

Heroes of The East



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

HEROES OF THE EAST

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HOW THE EAST WAS WON

It is the spirit of the orient that, in order for one man to triumph over another, they must not only be physically superior, but spiritually more enlightened. The clashing of steel on the battlefield is mirrored by the chasing of ideals in the hearts of men. It is with that in mind we set out to explore our third book in the Heroes of the East.

Two spiritually inclined oriental classes stood to us as the perfect candidates for base classes. The first was the yamabushi, spiritual warrior monks whose dedication to the path of self-enlightenment is matched only with their martial prowess. The idea that a warrior is also spiritually & philosophically inclined is such a rich part of cultures across the orient. We wanted to include some form of warrior monk so that players could enjoy that aspect. The second was the shinshoku, priests who act on behalf of a specific kami. They are unique among spellcasters for their wide range of spells and novel method of casting them. Indicative of the culture and mythos, they are in service to their kami companion rather than the other way around. These two classes fill the roles of the more western divine casters (cleric, paladin, druid, and ranger).

When we were writing this book, we also drew from sources not normally explored in traditional roleplaying games and that are typically set in European/Nordic mythology. There are many elements that are drawn from Chinese, Korean, and Indian culture. We even gave a fantasy spin to some more modern entries like the JKD and the street fighter. These have become such a staple in modern takes on the source material.

Finally, to round it all out, we made sure to cover gaps in the system that players have requested. We gave the ninja some much needed support, more martial arts styles, and even added new eastern themed weapons.

We hope you enjoy this installment of Heroes of the East.

Happy Gaming,
Scott Gladstein

BASE CLASSES

YAMABUSHI

A New Base Class for the Pathfinder Roleplaying Game

ALIGNMENT: Any non-chaotic

HD: d10

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

CLASS SKILLS:

Climb (Str), Craft (alchemy) (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcane) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Spellcraft (Int), and Survival (Int).

SKILL POINTS: 2 + Int

CLASS FEATURES:

The following are the class features of the yamabushi.

WEAPON AND ARMOR PROFICIENCY:

Yamabushi are proficient with all simple and monk weapons plus the katana, naginata, and wakizashi. Yamabushi are proficient with light and medium armor but not with shields.

AC BONUS

When unarmored and unencumbered, the yamabushi adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a yamabushi gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four yamabushi levels thereafter, up to a maximum of +5 at 20th level. If the yamabushi has or gains levels in the monk class then his monk levels count as yamabushi levels for determining his total AC bonus.

These bonuses to AC apply even against touch attacks or when the yamabushi is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he uses a shield, or when he carries a medium or heavy load.

TABLE 1-1: THE YAMABUSHI

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+2	+0	+2	AC bonus, natural order (+1), resolve
2 nd	+2	+3	+0	+3	Wanderer
3 rd	+3	+3	+1	+3	Mountain hermit, natural order (+2)
4 th	+4	+4	+1	+4	Smite chaos 2/d s
5 th	+5	+4	+1	+4	Spiritual aesthetic, natural order (+3)
6 th	+6/+1	+5	+2	+5	Mountain hermit
7 th	+7/+2	+5	+2	+5	Natural order (+4)
8 th	+8/+3	+6	+2	+6	Bonus feat
9 th	+9/+4	+6	+3	+6	Greater resolve, mountain hermit, natural order (+5)
10 th	+10/+5	+7	+3	+7	Bonus feat
11 th	+11/+6/+1	+7	+3	+7	Natural order (+6)
12 th	+12/+7/+2	+8	+4	+8	Mountain hermit
13 th	+13/+8/+3	+8	+4	+8	Bonus feat, natural order (+7)
14 th	+14/+9/+4	+9	+4	+9	Instrument of harmony
15 th	+15/+10/+5	+9	+5	+9	Mountain hermit, natural order (+8)
16 th	+16/+11/+6/+1	+10	+5	+10	Bonus feat, true name (kami or oni)
17 th	+17/+12/+7/+2	+10	+5	+10	Natural order (+9)
18 th	+18/+13/+8/+3	+11	+6	+11	Mountain hermit
19 th	+19/+14/+9/+4	+11	+6	+11	Bonus feat, natural order (+10)
20 th	+20/+15/+10/+5	+12	+6	+12	True enlightenment

NATURAL ORDER (SU):

Guided by the spirits of nature, a yamabushi gets a +1 to damage at 1st level and every odd level thereafter to a maximum of his Wisdom modifier. When striking a chaotic outsider, chaotic-aligned dragon, or a creature of the oni subtype the total bonus provided from this ability is doubled on the first attack (a 5th level yamabushi with a Wisdom modifier of +3 would deal +6 damage) and all attacks automatically bypass DR.

At 5th level, the yamabushi gains a sacred bonus equal to his Wisdom modifier (if any) to his AC against attacks made by chaotic outsiders, oni, or chaotic-aligned dragons.

RESOLVE (EX):

A yamabushi gains a resolve pool as described in the samurai's class entry.

WANDERER (EX):

At 2nd level, a yamabushi treats all natural terrain as if it were roads for the purposes of overland movement.

TABLE 1-2: YAMABUSHI SPELLS PER DAY

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

SPIRITUAL AESTHETIC (EX):

At 5th level, a yamabushi may attempt to talk to the kami of the location he is in once per day. He must attempt a Diplomacy check ($DC = 10 + HD$ of targeted kami type) to try to commune with the local kami. A yamabushi must specify what variety of kami they are trying to commune with (see the Pathfinder Bestiary III for kami). If he succeeds, the yamabushi may act as if he had cast the spell *commune* using his full yamabushi level as his caster level and ask the kami his questions.

Alternatively, if a yamabushi is of 7th level or higher they can attempt to call forth the kami if that kami has less HD of the yamabushi. If they successfully commune with the kami it is summoned as if by a planar ally spell. The kami initially has a friendly attitude towards the yamabushi and will often answer questions from the yamabushi or offer to guide him in some way. Unless there is a situation that would require the kami to step in, it does not fight in combat with the yamabushi and is not inclined to give him any sort of benefits other than what a normal relation between an outsider and a player might be.

SPELLS

Beginning at 4th level, a yamabushi gains the ability to cast a small number of divine spells, which are drawn from the ranger's spell list. A yamabushi must choose and prepare his spells

in advance.

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

Like other spellcasters, a yamabushi can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Yamabushi. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Yamabushi indicates that the yamabushi gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A yamabushi must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A yamabushi may prepare and cast any spell on the ranger 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 yamabushi has no caster level. At 4th level and higher, his caster level is equal to his yamabushi level - 3.



MOUNTAIN HERMIT (EX):

At 3rd level, yamabushi gains a +2 bonus on one of his class skills. Every three levels thereafter he may select a different class skill he has and gains a +2 to that skill as well. This bonus improves to a +4 and he may re-roll any one roll of those class skills per day when he is in the mountains.

BONUS FEAT:

At 8th level, a yamabushi gains a bonus feat from the following list: Combat Expertise, Combat Reflexes, Combat Style Master, Critical Focus, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Snatch Arrows, Spring Attack, Stand Still, Weapon Focus (any monk weapon), Whirlwind Attack

At 10th, 13th, 16th, and 19th level the yamabushi may select an additional bonus feat from this list.

GREATER RESOLVE (EX):

At 9th level, a yamabushi gains the greater resolve class feature described in the samurai's entry.

Guardian of Nature (Su):

At 10th level, any weapon a yamabushi wields gains the *ghost touch* special ability.

INSTRUMENT OF HARMONY (SU):

At 14th level, any attack made against an enemy within 10 feet of the yamabushi is treated as lawfully-aligned for the purposes of overcoming Damage Reduction. This ability functions only while the yamabushi is conscious, not if he is unconscious or dead.

TRUE NAME (KAMI OR ONI) (SU):

At 16th level, a yamabushi gains the true name arcane discovery (See Ultimate Magic) though he may only discover the true name of a kami or oni. Alternatively a yamabushi can elect to gain a +4 bonus on all Charisma based checks when interacting with kami or oni.

TRUE ENLIGHTENMENT (EX):

At 20th level, a yamabushi achieve true enlightenment and become one with the universe. He receive a bonus on all saving throws equal to his Wisdom modifier. He gains the kami subtype and can take 20 on all Knowledge skill checks on class skills.

SHINSHOKU

A New Base Class for the Pathfinder Roleplaying Game

Shinshoku are priests who act as the interpreter, advocate, and guardian for a specific kami and in return it grants them access to powerful magics and divine knowledge.

ALIGNMENT: Any non-evil

A shinshoku must be of an non-evil alignment. A shinshoku who becomes evil can no longer progress in this class, though he still benefits from his class features. A shinshoku who is on a non-good alignment runs the risk of damaging the relationship he has with his kami.

HD: d8

STARTING WEALTH: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The shinshoku's class skills are *Appraise (Int)*, *Craft (Int)*, *Fly (Dex)*, *Knowledge (all) (Int)*, *Linguistics (Int)*, *Profession (Wis)*, and *Spellcraft (Int)*.

SKILL POINTS: 2 + Int

CLASS FEATURES:

The following are the class features of the shinshoku.

