

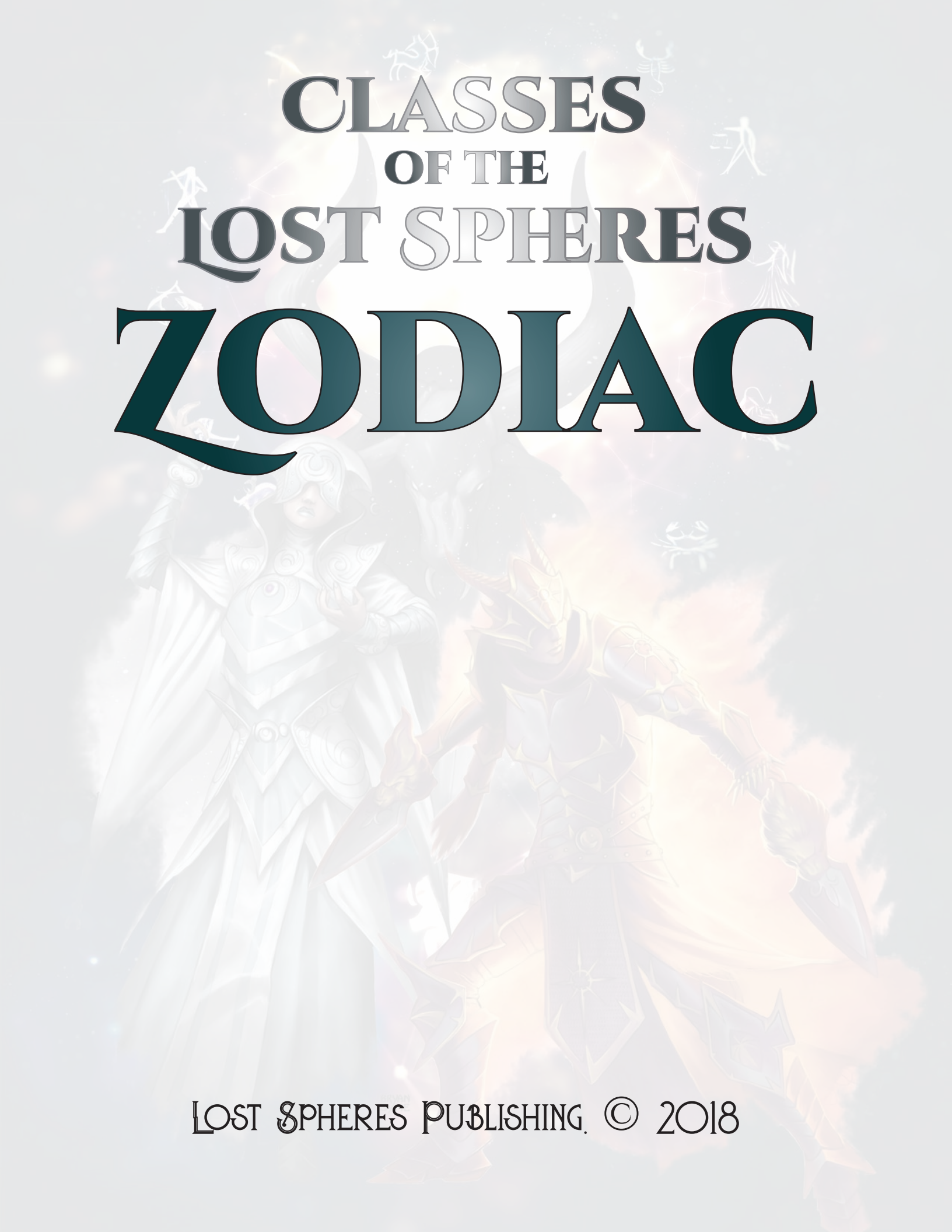
CLASSES OF THE LOST SPHERES ZODIAC



D&D
Dungeons & Dragons
ROLEPLAYING GAME COMPATIBLE

BRYAN
SYME

LOST SPHERES PUBLISHING

The background features a faded, ethereal illustration of two characters. On the left, a figure in white, flowing robes with intricate silver patterns and a crescent moon on their forehead. On the right, a figure in golden, plate-like armor with a horned helmet and a sword. They are set against a backdrop of a bright, glowing celestial body, possibly a sun or moon, with faint zodiac symbols scattered around.

