1: HAWAIIAN DEITIES

DEITY	ALIGNMENT	WORSHIPERS	DOMAINS	SYMBOL	FAVORED WEAPON
Kane	CG	All (from commoners to kings).	Sun, Plant, Nobility, Protection, Air, Glory, Good	The Sun	Ihe
Ku	LN	Warriors.	War, Protection, Strength, Glory, Law	A Flaming Mace	Mace
Lono	LG	Farmers, musicians,	Weather, Plants, Healing, Knowledge, Good, Law	A Rainbow	Pololu
Kanaloa	LE	Magic users.	Magic, Darkness, Death, Nobility, Repose, Knowledge	Squid	Dagger
Pele	CE	Few, mostly those who fear her.	Fire, Destruction, Earth, Madness, Chaos	Rhyolite	Sling
Kamohoalii	CN	Sharks, sambito, sailors.	Water, Strength, Death, Blood (war), Travel	A shark tooth	Leiomano

KAMOHOALII (HAWAIIAN)

A shark deity who guides sailors home in exchange for alcoholic drinks. He is the god of sharks, predators, and other natural killers. He is not a deity who care much for morality- he is simply a force of nature, a hunter always on the prowl. He can take the form of any fish.

KANALOA (HAWAIIAN)

The god of the underworld, magic, and the unknown is Kanaloa. He is the opposite of Kane. He is the knower unknown and finder of the hidden. He is the deity who rules over the underworld. He rebelled against the other gods and was kicked out for his trouble. He is also the deity of *mana*.

KANE (HAWAIIAN)

The benevolent deity Kane is worshiped by all. He does not need sacrifices. Created the light. God of wild (not cultivated) food as well as the wilds (jungles, forests, etc). He is the god of that which is untamed, that which grows, and that which is fertile. Part of a quadrality with Ku, Kanaloa, and Lono. Kanaloa is his twin brother and his opposite.

KU (HAWAIIAN)

The war god Ku is responsible for protecting the gods from those that would attack them. He is a harsh god who demands sacrifices but honors his brothers Kane, Kanaloa, and Lono. Ku is known as the "seizer of lands".

LONO (HAWAIIAN)

The deity Lono is the god of rain, cultivated foods, music, rain, peace, and fertility. He is part of a triumvirate of powerful deities along with his brothers Kane, Kanaloa, and Ku.

PELE (HAWAIIAN)

The goddess of fire and volcanoes. She is dangerous, temperamental, uncontrollable. She was thrown out of the heavens for her destructive nature and now wanders around setting off volcanoes. Her title is “the earth eating woman”.

TABLE 4-2: MAORI DEITIES

DEITY	ALIGNMENT	WORSHIPERS	DOMAINS	SYMBOL	FAVORED WEAPON
Ranginui	CN	All	Air, Void, Chaos, Liberation, Knowledge, Magic, Sun	Star	Longbow
Papatyuanuku	LN	All	Earth, Protection, Law, Community, Water	Precious gem	Spear
Tawhirimatea	CE	Sailors, evil characters	Weather, Water, Air, Chaos, Destruction, Evil	A hurricane	Hoe
Tane Mahuta	NG	Birds, farmers, rangers	Plants, Animals, Protection, Healing, Good	A kiwi bird	Shortbow
Tumatauenga	CE	Warriors, guards	War, Protection, Destruction, Strength, Community	A face contorted in anger	Axe
Tangaroa	N	Aquatic races, sailors, etc	Ocean, Weather, Travel, Water, Healing	Waves	Paddle

GENERAL BACKGROUND

Rangi is the deity of the sky and his wife Papa (who represents the land) use to embrace all the time and their children were forced to live in the cramped, small, space between them until Tane (the deity of birds and trees) found a way to separate them.

PAPATYUANUKU (PAPA) (MAORI)

A primordial Mother Earth. She gives blessings to those who worship her, but is largely a literal representation of the Earth. She is concrete, firm, familiar, logical, and bounded. She is all- the wood you make your house with, the rain that falls upon you.

RANGINUI (RANGI) (MAORI)

The god of the sky, the stars, and the heavens. He sees all and knows all. He is abstract, expressive, temperamental, unknowable, and free spirited but largely unconcerned with the day-to-day lives of people. He rewards his followers, those that can get his attention, with great gifts.

TANE MAHUTA (MAORI)

God of birds and trees. A nature deity concerned with the forest. He is largely concerned with the mundane world and cares a great deal for his birds. His trees are his limbs and he feels what each of them do. Before hunting a bird or tree you must pray to Tane Mahuta or he may curse you. He is, however, a good deity who is often on the side of mortals. Tangaroa hates Tane Mahuta.

TANGAROA (MAORI)

God of the sea, rivers, lakes and all that live within them. He governs the waves and has given life to many species of sea creatures. He does not like conflict with other deities and will hide before he fights. Tangaroa is invoked by those who would partake of his bounty (fishing, taking water from a well, etc) and those that fail to do so may break tapu. Travelers on the sea also pray to him for good speed and safe travel.

TAWHIRIMATEA (MAORI)

God of storms, rain, and wind. Once freed from the space between his parents he went on a terrible tirade and had to be put back in his place by Tumatauenga. He is argumentative, he wages a never ending war on the other deities, etc. Sailors tend to pray to him for safe passages across the ocean to avoid storms. Evil characters seek his favor and his power.

TUMATAUENGA (TU) (MAORI)

Tu is the god of war, hunting, and cooking. He is angry all the time. All war parties dedicate themselves to him before they go on a raid. He is the origin of man- humans (and other humanoid species) sprung from him and his is the pattern for human behavior. To control yourself is to control the Tumatauenga within your heart. Tu is a hunter and takes what he needs and this is why mortals can take the resources of the natural world. He is known as "Tu of the Angry Face".

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