WEAPON AND ARMOR PROFICIENCY:

Shinshoku are proficient with simple weapons and only with light armor.

TABLE 2-1: THE SHINSHOKU

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+0	+0	+0	+2	Kami companion/sacred object, spells
2 nd	+1	+0	+0	+3	Kami affinity
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	Detect soul shadow
5 th	+2	+1	+1	+4	Kami affinity
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	Kami companion improvement
8 th	+4	+2	+2	+6	Kami affinity
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	
11 th	+5	+3	+3	+7	Kami affinity
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	Kami affinity
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	Kami affinity
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20 th	+10/+5	+6	+6	+12	Kami affinity



SPELLS

Shinshoku are divine spellcasters who can draw their spells from both the cleric and sorcerer/wizard spell lists. When preparing a spell from the sorcerer/wizard spell list they still cast the spell as a divine caster.

In order to prepare a spell a shinshoku must send his kami companion into the spirit world to retrieve them. If the spells is an arcane spell that a wizard of his level could cast the spell takes 1d4-1 (min 1) rounds to retrieve it. If the spell is a divine spell a cleric of his level could cast the spell takes 1d6-1 (min 1) minutes to retrieve it. Regardless of where a kami leaves it always return in the square it left from. A kami must be touching a shinshoku in order to impart a spell to them. Spells retrieved in this fashion do not allow the kami to cast those spells. He simply brings the divine or arcane knowledge to his shinshoku.

Once sent on a mission to retrieve a spell a kami can be recalled by the shinshoku as a full round action. Once retrieved, a spell remains set in the shinshoku's memory, like a wizard's prepared spell, until cast or until a number of hours pass equal to the shinshoku's class level. After that point the spell is wiped from a shinshoku's mind.

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

Like other Spellcasters, a shinshoku can cast only a certain number of spells of each spell level per day. In addition, he receives bonus spells per day if he has a high Charisma score.

KAMI COMPANION & SACRED OBJECT:

A shinshoku gains a kami companion in the same way that a druid does using his shinshoku as his full druid level. This is not a creature in the service of a shinshoku. Instead a shinshoku is the designated protector of a specific kami. At the time of character creation a shinshoku must select a mundane object. This is the sacred object that the kami the shinshoku is in service to resides in. If a kami is destroyed it's spirit automatically returns to this sacred object. It takes 1d6 days later. If the object is broken the kami is instantly killed (as it is the spirit of said object).

In order to cast a spell or request a kami to fetch a spell a shinshoku must present the sacred object in a reverent way. A broken object can be repaired via mundane or magical means.

Once repaired a ritual taking 1 + 1d6 days to complete and consuming ritualistic incense costing 10 gp per shinshoku level can be performed to resurrect the kami.

While a shinshoku's kami is dead, he loses access to all of his class features other than weapon proficiencies and cannot gain a new level in the shinshoku class. He may multi-class, however, if he gains a level while his kami is dead.

TABLE 2-1: SHINSHOKU SPELLS PER DAY

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

Use the stats presented below for a shinshoku's kami animal companion:

KODAMA COMPANION

KODAMA COMPANION

Type: Outsider (kami, native)

Size Small; Speed 30 ft.; AC +2 natural armor; 2 claws (1d3); Ability Scores Str 12, Dex 13, Con 12, Int 11, Wis 14, Cha 16; Special Qualities +4 to saves against mind-affecting, petrification, and polymorph effects.

Distracting Gaze (Su)

Staggered for 1d2 rounds, 30 feet, Will (DC 10 + 1/2 HD + Cha) negates. This is a mind-affecting effect that requires the kami to be visible to those it wishes to affect.

7TH-LEVEL ADVANCEMENT

Size Medium; AC +3 natural armor; 2 claws (1d4); Ability Scores Str +4, Dex -2, Wis +4; Special Abilities:

At will — speak with plants

3/day — tree stride (self plus 50 lbs. of objects only)

Kami are outsiders rather than animals. They use the HD progression of the druid's animal companion, but a number of things are different:

- A kami has a d10 hit die rather than a d8
- A kami has a good Base Attack Bonus progression instead of average (BAB is equal to Hit Dice)
- A kami has a good Will save rather than a good Fortitude save (to convert using the animal companion chart, use the Reflex save's progression for Will and the Will save's progression for Fortitude)
- A kami has no tricks
- A kami is immune to bleed, mind-affecting, petrification and polymorph
- A kami has the telepathy ability with a range of 100 ft
- A kami gains 6 + its Intelligence modifier skill points per level. Its class skills are *Bluff (Cha)*, *Craft (Int)*, *Escape Artist (Dex)*, *Heal (Wis)*, *Knowledge (nature) (Int)*, *Knowledge (planes) (Int)*, *Perception (Wis)*, *Sense Motive (Wis)*, *Stealth (Dex)*, and *Survival (Wis)*.
- A kami does not gain the link ability. The share spells ability applies to the kami instead of an animal.
- Instead of gaining devotion at 6th level, the kami gains resistance to acid, electricity and fire 10

A kami is not an animal type creature and has a great deal more independence than a druid or ranger's animal companion. A kami will listen to suggestions rather than orders (however it generally defaults to their shinshoku for orders).

A kami is generally favorable towards their shinshoku, but that is because a shinshoku is expected to treat their kami with respect and reverence. A kami should be played as an NPC with an independent personality. If a shinshoku disrespects him, the kami may eventually disown him and cause the shinshoku to lose all class features other than weapon proficiencies. Kami are generally patient but once respect is lost it is very difficult to regain their trust. Remember that a kami is a neutral or good aligned outsider and generally acts in accordance with that. A great deal of roleplaying should be involved in the relationship between a kami and his shinshoku. It is generally good form for the shinshoku to control their kami during combat but they should be

aware that a GM has the ability to disagree with the action. Moreover, as an independent entity from the player, the GM is encouraged to select feats for the kami.

KAMI AFFINITY (SP):

As the bond between a kami and a shinshoku develops that friendship grants the shinshoku access to certain benefits that result from the strong connection they share.

KAMI RECALL (SP):

A shinshoku can decide to have a kami who returns from fetching a spell for him to appear in an adjacent square rather than the square it left from.

ARCANE AFFINITY:

Subtract 1 from the number of rounds it takes for a kami to retrieve an arcane spell (min 1).

DIVINE CONNECTION:

Subtract 2 from the number of minutes it takes for a kami to retrieve a divine spell. If a divine spell is retrieved with the benefit of this ability and the total number of rounds it would take to retrieve the spell is -2 or further below 0, the spell takes 1d6+1 rounds to retrieve.

SHIELD OF FRIENDSHIP (SP):

Whenever a kami (or it's sacred object) takes damage, the shinshoku can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the kami (or the object). A shinshoku can only prevent damage this way a number of times per day equal to half his shinshoku level though he may sacrifice any number of hit points each time he makes the sacrifice. A shinshoku must be at least 5th level before selecting this ability.

HOLD SPELL:

A kami can retrieve a single spell and hold it for it's shinshoku. This spell may be held indefinitely but a kami must either give it to the shinshoku or dismiss it before he can retrieve a new one.

GUARDIAN KAMI:

Once per day when a kami's sacred object is struck, he may *teleport* (as if by the spell of the same name) without chance of error to an unoccupied square adjacent to his object as an immediate reaction. The object must be struck with malice and dealt damage. A shinshoku striking the object will simply annoy the kami and will likely anger it.

SHISHI & SHISHI:

As long as the kami and shinshoku are in adjacent squares they gain a +4 circumstance bonus to their AC.

SWORD OF THE KAMI:

If the sacred object of the kami is a weapon it may emulate the effect of any +2 weapon special ability. This can be changed once per day as a full round action.

SHIELD OF THE KAMI:

If the sacred object of the kami is armor the shinshoku may add 1/2 their Wisdom modifier to his AC as an insight bonus while wearing it and the kami is inside it.

SACRED OBJECT FOCUS:

If the sacred object of the kami is a mundane household object designed for beautification or artistic endeavors (such as a mirror, a vase, etc) and not for any sort of martial endeavor the kami can, once per day, retrieve a single arcane spell as a full round action.

IMPROVED SACRED OBJECT:

A shinshoku may cause their sacred object to fly towards his hands as if by *mage hand*. The weight limit is always enough to lift and move the object. This feat also improved the hardness of that object by 10.

DETECT SOUL SHADOW (SP):

A shinshoku of 4th level or higher can use *detect evil* as a spell-like ability, at will, as long as his kami is within 30 ft of him.

RIGHTEOUS KAMI (SP):

At 10th level a shinshoku's kami companion gains the ability to smite evil as if it were a paladin of equal level to the shinshoku a number of times per day equal to the shinshoku's Charisma modifier.



ARCHETYPES

WARRIOR MONK

An Archetype for Yamabushi in the Pathfinder Roleplaying Game

WARBOUND:

A yamabushi sacrifices his spellcasting abilities and AC Bonus but gains d10 HD, and proficiency with heavy armor plus all martial weapons.