CLASSES OF THE LOST SPHERES ZODIAC

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INTRODUCTION

Long before humanity crawled forth from their primitive caves and began building cities, before the waxing and waning of the dwarven and elven kingdoms, the World Tree grew and flourished, spreading its branches across existence. Parasitic entities and old, dark beings that even the gods feared soon saw the tree reaching ever closer to their dark beyond, and began to slither across its branches, happily devouring the mortal worlds they discovered. To protect the many worlds and races within Yggdrasil's branches, gods, daeva, and primordial beings of earth and fire joined their powers together and wove protective runes with a life and will all their own, endowing them with an eternal purpose to shine above the mortal worlds, helping protect them from the hungry entities waiting beyond the edges of existence. The mortals would come to know these runes intimately, seeing them shining in the skies above their world in familiar and comforting shapes known as constellations.

Zodiacs are drawn from the ranks of astronomers, astrologists, sailors, and others who study the night skies to find their way or make their living, following the guiding light of the constellations. Occasionally such individuals experience a phenomenon known as celestial transcendence, a process whereby study and exposure to the constellations transforms a mortal being into a channel for the power and will of the constellations. Even more rarely, the constellations themselves will choose such a being in response to intrusions by the Great Old Ones, who seek ever to devour the light and life of the worlds sheltered within the branches of the World Tree. Once a being has undergone the process of celestial transcendence, they begin to learn how to manifest celestial spirits into physical forms, sustaining them with their own life force. Those who learn to control and direct the powers of these celestial spirits are known as zodiacs

ZODIAC

Starting Wealth: 4d6x10 gp (average 140 gp).

Role: The zodiac's role in combat is generally determined by their orbit, and their choice of constellations. Zodiacs who choose the solar orbit are often powerful warriors in their own right, girding themselves in weapon and armor constellations to fight in the thick of battle. Zodiacs who choose the lunar orbit have stronger magical abilities but are weaker combatants, preferring to use their veil abilities to support a powerful champion constellation.

Alignment: A zodiac can be of any alignment, but often find their attitudes strongly influenced by the constellations they choose to manifest regularly.

Hit die: d8.

Class Skills: The zodiac's class skills are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography), Knowledge (history), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Proficiencies: Zodiacs are proficient with simple weapons, and with light armor, medium armor, and shields (except tower shields).

ABILITIES

Constellations (Su): All zodiacs learn to call on the constellations for power starting at 1st level. Constellations may manifest as a weapon, piece of armor, or other equipment, or as powerful champions ready to fight at the zodiac's side; the ways a given constellation can manifest are listed in the constellation's entry. Constellations manifested as equipment are tangible items that occupy a slot just like a piece of magical equipment (so a constellation that manifests as a pair of boots cannot be worn with another pair of magical boots). Regardless of which manifestation option the zodiac chooses, a given constellation cannot be manifested more than once (for example, a zodiac who manifested the armor option of the Crab constellation could not also manifest the Crab's champion option).

Champion constellations can always understand the zodiac's commands and do their best to carry out any orders they are given. In the event the zodiac is conscious but unable to give a command, the champion will use its best judgement to take whatever actions seem most

TABLE I: ZODIAC

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Essence
1	+0	+2	+0	+2	Constellations, orbit	1
2	+1	+3	+0	+3	Orbit progression	2
3	+2	+3	+1	+3	Improved essence capacity +1	3
4	+3	+4	+1	+4	Orbit progression	4
5	+3	+4	+1	+4	Celestial lord	5
6	+4	+5	+2	+5	Orbit progression	6
7	+5	+5	+2	+5	Stargazing (1d6)	7
8	+6/+1	+6	+2	+6	Orbit progression	8
9	+6/+1	+6	+3	+6	Improved essence capacity +2	9
10	+7/+2	+7	+3	+7	Orbit progression	10
11	+8/+3	+7	+3	+7	Celestial ruler	11
12	+9/+4	+8	+4	+8	Orbit progression	12
13	+9/+4	+8	+4	+8	Stargazing (1d8)	13
14	+10/+5	+9	+4	+9	Orbit progression	14
15	+11/+6/+1	+9	+5	+9	Improved essence capacity +3	15
16	+12/+7/+2	+10	+5	+10	Orbit progression	16
17	+12/+7/+2	+10	+5	+10	Celestial emperor	17
18	+13/+8/+3	+11	+6	+11	Orbit progression	18
19	+14/+9/+4	+11	+6	+11	Stargazing (1d10)	19
20	+15/+10/+5	+12	+6	+12	Astrological mastery, orbit progression	20

beneficial to the zodiac. The zodiac always summons the same version of a champion after they have manifested them for the first time; any feats, skill points, or other variable options are fixed and cannot be changed once selected, though most champions can still gain levels or improve as animal companions based on the zodiac's class level (treating the zodiac's class levels as druid levels when determining animal companion advancement) and receive all appropriate benefits for doing so.