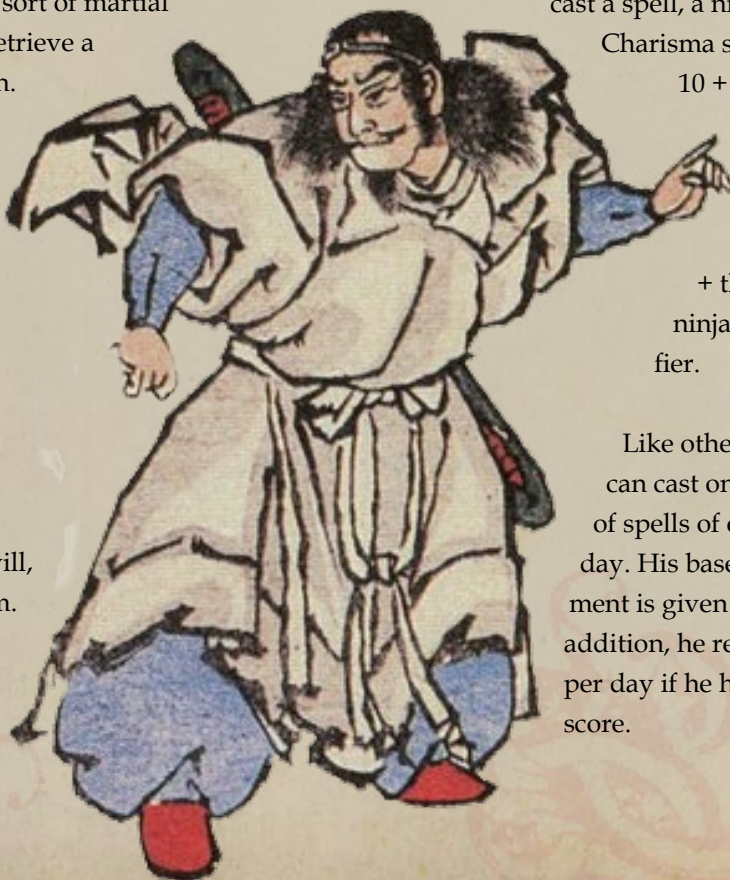
KUJI-KIRI NINJA ("SORCEROUS NINJA")

An Archetype for Ninja in the Pathfinder Roleplaying Game

A ninja casts arcane spells drawn from the sorcerer/wizard spell list, though he may only cast spells of the divination, illusion or enchantment schools. He can cast any spell he knows without preparing it ahead of time. Every ninja spell has a somatic component that requires at least 1 hand to form the kuji-kiri ("9 cuts" or "hand seals"). To learn or cast a spell, a ninja must have a

Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a ninja's spell is 10 + the spell level + the ninja's Charisma modifier.

Like other spellcasters, a ninja can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: bard. In addition, he receives bonus spells per day if he has a high Charisma score.



The ninja's selection of spells is extremely limited. A ninja begins play knowing four 0-level spells and two 1st-level spells of the ninja's choice. At each new ninja level, he gains one or more new spells, as indicated on Table: Ninja Spells Known. Unlike spells per day, the number of spells a ninja knows is not affected by his Charisma score (See Table: Ability Modifiers and Bonus Spells).

Upon reaching 5th level, and at every third ninja level after that (8th, 11th, and so on), a ninja can choose to learn a new spell in place of one he already knows. In effect, the ninja "loses" the old spell in exchange for the new one.

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

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

TABLE 3-1: NINJA SPELLS KNOWN

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

This replaces a ninja's poison use and the ninja tricks they get at 2nd, 6th, 10th, 14th, and 18th levels.

ONIWABAN

An Archetype for Ninja in the Pathfinder Roleplaying Game

TRAINED SPY (EX):

A oniwan adds 1/2 his class level to all Bluff, Disguise, and Sense Motive checks. This replaces the ninja's no trace class feature.

IMPERSONATE (EX):

At 4th level an oniwan can study a creature and become them. A oniwan must closely study the creature for 2 hours per HD. These hours need not be consecutive but they do need to occur within the same week. An oniwan can only study one creature at a time. The creature selected must be an individual creature rather than a group of creatures ("Sir Hank Darrowshire- Captain of the Guard" rather than "reptil-



ian humanoids" or "lizardfolk"). Once a target has been studied, the oniwan can create a persona of him. A persona is the collection of information about a subject, ready to be used to impersonate him. An oniwan may store 1 persona per 4 oniwan levels + his Charisma modifier (minimum 1). If he would learn a persona while storing his maximum number, the oniwan must choose one persona to forget. Similarly if an effect would reduce the oniwan's Charisma modifier and he would be left above his current maximum, the oniwan must choose one persona to forget. A persona grants the oniwan the following bonus when attempting to disguise himself as them and certain bonuses against them.

At 4th level:

NINJA ART OF THE FALSE FACE:

The oniwan can shift his appearance to that of his persona. This ability allows him to make a Disguise check as a standard action with a +10 bonus.

GHOST WHISPERS:

The oniwan's voice magically sounds identical to that of his target.

MICRO-EXPRESSION TRAINING:

The oniwan adopts all the minor mannerisms of the creature (gait, accents, smells, texture, subtle ticks, etc). This ability reduced the bonus to Perception checks a creature gains from being familiar with your persona by 6 to a minimum of 0.

At 6th level:

MOVEMENT STUDY:

Movement Study: An oniwan may choose to deliver sneak attacks against a target he has a persona of, even if they are not delivering their attack against the creature's flat footed AC. This still had no effect on creatures that are immune to sneak attack.

SOUL SWITCHING:

The oniwan acts as if he were that creature for the purposes of activating magic items (race, gender, etc)

CONVICTIONS OF CONVENIENCE:

The oniwan is treated as the alignment of his persona for the purposes of alignment based effect and detection magics (such as detect evil).

At 8th level:

PERSONA READER:

The oniwan is aware of the stats and abilities of the creature in question, including any weaknesses and vulnerabilities (as if he had successfully identified the creature with a Knowledge check).

MARTIAL STUDY:

An oniwan gains a +2 bonus to hit against the creature his persona is based upon.

SHADOW LIFE:

An oniwan gains a +2 bonus to the highest attribute score the creature his persona is based off of has. This only applies while the oniwan is impersonating the relevant persona.

At 10th level:

AURA MATCHING:

The oniwan appears to be the person in question when put under the scrutiny of divination spells and other magical sources. If a creature attempts to target the subject of your persona with an ability that exclusively applies to them (example: An attempt to scry with a personal object) there is a 50% chance that it will target the oniwan instead.

ANTI-TORTURE TRAINING:

The oniwan will not reveal his identity when magically (or otherwise) compelled to do so. This allows the oniwan to lie under the effect of magical truth in regards to his identity.

ANATOMY FAMILIARITY:

An oniwan automatically confirms criticals against the creature his persona is based upon.

At 14th level:

CONFUSE TRUE NAME:

There is a 50% chance that when the oniwanban is targeted with a single target spell, and the creature who the persona is based on is within the distance of casting (and line of effect), that the spell will target the creature rather than the persona. A oniwanban may opt to take the attack.

At 18th level:

SHADOW PLAY:

An oniwanban may choose to change the result of his initiative roll to the same result as a target of his persona if it is better. The ninja always goes after the target of his persona if he uses this ability.

SOUL STEALER:

An oniwanban who successfully confirms a critical upon the creature his persona is based on has the option to inflict a death strike against his target. This causes the creature to be forced to make a Fort save (DC 10 + 1/2 oniwanban level + Cha modifier) or be killed outright.

Entering into a disguise for a persona takes 1 hour of preparation and the expenditure of a number of ki points equal to 1/2 the HD of the creature. These ki points do not recover until the oniwanban stops adopting the persona. A persona can be maintained indefinitely, though the oniwanban must take 1 hour to fix minor issues and refine his disguise once per week for 1 hour.

This replaces the ninja's ninja trick ability.

INCOGNITO (SU):

At 6th level an oniwanban can always register as true neutral for purposes of alignment detecting abilities (such as detect evil). This replaces his light steps class feature.

MASTER OF MANY MASKS (SU):

At 20th level a oniwanban can study a creature for his impersonator class feature for a number of rounds equal to 1/2 the creature's HD rather than the hours it normally takes. This replaces the hidden master class feature.

HONORABLE SHINOBI

An Archetype for Ninja in the Pathfinder Roleplaying Game

NINJA WEAPON EXPERTISE (EX):

At 1st level, a ninja gains an unparalleled expertise with his chosen weapons. At 1st level, the honorable shinobi selects the kama, katana, kusarigama, nunchaku, sai, short sword, siangham, or wakizashi. The ninja can conceal this weapon on his person as a free action and get a bonus equal to his honorable shinobi level on checks to spot his weapon. In addition, an honorable shinobi gets a +2 bonus to damage with this weapon at 1st level. At every odd level thereafter, he gains a further +2 to damage with that weapon. In order to deal this extra damage, he must be in a situation where he could normally deal sneak attack damage. Finally, his ninja levels stack with any fighter levels he possesses for the purposes of meeting the prerequisite for feats that specifically select his chosen weapon, such as Weapon Specialization.

This replaces the sneak attack class feature.

WEAPON OF THE SOUL (SP):

At 4th level, a ninja can imbue his chosen weapon with magical powers. As a swift action, he can expend ki points to grant his weapon a special ability bonus equivalent. The amount it costs to imbue his weapon is equal to the enhancement bonus. The effect lasts until the start of the ninja's next turn. Only a single enhancement may be added at a time (for example: a ninja could add *flaming burst* to his weapon for 2 ki points but he could not add *bane* and *freezing* at the same time). The maximum bonus he can add to his weapon at 4th level is +1. At 8th level and every 4 levels thereafter, the maximum bonus improves by 1.

This replaces the ninja tricks gained at 4th, 8th, 12th, 16th, and 20th levels.

IGA NINJA

An Archetype for Ninja in the Pathfinder Roleplaying Game

EXPLOSIVE SABOTEUR:

An Iga ninja gives up his sneak attack but gains the ability to make powerful bombs. He gains the alchemist's bomb class feature. Iga ninja counts his ninja level as his alchemist level for the number of bombs that he may create in a day. The damage of his bombs improves at the levels his sneak attack would normally improve.

DISCOVERIES:

At 4th, 10th, 14th, and 18th level, an Iga ninja gains a discovery from the alchemist's list that pertains to his bombs. For this, use his Iga ninja level as his alchemist level.

IGA KI POOL (SU):

An Iga ninja uses Intelligence to determine his ki pool rather than Charisma.

STREET FIGHTER

An Archetype for Monk in the Pathfinder Roleplaying Game

ALIGNMENT REQUIREMENT: A street fighter must be of a non-lawful alignment.

BONUS FEAT:

In place of the normal feats the monk may take, a street fighter must, instead, take style feats.

GRIT POOL:

At 4th level, a monk gains a pool of grit points he can use to accomplish amazing feats in combat. At the start of each day, a street fighter gains a number of grit points equal to his Wisdom modifier (minimum 1). His grit goes up or down throughout the day, but usually cannot go higher than his Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A street fighter spends grit to accomplish deeds (see below), and regains grit in the following ways.

STYLE HUNTER: Each time the street fighter successfully deals damage against a creature who is actively using a style feat or benefitting from one of the following feats:

Greater Weapon Focus, Weapon Specialization, or a bonus feat granted by the rangers combat style feat class while in the heat of combat, he regains 1 grit point. This can not occur more than once per round. The creature the street fighter strikes must be using the proper weapon (or weapon type) when struck. Striking a creature who meets those conditions who is unaware or has fewer Hit Dice than half the street fighter's character level does not restore grit.

CRITICAL HIT WITH AN UNARMED STRIKE: Each time the street fighter confirms a critical hit with an unarmed attack while in the heat of combat, he regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the street fighter's character level does not restore grit.

KILLING BLOW WITH AN UNARMED STRIKE: When the street fighter reduces a creature to 0 or fewer hit points with an unarmed strike attack while in the heat of combat, he regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the street fighter's character level to 0 or fewer hit points does not restore any grit.

A grit pool replaces the ki pool gained by the monk.

DEEDS

GRIT STRIKE [DEED]

As long as he has at least 1 point in his grit pool, he can make a grit strike.

At 4th level, grit strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. Grit strike improves with the character's monk level.

At 7th level, his unarmed attacks are also treated as cold iron and silver weapons for the purpose of overcoming damage reduction.

At 10th level, his unarmed attacks are also treated as chaotic weapons for the purpose of overcoming damage reduction.

At 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness. This replaces the monk's stunning fist.

COMBINATION STRIKES [DEED]

At 4th level, by spending 1 grit as a free action to gain a +1 bonus to hit for each previous successful attack until the end of the round. On a critical threat he may spend an additional grit to double this bonus on the critical confirmation roll.

EXTRA ATTACK [DEED]

At 4th level a street fighter can expend 1 grit to make one additional attack at his highest attack bonus when making a flurry of blows attack. Doing so is a swift action. This replaces the monk's slow fall ability.

FAST MOVEMENT [DEED]

At 4th level a street fighter can expend 1 grit to increase his speed by 20 feet for 1 round. Doing so is a swift action. This replaces the monk's fast movement.

EXTRA AC [DEED]

At 4th level a street fighter can expend 1 grit to grant himself a +4 dodge bonus to AC for 1 round. Doing so is a swift action. This replaces the monk's ki pool ability.

COUNTERING STRIKES [DEED]

At 5th level, by spending 1 grit point as a free action when an opponent misses with an attack, the street fighter may increase his critical threat range by 1. This is added after any multipliers to his threat range. This only lasts until the end of the street fighter's next turn and only applies when attacking the creature who missed him. This replaces the monk's high jump ability.

SCHOOL OF HARD KNOCKS [DEED]

At 7th level, so long as the street fighter has 1 grit point in his grit pool, he gains DR 2 / piercing. This bonus increases

by 2 at 12th & 17th level, for a maximum of DR 6 / piercing at level 17. This replaces the monk's wholeness of body ability.

STREET KING

At 17th level, a street fighter becomes attuned to the way life of the underclass in the same way that a king becomes accustomed to his court. When in an urban environment, he is never lost and is treated as if he intimately knew the layout of any urban environment he spends 3 days in. Finally, he gains a miscellaneous +4 bonus to all Knowledge (local) and Survival checks made in urban environments. This replaces the monk's tongue of the sun and moon.

STYLE WITHOUT STYLE

At 19th level, a street fighter gains the ability to bob and weave so perfectly that he seems to never be where he's expected to be. By spending 3 points of grit as a swift action, the street fighter moves so swiftly he gains 1d4 + 1 per 3 street fighter levels images in his square for 1 round per level. This is a non-magical effect but otherwise functions as mirror image. This ability replaces empty body.

PERFECT SELF

A street fighter's version of perfect self has his DR overcome by lawful attacks rather than chaotic attacks. He adds lawful to the DR of school of hard knocks, and removes the grit requirement of that deed. The DR becomes DR 6/piercing and lawful.

ONNA-BUGEISHA

A New Archetype for Samurai in the Pathfinder Roleplaying Game

FEMALE BUSHI:

A onna-bugeisha must be female.

WEAPON EXPERTISE (EX):

A onna-bugeisha may only select a naginata for the weapon expertise class feature. This modifies the weapon expertise class feature.

HOMEGUARD (EX):

At 5th level an onna-bugeisha can attack and threatens enemies 5ft away as well as the 10ft from reach.

EMPRESS OF THE NAGINATA (EX):

At 14th level an onna-bugeisha improves the critical threat range of any naginata she wields by 1 (20 x4 becomes 19-20 x4). This applies after all other effects that increase critical threat range. This replaces the greater banner ability.

HWARANG

A New Archetype for Samurai in the Pathfinder Roleplaying Game

ALTERNATE SKILL LIST:

The hwarang's class skills are *Bluff (Cha)*, *Diplomacy (Cha)*, *Handle Animal (Cha)*, *Intimidate (Cha)*, *Knowledge (all)*, *Profession (Wis)*, *Ride (Dex)*, *Sense Motive (Wis)*

WEAPON EXPERTISE (EX):

When a hwarang selects his weapons for the weapon expertise section he can select either the hwandudaedo, jedok geom, longbow, or shortbow rather than the listed weapons in the samurai's entry.

NIDAN MASTERY (EX):

At 4th level, a hwarang gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a hwarang's ki pool is equal to 1/2 his hwarang level + his Wisdom modifier.

By spending 1 point from his ki pool, a hwarang can make one additional attack at his highest attack bonus when making a full attack action with the weapon he chose for his weapon expertise class feature. In addition, he can spend 1 point to increase his mount's speed by 20 feet for 1 round. Finally, a hwarang can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round so long as he is wearing medium or light armor and not car-

rying a shield. Each of these powers is activated as a swift action. A hwarang gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

This replaces a samurai's resolve, greater resolve, and true resolve class features.

NANG-JANG MAKEUP (EX):

At 6th level a hwarang has earned the right to wear nang-jang makeup. A hwarang can apply nang-jang makeup in 30 min. This takes makeup costing 2 gp per application. It grants him a morale bonus equal to 1 + 1 per 4 levels on Intimidate checks during combat and on saves vs fear while in combat. Nang-jang makeup lasts for 24 hours or two combats, whichever comes first.

Nang-jang make up is generally makes the hwarang more beautiful but it was culturally associated with death in Korea at the time as dead bodies were given makeup. This showed their willingness to fight and their lack of fear of death.

This replaces the bonus feat gained at 6th & 12th level by the samurai.

GRACE OF THE FLOWER KNIGHT (SU):

At 9th level a hwarang gains the benefit of evasion (as described in the monk's entry in Chapter 3 of the Pathfinder Core Rulebook) so long as he has at least 1 point of ki in his ki pool. At 17th level this improves to improved evasion (as described in the monk's entry in Chapter 3 of the Pathfinder Core Rulebook).



OATH:

A hwarang swears an oath and lives by the following code. Failure to follow it can result in the character not being able to take any more level in hwarang.

- Loyalty: To your king and your comrades.
- Filial Piety: Respect elders & teachers.
- Fidelity: With your family & unit.
- Bravery: In the face of death.
- Humanity: In every action.
- Mercy: Never take a life without a just cause

SIKH WARRIOR

A New Archetype for Fighters in the Pathfinder Roleplaying Game

"First, accept death and give up any hope of life. Become the dust of the feet of all and, then, you may come to me."