Manifesting a constellation is a standard action that requires the zodiac to devote a portion of their life force to sustaining the constellation. When a zodiac manifests a constellation, they take an amount of essence burn equal to the constellation's essence cost (described in the constellation's entry). This essence burn cannot be healed or recovered in any way as long

as the constellation is manifested, though it begins to recover normally once the constellation is dismissed (a free action). Constellations are automatically dismissed if the zodiac loses consciousness for any reason, or if the constellation's hit points are reduced to zero, but otherwise remain indefinitely. A constellation that is reduced to zero or fewer hit points is automatically dismissed; if the constellation is manifested again before 24 hours have passed, it appears with only 1 hit point, though it can be healed or repaired normally. Constellations that are dismissed normally recover all of their hit points, any ability damage or drain, and are cured of all negative conditions as long as at least 1 hour passes between each manifestation; otherwise they appear with whatever injuries and conditions they had when they were dismissed. Constellations from

"MY ALLIES ARE AS INFINITE AS THE STARS IN THE SKY; HOW CAN YOU HOPE TO DEFEAT ME?"

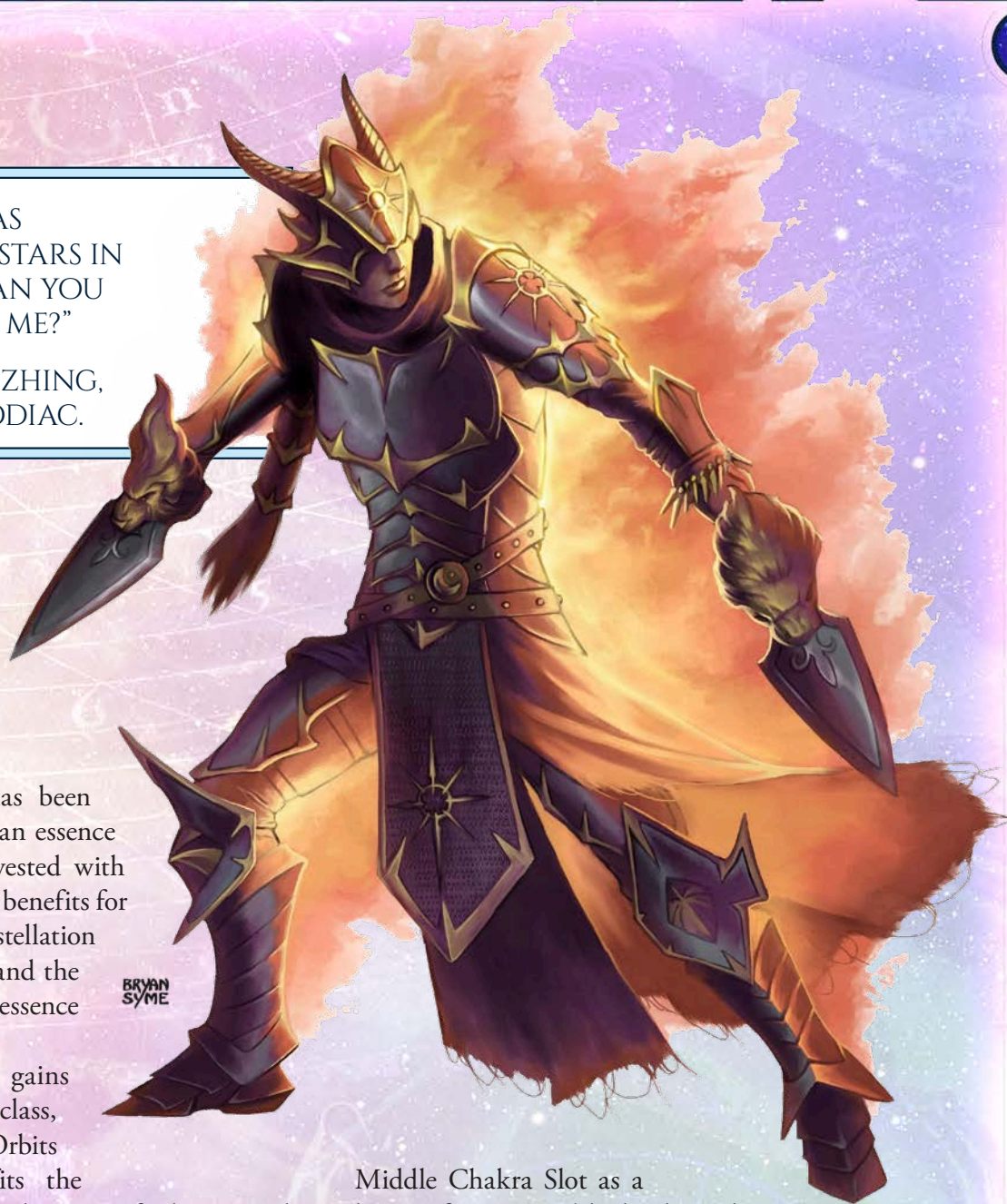
—JAO BENZHING,
ZODIAC.