ALIGNMENT: A sikh warrior must be of good alignment.

PROFICIENCIES

A sikh warrior is not proficient in heavy armor or martial weapons like the typical fighter. He is proficient with all weapons of the sikh weapon category as defined by the sikh weapon training class feature below.

CLASS SKILLS

A sikh warrior gains Knowledge (religion) in place of Knowledge (engineering).

MISALIGNING FOOTWORK (EX):

A sikh warrior is adept at using their footwork to mislead their opponent and keep them off their center. This translates to a +1 dodge bonus to AC when wearing light or no armor. A sikh warrior gains no benefit from this against creatures that cannot be caught flat footed, are immune to being feinted, or have the blindsense ability. This bonus improves by 1 every four levels thereafter to a maximum of +4 at 15th level. This replaces armor training.

SIKH WEAPON TRAINING (EX):

A sikh warrior is skilled in a unique set of weapons called the sikh weapon class. At 5th level, he gains a +1 to all attack and damage rolls with these weapons. At 9th level and every 4 levels thereafter, he gains a further +1 bonus to hit and damage rolls with them.

SIKH WEAPONS: punching dagger*, tri-bladed katar, chakram, kukri*, scimitar*, and the urumi.

*These weapons have Indian equivalents. A punching dagger is often called a katar. A very similar weapon to the scimitar called the talwar is used in India. Kukri are used to fill in for a kirpan knife. A kirpan has spiritual value to the sikhs.

A sikh warrior may use the Weapon Finesse feat with all weapons of sikh weapon category. A sikh warrior using a chakram suffers no penalty to attack rolls and has no chance of cutting themselves.

WEAPON MASTER (EX):

A sikh warrior must select a weapon from the sikh weapon category for his weapon master class feature.

The SIKH CODE

A sikh warrior must be of good alignment and loses all class features except proficiencies if he ever willingly commits an evil act. In addition, he has a strict code he must live by. For example, a sikh cannot cut his hair or partake in alcohol. He does not obsess over material things or believe in something blindly. He can never live the life of a hermit or outsider and he must never brag of his achievements.

Once fallen, he may not progress any further in levels as this class. He regains his abilities and advancement potential if he atones for his violations (see atonement), as appropriate.

KHAN

A New Archetype for Barbarians in the Pathfinder Roleplaying Game

MOUNTED BOND (EX):

A khan gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the khan's level as his effective druid level. The creature must be one that he is capable of riding and that is suitable as a mount. A Medium khan can select a camel or a horse. A Small khan can select a pony or a wolf, but can also select a boar or a dog if he is at least 4th level. The GM may approve other animals as suitable mounts.

A khan does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with light armor proficiency as a bonus feat. A khan's mount does not gain the share spells special ability.

A khan's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a khan's mount die, the khan may find another mount to serve him after 1 week of mourning. The new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the khan gains a level.

This replaces the barbarian's fast movement and trap sense.

SKIRMISHING RIDER (EX):

At 2nd level a khan gains mounted combat as a bonus feat even if he does not meet the prerequisites. This replaces the barbarian's 2nd level rage power.

MOUNTED ARCHER (EX):

At 4th level, the khan becomes skilled at firing ranged weapons while mounted. A khan only takes a -2 penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty increases to -4 while his mount is running.

This replaces the barbarian's 4th level rage power.

The following rage powers compliment the khan archetype: Intimidating glare, ferocious mount, greater ferocious mount, surprise accuracy, deadly accuracy, lethal accuracy, sharpened accuracy.



PRESTIGE CLASSES

DERVISH

A New Prestige Class for the Pathfinder Roleplaying Game

PREREQUISITES:

Feats: Whirlwind Attack, Weapon Focus (any double weapon)

Skills: Perform (dance) 5

HIT DICE: d10

CLASS SKILLS

The dervish's class skills (and the key ability for each skill) are Acrobatics (Dex), Escape Artist (Dex), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), and Sense Motive (Wis).

SKILL RANKS AT EACH LEVEL: 4 + Int modifier.

CLASS FEATURES:

The following are the class features of the dervish.

WEAPON PROFICIENCY:

A dervish gains no new proficiencies.

DOUBLE WEAPON FEAT

A dervish gains one of the following feats as a bonus feat at 1st level and every odd level thereafter:

Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Two-Weapon Feint, Two-Weapon Rend, Two-Weapon Defense, Double Slice, Greater Weapon Focus, Weapon Specialization, Greater Weapon Specialization, Break Guard, Double Bane, Improved Two-Weapon Feint

TABLE 4-1: THE DERVISH

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+0	+1	+0	Double weapon feat
2 nd	+2	+1	+1	+1	Double weapon grace
3 rd	+3	+1	+2	+1	Double weapon feat
4 th	+4	+1	+2	+1	Whirlwind charge
5 th	+5	+2	+3	+2	Double weapon feat
6 th	+6/+1	+2	+3	+2	Dervish whirlwind attack
7 th	+7/+2	+2	+4	+2	Double weapon feat
8 th	+8/+3	+3	+4	+3	Pendulum parry
9 th	+9/+4	+3	+5	+3	Double weapon feat
10 th	+10/+5	+3	+5	+3	Dance of the perpetual crescent scythe

A dervish can only apply these feats to double weapons. He uses his character level as his fighter level for the purposes of qualifying for these feats.

DOUBLE WEAPON GRACE (EX):

When wielding a double weapon, you can use your Dexterity modifier instead of your Strength modifier on melee attack and damage rolls.

WHIRLWIND CHARGE (EX):

As a full-round action, a dervish may move up to his speed and then make a Whirlwind Attack.

DERVISH WHIRLWIND ATTACK (EX):

When making a full attack action with a double weapon, you may make one melee attack against each opponent within reach in place of each attack you can make during a full attack with your double weapon at your highest base attack bonus. You must make a separate attack roll against each opponent. You may only make a maximum number of attacks equal to your Dexterity modifier. Attacks alternate which head of your double weapon you use with each attack (if your first attack uses one head, your next attack uses the other).

PENDULUM PARRY (EX):

When an opponent misses you with a melee attack, you gain a +2 on your first damage roll vs. the first creature you strike on your next turn.



DANCE OF THE PERPETUAL CRESCENT SCYTHE (EX):

Any time a dervish confirms a critical hit with a double weapon against a creature as part of a Whirlwind Attack, including a dervish whirlwind attack or whirlwind charge, they may make an extra attack at the same BAB immediately after with the side of their choice against one target of their choice. The maximum number of attacks in a given round may never exceed two more than your maximum number of attacks on a standard full attack action (i.e your extra attacks from BAB + any two weapon feats).

YOUXIA

A Prestige Class for the Pathfinder Roleplaying Game

A youxia is a wandering knight errant protecting the common man from the aristocracy. They were not given a title by any court or king but, instead, fought for what was right and gained the title through their gallantry and wisdom. Truly they define what it means to be noble of purpose if not noble of blood.

ROLE: Melee combat. Specialist with one weapon. Can enter a trance to gain bonuses but only for as long as their ki lasts. They can expedite the process by empowering their weapons.

REQUIREMENTS

Feat: Exotic Weapon Proficiency (any)

BAB: +10 or monk level 7

Alignment: Any good

TABLE 5-1: THE YOUXIA

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+1	+1	+0	Heroic trance, ki pool, weapon of the hero
2 nd	+2	+1	+1	+1	Heroic weapon (+1 damage)
3 rd	+3	+2	+2	+1	Heroic weapon (+1 hit)
4 th	+4	+2	+2	+1	Heroic trance
5 th	+5	+3	+3	+2	Heroic weapon (+1 damage), introspective meditation (1/day)
6 th	+6/+1	+3	+3	+2	Heroic weapon (+1 hit)
7 th	+7/+2	+4	+4	+2	Heroic trance
8 th	+8/+3	+4	+4	+3	Heroic weapon (+1 damage)
9 th	+9/+4	+5	+5	+3	Heroic weapon (+1 hit)
10 th	+10/+5	+5	+5	+3	Heroic trance, introspective meditation (2/day)

HIT DICE: d10

CLASS SKILLS

The youxai's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

SKILL RANKS AT EACH LEVEL: 4 + Int modifier.

CLASS FEATURES:

The following are the class features of the youxia.

WEAPON PROFICIENCY:

Youxai gain no new proficiencies.

KI POOL (SU):

A youxia gains a pool of ki points. The number of points in a youxai's ki pool is equal to 1/2 his youxai level + his Wisdom modifier. If the youxia possesses levels in another class that grants points to a ki pool, youxia levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The youxia can now use ki points from this pool to power the abilities of every class he possesses that grants a ki pool.

HERO TRANCE (SU):

As a swift action a youxia can enter an altered mental state where he is able to reach his full potential. This state of mind can only be achieved by someone who is free from fear and doubt in his own abilities. While in this state he must expend 1 ki point per round. He gains the following effects while he is in his hero trance:

At 1st level: As long as a youxia has at least 1 ki point, he may act as if he was under the effect of a *shield other* spell. A youxia can select any ally at the start of his turn to benefit from this effect. He may only target one creature at a time.