opposing elements (as described in the constellations section) impose additional costs when manifesting them.

Once a constellation has been manifested, it also acts as an essence receptacle and can be invested with essence just like a veil. The benefits for investing essence in a constellation are described in its entry, and the normal limitations for essence capacity apply.

Orbit: When a zodiac gains his first level in the zodiac class, he must choose an orbit. Orbits determine various benefits the zodiac receives and what the best ways for him to utilize his constellations are. Presented below are the solar and lunar orbits.

Lunar: As the moon allows the light of the sun to reach into the darkness of night, so do zodiacs of the lunar orbit spread the light of the constellations. Lunar zodiacs specialize in supporting powerful champion constellations with veils designed to heal and enhance their champions while protecting the zodiac from harm. Lunar zodiacs reduce the essence cost to manifest champions by 1 (minimum 1), and gain an additional point of essence at 1st level, 2nd level, and every even level thereafter. At 4th level, and again at 6th level, the zodiac gains Access Low Chakra Slot as a bonus feat. At 10th level, and again at 12th level, he gains Access



Middle Chakra Slot as a bonus feat. At 14th level, and again at 16th level, the zodiac gains Access Higher Chakra Slot as a bonus feat. The zodiac does not need to meet the prerequisites for feats gained from this ability. In addition, the lunar zodiac gains the following class feature:

Veilweaving: A lunar zodiac learns to shape the magical power known as akasha into powerful veils, which are drawn from the lunar veil list. They know and can shape any veil from this list. The DC for a saving throw against a veil's abilities is 10 + the number of points of essence invested in the veil + the zodiac's Charisma modifier. The lunar zodiac can shape 2 veils per day, plus one additional veil at 4th level and every 4 levels thereafter (8th, 12th, 16th, and 20th). Veils are

constructs of pure magic and are suppressed while in the area of an antimagic field or similar phenomena. The zodiac's character level, as noted in the Akasha and Magic Interactions section, determines the maximum quantity of essence they can invest in any single veil. As a swift action, they can reallocate their essence investments into their veils every round. A zodiac must have a good night's rest and must meditate for one hour to prepare his veils for the day.

Solar: Zodiacs who follow the solar orbit are said to be like the sun; bright, brilliant, and self-reliant, charting the paths that others follow. A solar zodiac gains proficiency with heavy armors and all martial weapons. When wielding the weapon form of a constellation, the zodiac uses his class level in place of his base attack bonus when determining his bonus to hit, the effects of feats that rely on base attack bonus (such as Power Attack), and any other benefits or effects related to his base attack bonus. In addition, the zodiac gains a bonus feat at 2nd level and every even level thereafter, chosen from feats listed as either akashic, combat, or teamwork feats, or the Shape Veil feat; the zodiac must meet the prerequisites for these feats, but he treats his zodiac level as his base attack bonus (in addition to base attack bonuses gained from other classes and racial Hit Dice) for the purpose of qualifying for these feats. Solar zodiacs who take the Shape Veil feat use Charisma as their veilweaving modifier.

Improved Essence Capacity: At 3rd level and every six levels thereafter, the zodiac's skill at investing essence improves and the total essence capacity of all his essence receptacles increases by 1.