At 4th level: As long as a youxia has at least 3 ki points he may add his Wisdom to his AC as a deflection bonus.

At 7th level: As long as a youxia has at least 4 ki points he may act as if he was under the effect of a *haste* spell.

At 10th level: As long as a youxia has at least 7 ki points he may act as if he was under the effect of a *true strike* spell. The bonus to hit and other effects from *true strike* only applies to the first attack made in a round. The attack must be made with his heroic weapon.

After exiting a hero trance, a youxia becomes fatigued for a number of rounds equal to the number of rounds he was in the trance. A youxia cannot enter a new trance while fatigued. Ending a hero trance is a free action.

Design Note: Why Wisdom?

Many of the youxia's abilities use Wisdom as their modifier. If a character's ki pool uses a different ability score (such as ninja) they may substitute that ability score in place of Wisdom.

WEAPON OF THE HERO (SU):

At 1st level a youxia selects any exotic weapon he is proficient with as his heroic weapon. This weapon can be charged with ki to gain the following effects:



- As a swift action, a youxia can expend 1 ki point to add his Wisdom modifier to damage rolls until the start of his next turn when making an attack with his melee weapon. If this is done as part of a full attack action, the ki point can be expended as part of the attack.
- As a move action a youxia can expend 1 ki point to gain a bonus 1d6 damage with his heroic weapon. This bonus damage only applies to one attack made before the start of his next turn. A youxia can expend multiple ki points as part of the same action to gain a higher damage dice. He may not expend more than half his youxia level in this fashion.
- As an immediate reaction, a youxia can expend 1 ki point to reroll a failed critical confirmation roll or missed attack roll with his heroic weapon. He must accept the new result regardless. This may only be done once per turn.

Design Note: Heroic weapon is intended to be used with the eastern weapon rules presented in Paizo's Ultimate Combat book. It is suggested that a character employ an exotic eastern weapon or at the very least an eastern weapon. The jian is the most typical weapon for a youxia to employ but that is by no means the only weapon they can employ. At the GM's discretion any weapon may be used for the weapon of the hero class feature.

HEROIC WEAPON TRAINING (EX):

At 2nd level and three levels thereafter he gains a +1 to damage with this weapon to a maximum of +3 at 8th level. In addition at 3rd level and every three levels thereafter he gains a +1 to hit with this weapon to a maximum of +3 at 9th level. This bonus to hit also applies as a bonus to his CMB.

INTROSPECTIVE MEDITATION (SU):

At 5th level, a youxia can meditate to regain some of his ki points. This must be done within 1 minute of ending his hero trance ability in combat. If he takes 10 minutes per ki point recovered he may recover up to a number of ki points equal to his Wisdom modifier by partaking in introspective meditation. He may never recover more ki points than he started his last hero trance with. This may be done once per day at 5th level and twice at 10th.

WUKONG

A Prestige Class for the Pathfinder Roleplaying Game

Patterned after the cultural hero of the vanara, Sun Wukong, the wukong are a group of mystic warriors who develop a spiritual connection to him. They meditate on the revelations of ancient texts and study jealously guarded lore on the mystic arts that allowed him to perform the supernatural abilities he developed. Many of his abilities were revealed to be connected to a secret art of divine ki application that is near impossible to master without a sensei who is well versed in it. It is believed that the first student was either Sun Wukong himself or an awakened monkey who received enlightenment at the hands of a divine source.

Today wukong serve as wandering heroes, seeking adventure wherever it may lead them. Many seek to emulate Sun Wukong by challenging what most see as impossible odds. They are taught that the only true path to enlightenment is to live life and experience it first hand.

ALIGNMENT:

The majority of wukong are of chaotic alignment or at the very least non-lawful.

REQUIREMENTS

Race: Vanara*

Feats: Weapon Focus (quarterstaff)

Class Feature: Ki pool

Skills: Acrobatics (6 ranks)

BAB: +4

*Alternatively, a character can bypass this requirement by being trained by developing a long relationship with a vanara society and taking the Monkey Style Feat. Falling out of favor with the vanara will preclude you from taking additional levels in this class.

HIT DICE: d8

CLASS SKILLS:

The wukong's class skills (and the key ability for each skill) are *Acrobatics (Dex)*, *Appraise (Int)*, *Bluff (Cha)*, *Climb (Str)*, *Diplomacy (Cha)*, *Disable Device (Int)*, *Disguise (Cha)*, *Escape Artist (Dex)*, *Knowledge (Int)*, *Perception (Wis)*, *Sense Motive (Wis)*, *Sleight of Hand (Dex)*, *Spellcraft (Int)*, *Stealth (Dex)*, and *Swim (Str)*.

CLASS FEATURES:

The following are the class features of the wukong.

WEAPON PROFICIENCY:

A wukong gains no new proficiencies.

KI POOL:

A wukong may select one class that grants him ki and use his level in wukong as if they were levels in that class for the purposes of determining the total size of his ki pool.

FLURRY OF BLOWS:

Wukong levels count as monk levels for the purposes of utilizing flurry of blows when utilizing a quarterstaff to make the flurry of blows.

RUYI JINGU BANG (SU):

Aka: Expanding Staff Technique

When wielding a quarterstaff, a wukong can expend 1 ki point to cause the weapon to improve its reach as if it were one size category larger. Adjusting its size is a swift action

that does not provoke an attack of opportunity. For each size category the weapon's reach improves by attacks made with the weapon deal -1 damage. It takes a swift action to increase the size of the staff. A wukong can increase the size of the staff by 1 size category at 1st level and 1 additional size category for every 2 levels of wukong he has. It always costs just 1 ki point and only takes a swift action regardless of how large a wukong makes it. If a staff leaves the possession of the wukong it immediately returns to the default size of the staff. Returning a staff to a smaller size does not cost ki points and takes a swift action that does not provoke.

Alternatively, a wukong can decrease the size of a staff he is wielding. Doing so does not cost a ki point and allows his staff to be reduced to the size of a toothpick. A wukong can restore the quarterstaff to its default size as if he was drawing a weapon.

72 TRANSFORMATIONS (SU):

A wukong gains the ability to utilize the druid's wild shape class feature by expending 2 ki. He may use it once per day at 2nd level and one additional time per day every two levels thereafter. A wukong's effective druid level is equal to his wukong level +2. A wukong can only use his wild shape to transform into a beast (as per the *beast shape* spells) rather than elemental transformations. Unlike a druid, a wukong retains his ability to speak while in his animal form, even if the creature he shifted into would normally not have the faculties for speech.

TABLE 6-1: THE WUKONG

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+0	+1	+1	Flurry of blows, ki pool, ryui jingo bang
2 nd	+2	+1	+1	+1	72 transformations 1/day
3 rd	+3	+1	+2	+2	Hair of the monkey king
4 th	+4	+1	+2	+2	Jindouyun
5 th	+5	+2	+3	+3	72 transformations 2/day
6 th	+6/+1	+2	+3	+3	Disciple of the peach
7 th	+7/+2	+2	+4	+4	Fiery golden eyes
8 th	+8/+3	+3	+4	+4	72 transformations 3/day
9 th	+9/+4	+3	+5	+5	Jindouyun
10 th	+10/+5	+3	+5	+5	Great sage equal to heaven



STYLE FEATS

HAIR OF THE MONKEY KING (SP):

By plucking several hairs, a wukong can scatter them to make a number of clones of himself temporarily. This functions as *mirror image* and costs 1 ki point to cast. A wukong uses his level plus any levels in a class with a ki pool to determine his caster level for the purpose of this spell. Using this ability is a standard action that does not provoke an attack of opportunity.

JINDOUYUN (SU):

Aka: Great Jumping

A wukong of 4th level can expend 1 ki point as a free action to cast *jump* on himself. A wukong who has cast *jump* on himself always takes minimum damage from falling.

At 9th level, a wukong treats the DC on Acrobatics checks for high jumping as if they were half as much (a 4 foot vertical jump is only DC 8 and + 2 per foot after that). In addition, the wukong becomes immune to falling damage.

DISCIPLE OF THE PEACH (SU):

At 6th level, a wukong gains a +4 bonus on all saving throws vs death effect and on stabilization rolls.