Celestial Lord (Su): Starting at 5th level, the zodiac becomes more adept at influencing and commanding the constellations and reduces the essence penalty for manifesting constellations with opposing elements from 3 to 2. In addition, for each additional constellation the zodiac manifests with a matching element, he and his champions deal 2 additional points of elemental damage with their weapon attacks and any veil abilities they possess that deal hit point damage (so a zodiac who had manifested both the Archer and the Lion would deal 2 additional points of fire damage with his attacks, as would the Lion and Archer champion forms); fire element constellations add fire damage, air element constellations add electricity damage, water constellations add cold damage, and earth constellations add acid damage.

Stargazing (Su): At 7th level the zodiac's study of the heavenly bodies gives him prophetic insights into upcoming events. A number of times per day equal to half his class level (rounded down), the zodiac may use an immediate action to add 1d6 to an ability check, attack roll, saving throw, or skill check. The zodiac must use this ability after he has rolled the initial check but before he learns its consequences (for example, a zodiac's player making a saving throw could wait to see the result of his d20, but must declare his use of this ability before the GM reveals whether the result is sufficient to succeed). At 13th level, the zodiac may roll a d8 instead of a d6 when using this ability. At 19th level, he may instead roll a d10.

Celestial Ruler: From 11th level on, the zodiac's ability to command the constellations and mitigate their petty squabbles increases even further, reducing the essence penalty for manifesting constellations with opposing elements from 2 to 1. In addition, the zodiac may now count constellations from complimentary elements (fire and air, or earth and water) as though they were both the same element and their original element when determining the benefits of his celestial lord class feature; for example, a zodiac with both the Lion (fire) and Twins (air) constellations manifested would deal an additional 2 points of fire damage and an additional 2 points of electricity damage with his and his champions' weapon attacks and veil abilities.

Celestial Emperor: At 17th level the zodiac's command of the constellations is unquestioned, and he need no longer pay an essence penalty for manifesting constellations with opposing elements. In addition, if the zodiac has a weapon or armor constellation manifested, he gains immunity to damage of the associated energy type (air - electricity, earth - acid, fire - fire, water - cold). If the zodiac has a champion manifested, his champion gains immunity to the energy type associated with their element. For example, a zodiac wearing the Crab's armor and wielding the Archer's bow would have immunity to cold and fire damage; if a zodiac with this class feature manifested the Lion as a champion to fight for him, the Lion would have immunity to fire.

Astrological Mastery: At 20th level, the zodiac's mastery of the astrological powers unlocks a new ability, determined by his orbit.

Lunar: Upon reaching 20th level, the lunar zodiac gains the ability to bind veils to his Body slot. In addition, the zodiac's mastery of both his own essence

and the astrological energies of his constellations allows him to instantly mitigate wounds dealt to him or his constellations by sharing the damage. Whenever the zodiac takes hit point damage, he may choose to have half the damage dealt (rounded down) apply to any champion constellation he has manifested instead of himself (so a zodiac who took 47 points of damage could instead choose to have 23 points of the damage apply to one of his champions and only take 24 points of damage himself). Whenever one of the zodiac's champion constellations takes hit point damage, he may choose to have half the damage dealt (rounded down) apply to either himself or another of his currently manifested champions.

Solar: Solar zodiacs who reach 20th level are nearly unstoppable on the battlefield, overflowing with life energy and power. The zodiac becomes immune to death effects and ability drain, and recovers ability damage twice as fast. In addition, any weapon, armor, or equipment constellations the zodiac has manifested cannot be disarmed or sundered.

LUNAR VEIL LIST

Hands: Gauntlets of the Void^{C7S}, Immaculate Touch, Shooting Stars, Unicorn Feathering^{C7S}

Feet: Boatman's Ferry^{C7S}, Horselord's Greaves, Stellar Stompers, Voidwalkers^{C7S}

Head: Avatar of Light^{C7S}, Diadem of Pure Reflection, Mask of Elemental Adaptation

Wrists: Gauntlets of the Void^{C7S}, Star Metal Bracers, Thurston's Bladewards, Vambraces of Holy Scripture^{C7S}

Shoulders: Angelic Wings^{C7S}, Cardinal's Cape, Cloak of Darkness^{C7S}, Merchant's Mantle, Nothingness Shroud^{C7S}, Perihelion Pauldrons

Headband: Aurora Lenses, Criniere of Warding^{C7S}, Diadem of Pure Reflection, Halo of Holy Light^{C7S}