FIERY GOLDEN EYES (SP):

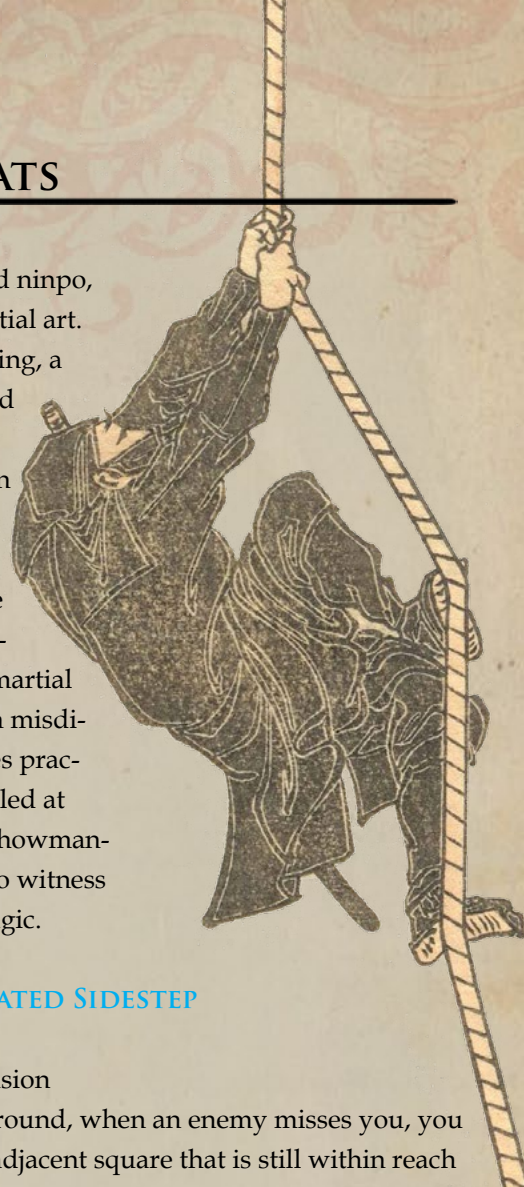
At 7th level, a wukong can summon the smoke of Lao Zi with his ki. His eyes become clouded but he can see in the way that only a god can. This functions as *true seeing* and costs 1 ki point to cast. A wukong uses his level plus any levels in a class with a ki pool to determine his caster level for the purpose of this spell. Using this ability is a standard action that does not provoke an attack of opportunity.

GREAT SAGE EQUAL TO HEAVEN (SP):

At 10th level, a wukong discovers the secrets of immortality. He gains the celestial template and becomes immune to death effects. A wukong of 10th level automatically stabilizes if he is below 0 hp. A killed wukong returns to life in 1d6 weeks. If he is destroyed by an effect that would not allow for resurrection (such as *disintegrate*), he is rebirthed from stone 1d4 weeks later with none of his equipment and 1 permanent negative level.

NINJITSU

Ninjitsu, also called ninpo, is more than a martial art. It is a way of thinking, a way of moving, and a overcoming an obstacle rather than defeating an opponent. Employed by guerilla warfare fighters this unconventional style of martial arts prides itself on misdirection. Many times practitioners are so skilled at misdirection and showmanship that those who witness it mistake it for magic.



NINPO: CALCULATED SIDESTEP

[Combat] [Style]

PREREQUISITES: Evasion

BENEFIT: Once per round, when an enemy misses you, you may move to any adjacent square that is still within reach of that enemy.

NINPO: REPLACEMENT

[Combat] [Style]

PREREQUISITES: Calculated Sidestep

BENEFIT: As a reaction to being missed by an enemy, you can make a reposition combat maneuver as an immediate reaction against any adjacent enemy. If you make a successful reposition attempt, you and the target switch places. The creature you switch places with must be of a size category that would fit in the location you were in.

NINPO: CUNNING DISTRACTION

[Combat] [Style]

PREREQUISITES: Calculated Sidestep, Step Up, Stealth 5 ranks, Wis 13

BENEFIT: As a move action, you may attempt to disappear by way of distraction. Designate one adjacent creature and make a Stealth check opposed by a Perception check from the target. If you successfully beat their Perception check with your Stealth check, you make take a 5 foot step. The target is unable to see you until the start of your next turn.

NINPO: SHIN SHIN SHIN GAN

[Combat] [Style]

PREREQUISITES: Ninpo Replace

BENEFIT: Whenever your character is missed by a melee attack, you gain a +1 bonus to the critical threat range of any weapon you wield to a maximum bonus of +3. This lasts until you confirm a critical against the target or 1 minute passes.

NINPO: SHADOW STRIKING

[Combat] [Style]

PREREQUISITES: Calculated Sidestep

BENEFIT: Any time a character with this feat is flanking, they deal an extra 1d6 precision damage to the creature they are flanking.

SPECIAL: This feat may be taken multiple times, but the maximum number of d6s that can be added to an attack must be less than 1/2 your HD. This does not stack with any other source of precision damage.

NINPO: DEATH ARTS

[Combat] [Style]

PREREQUISITES: Ninpo Shadow Striking

BENEFIT: The DC of any death effects you deliver against an opponent improve by 2 while in areas of darkness or at night.

SOUTHERN SCORPION STYLE KUNG FU

A style which mimics the attributes of the scorpion. The opening stance is distinct. The user stands in profile to their opponent with their forward arm extended and the back of their hand facing the opponent. The other arm is held high above their head, hooked like the tail of a scorpion. Scorpion style practitioners take a deep horse stance. The style emphasizes defensive strategies over all out attack, waiting for an opponent to tire before delivering a single deadly blow.

SOUTHERN SCORPION STANCE

"Stalking Scorpion Lies in Wait"

[Combat] [Style]

PREREQUISITES: Dexterity 15, Improved Unarmed Strike

BENEFIT: While in this stance, the character has their base movement speed reduced by 10 feet. They gain a +2 deflection bonus to their AC. Any attack that misses them grants them a +2 bonus to hit per miss against the creature who missed them since the start of the character's last turn.

LOOMING THREAT

[Combat] [Style]

"The venom need only be a threat for the foe to die"

PREREQUISITES: Stalking Scorpion Stance

BENEFIT: When in scorpion stance, any creature that misses you provokes an attack of opportunity once per round.

SOUTHERN SCORPION STRIKE

[Combat] [Style]

"The Tail Strikes Only After an Opening Presents Itself"

PREREQUISITES: Stalking Scorpion Lays in Wait

BENEFIT: You may make a single attack at your highest BAB while using Southern Scorpion Stance to deliver a special kind of blow. This attack is made at a -4 penalty. If you successfully hit with this attack, confirm it as if you were confirming a critical hit (using all the modifiers that would apply). You deal two times your normal unarmed damage, regardless if you confirm. If you confirm, the target takes a penalty to all saves against poison and death effects equal to 1/2 your Dexterity modifier (min 1) for 1 hour. If this attack actually criticals the multiplier of the attack is three times your normal unarmed damage rather than two times your normal unarmed damage.

JYOTI KUN DO (JKD)

Many moons ago a Jyoti, an avian creature from the Positive Energy Plane, lost its wings in a fight with a master martial artist. Leaving the positive energy plane in shame, he swore that he would learn to fly again- even if it took him his entire life. Eventually he became a monk after several years as a small time stage actor. He took the mortal name Jun Wun-Fan and studied the art of Wing Chun with a master by the name of Ip Meng. He eventually rejected the martial art of Wing Chun in favor of developing his own more “natural” martial arts. His eventual style, Jyoti Kun Do (or “JKD”) was more a system for combat than a formal style. It taught the observation and application of ranges and “tools” rather than any codified techniques. It is often called the “style without style” and seeks to be more spontaneous and unpredictable. The identifying marks of the style include punches designed for speed (called a “straight lead”), a distinct lack of indication of an attack, and a rather fluid reactivity to new events. Even though Jun Wun-Fan (who took the human name “Jyoti Lee”) died relatively young, his impact on martial arts was profound and has inspired many monks to this very day.

ADAPTIVE MARTIAL ARTS

[Combat] [Style]

PREREQUISITES: Combat Expertise, Improved Unarmed Strike

BENEFIT: Enemies benefitting from Weapon Focus, Weapon Specialization gain no benefit from that feat when attacking you. In addition, creatures who are currently utilizing a style get a -2 to all attack rolls against you.

FEATHER IN THE STORM

[Combat] [Style]

“A feather does not guide the storm, yet it survives it by virtue of its light form. You must cultivate in yourself a light form.”

PREREQUISITES: Improvised Weapon Mastery, Adaptive Martial Arts

BENEFIT: Select one feat you have seen your opponent use on you. Once per combat per creature you may define one such feat as a swift action. That feat provides no benefit to its user when targeting you and cannot be used against you.

NON-TELEGRAPHING ATTACKS

[Combat] [Style]

PREREQUISITES: Adaptive Martial Arts, BAB +10

BENEFIT: The first attack you make against a target in a round gains a +2 bonus to hit. If this attack should critically threaten the bonus improves to a +4 on the confirmation roll.



ONE INCH PUNCH

[Combat] [Style]

PREREQUISITES: Adaptive Martial Arts, BAB +10

BENEFIT: As a full round action you may make a single unarmed strike. This attack deals double damage and ignores damage reduction. In addition the target of the attack must make a fortitude save or be fatigued for 1 round. The DC of this fortitude save is $10 + 1/2$ character level + your Strength modifier. You may make additional attack rolls equal to the number of attacks in your full round attack or flurry of blows. For each successful attack roll the DC of the fortitude save increases by 1.

WUDANG

WUDANG SWORD

[Combat] [Style]

WEAPONS: Jian & Unarmed Strikes

PREREQUISITES: Deflect Arrows, Dex 15

When wielding a jian in one hand and leaving one hand free, you can deflect one additional arrow per round with your Deflect Arrows and gain a +1 dodge bonus to AC when in this stance.

INCORPORATED STRIKES

[Combat] [Style]

PREREQUISITES: Wudang Sword, BAB +7

BENEFIT: When attacking with a jian you get to make an unarmed strike at your highest BAB. This can only be done if your offhand is free, though the attack may be made with your feet or other part of your body. Only one such attack resulting from this feat can be made per round.

FLUID FORM

[Combat] [Style]

PREREQUISITES: Wudang Sword, BAB +7

BENEFIT: When you confirm a critical with an unarmed strike you can get to make an attack with a jian at your highest BAB if you are wielding one at the time. Only one such attack resulting from this feat can be made per round.

SWORD FINGERS

[Combat] [Style]

This is based on the practice of using "sword fingers" to mimic the connection one has to their jian that one must develop when using the wudang sword style. Even unarmed or when striking without the jian, the connection is so profound that you can channel it's spirit into your fingers. "That which is metaphor is made real by the power of belief."

PREREQUISITES: Fluid Form, Incorporated Strikes, BAB +10

BENEFIT: When making an unarmed strike you may use the profile of a jian. Any augments to the damage dice of an unarmed strike can be applied on top of this.



NEW WEAPONS

JIAN

(Exotic One-Handed) (Eastern)

A jian is a chinese straight sword with a double-edged blade used mostly for thrusting.

A jian counts as a rapier in addition to counting as a jian for the purposes of such things as feats, class features, etc.

Note: The jian has a 18-20 x2 critical while doing slashing damage. The listed value is only for piercing.

OX TAILED SWORD

(Martial One-Handed) (Eastern)

A ox tailed sword is a flexible chinese curved sword with a broad-edged blade used for chopping.

A ox tailed sword counts as a scimitar in addition to counting as a dao for the purposes of such things as feats, class features, etc.

GUAN DAO

(Exotic Two-Handed) (Eastern)

Made famous by the famous general Guan Yu, this polearm is similar to a western glave. It has a heavy curved blade with a backwards hooking spike. It is used for large swings despite the weapon's great weight. A counterweight is always required to help balance out the weapon. A guan dao counts as a halberd, in addition to counting as a guan dao, for the purposes of such things as feats, class features, etc.

Design Note: According to mythology, a guan dao was said to have weighed over 100 lbs as it was wielded by a man who was depicted as a giant. A modern guan dao weight is between 8-12 lbs. While still being quite heavy, older ones were much heavier. There is some debate as to if a guan dao was in fact a weapon or if it was used for training/ ceremonial purposes. We are taking the best of all these points of view for this weapon. Even at 22 lbs it is still far and away the heaviest melee weapon, beating out even the massive dwarven long hammer. For the version that Guan Yu used, please see the “Green Dragon Crescent Blade” in the magic items section of this book.

SAMGAKDO

(Exotic One-Handed) (Eastern)

A samgakdo is a triangular bladed sword from Korea used for cutting through a man’s torso. A samgakdo counts as a katana in addition to counting as a samgakdo for the purposes of such things as feats, class features, etc.

HWANDUDAEDO

(Exotic One-Handed) (Eastern)

A hwandudaedo is a single handed straight sword from Korea with one edge and a ringed pommel. A hwandudaedo counts as a long sword in addition to counting as a hwandudaedo for the purposes of such things as feats, class features, etc.

JEDOK GEOM

(Exotic Two-Handed) (Eastern)

A jedok geom is a two-handed double edged Korean sword of 5-6 feet in length. The two handed nature of the sword was said to be a symbol of prestige on the battlefield. A jedok geom counts as a nodachi in addition to counting as a jedok geom for the purposes of such things as feats, class features, etc.

TABLE 7-1: NEW WEAPONS

WEAPON	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Jian	25 gp	1d4	1d6	19-20 x3	-	2 lbs	P or S	performance, monk
Ox Tailed Sword	13 gp	1d6	1d8	19-20 x2	-	4 lbs	S	performance, monk
Guan Dao	30 gp	1d8	1d10	x3	-	22 lbs*	S	disarm, reach
Samgakdo	20 gp	1d6	1d8	x3	-	6 lbs.	S	deadly
Hwandudaedo	15 gp	1d6	1d8	x3	-	4 lbs.	S	deadly
Jedok Geom	60 gp	1d8	1d10	x3	-	10 lbs.	S	deadly, reach

MAGIC WEAPONS

GREEN DRAGON CRESCENT BLADE

AURA strong evocation; *CL* 8th; *WEIGHT* 100 lbs.; *PRICE* 55,000 gp

DESCRIPTION

This massive, adamantine guan dao was said to be wielded by a heavenly general. He was so fearsome that neither the strongest armor nor the strongest weapon could prevent the weapon from finding its intended target. This weapon is a +4 adamantine guan dao. If the wielder has the Greater Sunder feat this weapon doubles damage dealt to the wielder of the sundered item.

A creature attempting to wield this weapon must have at least 18 Strength to wield this weapon correctly. A creature with less than 18 Strength attempting to wield this weapon takes a -4 penalty on all attack rolls using this weapon.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, shatter; Cost 27,500 gp

THUAN THIEN

AURA moderate transmutation; *CL* 15th; *WEIGHT* 4 lbs.; *PRICE* 70,350 gp

DESCRIPTION

When the wielder of this +2 *holy* dao issues a challenge against an evil creature of at least equal level or CR with the wielder, he may have Thuan Thien cast righteous might (as a cleric channeling positive energy) on himself as a standard action. This effect ends if he attacks anyone other than the target of his challenge.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, righteous might; Cost 35,175 gp

SEVENTH TORMENT OF A TORTURED SOUL

AURA strong necromancy; CL 17th; WEIGHT 7 lbs.; PRICE 110,550 gp

DESCRIPTION

An unapologetic tool of murder, this black living steel +1 *furyborn*, *wounding*, *impact* seven branched sword constantly emits a low moan, and occasionally ghostly faces may be seen in its reflection. If the wielder has a ki pool or the resolve ability he may expend two ki points or one use of his resolve ability in order to maximize his weapon damage for a single attack. This ability must be used before damage is rolled. Additionally, upon confirming a critical hit this sword deals its critical multiplier in Constitution damage. When using this ability, the wielder must additionally spend 1 ki point or 1 use of resolve or this weapon deals its wielder 2 Constitution damage. For every week this sword goes undrawn, the most recent person to have wielded it must make a DC 20 Constitution check or take two points of Constitution damage. The owner must also make this save whenever the sword is sheathed without dealing lethal damage to at least one living creature. The body of any creature killed by this sword immediately turns to ash, as though reduced to 0 hp or lower by a *disintegrate* spell. Casting *remove curse* on the sword (and succeeding at a DC 27 caster level check) causes its abilities to be suppressed for one day.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, bestow curse, disintegrate, enervation; Cost 55,275 gp

SWORD OF GOUJIAN

AURA Moderate Transmutation; CL 14th; WEIGHT 2 lbs.; PRICE 35,000 gp

DESCRIPTION

While wielded, this +2 *impervious* jian grants its wielder immunity from any effect that would magically age him.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, fabricate, make whole, greater age resistance; Cost 17,500 gp

CHENG YING

AURA moderate illusion and transmutation; CL 13th; WEIGHT 2 lbs.; PRICE 65,350 gp

DESCRIPTION

The blade of this +3 *merciful* jian is invisible and can only be perceived with a successful Perception check (DC 10 + wielders BAB) made upon being attacked. A failed check causes the target to be rendered flat-footed against that attack and lowers the DC of the next such check for that creature by 10. If the wielder has levels in tao, then this weapon counts as an unarmed strike for the purpose of tao class features. So long as a tao's ki pool has at least half its total ki points then she may treat her tao level as four levels higher for the purposes of her yin/yang strike and internal arts class features.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, greater invisibility, creator must have a ki pool; Cost 32,675 gp

GAN JIANG

AURA faint transmutation and divination; CL 12th; WEIGHT 2 lbs.; PRICE 62,000 gp

DESCRIPTION

This +2 *defending*, *ki intensifying* jian is magically linked to its partner, Mo Ye. A spellcaster casting detect magic or similar spells on this weapon can estimate the direction and general distance to Mo Ye so long as it is on the same plane. If a spell or supernatural ability that targets a weapon (such as magic weapon, or the magus' arcane pool) is cast on this weapon, the duration is halved but the effect is duplicated on Mo Ye.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, battle mind link, creator must have a ki pool; Cost 31,000 gp

MO YE

AURA faint transmutation and divination; CL 12th; WEIGHT 2 lbs.; PRICE 62,000 gp

DESCRIPTION

This +2 *guardian*, *ki intensifying* jian is magically linked to its partner, Gan Jiang, a spellcaster casting detect magic or similar spells on this weapon can estimate the direction and general distance to Gan Jiang so long as it is on the same plane. If a spell or supernatural ability that targets a

weapon (such as magic weapon, or the magus arcane pool) is cast on this weapon, the duration is halved but the effect is duplicated on Gan Jiang.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, battle mind link, creator must have a ki pool; Cost 31,000 gp

TAI E

AURA strong abjuration; CL 14th; WEIGHT 4 lbs.; PRICE 15,500 gp

DESCRIPTION

When the wielder of this +2 jian saves against a fear effect caused by a creature, the creature must make a Will save at the same DC or be subject to the same effect. Intelligent creatures that are immune to fear effects have their immunity suppressed but gain a +4 bonus on their Will saves.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, remove fear, spell turning; Cost 7,750 gp



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VERSION 1.0a

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