Neck: Collar of Skilled Instruction, Criniere of Warding^{C7S}, Five Rivers Amulet^{C7S}, Garden Warden's Gorget^{C7S}

Belt: Guardian Sash, Horselord's Greaves, Suli's Sash^{C7S}, Unicorn's Barding^{C7S}, Voidwalkers^{C7S}, Waistband of the Wealthy

Chest: Ceradon's Eternity^{C7S}, Cuirass of Confidence, Heart of Yggdrasil^{C7S}, Vestments of the Maharaja

Body: Cardinal's Cape, Ceradon's Eternity^{C7S}, Heart of Yggdrasil^{C7S}, Heaven's Blessing^{C7S}, Martyr's Toga, Unicorn's Barding^{C7S}

*Veils marked with "C7S" can be found in the *City of 7 Seraphs* campaign setting.

AKASHA

Akasha is the power of creation itself, the very essence of magic. Akasha resonates with arcane, divine, and psionic energy, often acting as a natural amplifier for those power sources, though it is potent in its own right. Sages and scholars have debated whether akasha is the result of those power sources mixing and meshing with the life energy of mortal beings, or if perhaps it is the undiluted source from which those diverse powers sprang. What is known is that all creatures have some facility to access this power or be accessed by it.

Veils are the most common tools by which akashic magic is utilized, created when a creature channels akashic energy through natural conduits in the body, known as chakra. This energy is then molded by the willpower of the creature from which it sprang into a semi-tangible construct capable of converting the wielder's life energy, known as essence, into a near infinite variety of effects.

Every creature has a finite amount of essence in their being, referred to as an essence pool. While essence is not typically expended when veils or other akashic effects are activated, a given creature can only devote a certain amount of their essence to any particular function. This is done by investing the essence into the chosen receptacle, which could be a veil, akashic feat, or other ability. Investing essence or changing where essence is invested is typically a swift action.

Veils are limited only by the wearer's focus and imagination. When a character first gains access to a veilweaving class, he has the potential to manifest and utilize any veil available to that class, though their facility with that veil may vary depending on the size of their essence pool and whether or not they have unlocked the associated chakra, enabling them to bind a veil or effect.

Binding is a process veilweavers and other wielders of akashic magic learn through experience and growth. When they've utilized a particular chakra long enough that it has become imbued with a surplus of akashic power, akashic characters learn how to build even more complex and powerful constructs by utilizing the reinforced channels of energy in their bodies. This is the process known as binding, and it is possibly one of the most potent abilities any veilweaver can learn.

CHAKRAS AND VEILS

Every veil is associated with a chakra, even if it is not bound to it. Chakras are points on the body that conduct magical energy. Veils do not interfere with magic items that occupy the same slot. The veil appears as a translucent eldritch construct surrounding that part of the body. You cannot shape two veils that occupy the same chakra. Each chakra corresponds directly to the matching equipment slot. Some veils can occupy one of two or more different equipment slots; you choose when you manifest your veil which of these slots you want it to occupy. Even if the veil can occupy more than one slot, you cannot have more than one instance of a given veil shaped at the same time. The available slots are: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, Body. Some classes may gain access to specific and unique veils and chakra slots not normally available.

Veils can be bound to a slot to increase their power once a character has reached a certain level of experience in manipulating akasha. By binding a veil to that slot the veilweaver gains the most potent abilities from the veil by flooding it with even more of their inherent akashic energy. Once a character has gained the ability to bind veils to a particular slot, they can automatically bind a veil there as part of the process of shaping their veils for the day.

AKASHA AND MAGIC INTERACTIONS

While veilweaving is quite different from standard spellcasting, the basic rule for the interactions of veils and magic is very straightforward: veils interact with spells and vice versa in the same way that spells normally interact with other spells or spell-like abilities.

Spell resistance is effective against most veils that directly target a creature or emulate an enchantment effect, but unless otherwise specified does not apply against area of effect abilities or auras. Veils that grant or enhance natural attacks or weapons, such as the Horns of the Minotaur, are never subject to spell resistance. A veilweaver's veil effects always overcome their own spell resistance.

Veils are mostly physical constructs of akasha, and as such can be targeted by effects like a sunder attack; a veil that takes more than twice the veilweaver's level in damage in a single attack is suppressed and does not

function for 1d4 rounds. Veils have a Hardness score equal to the veilweaver's level and gain a bonus to saves vs. targeted effects equal to the amount of essence currently invested. Veils can also be targeted by *dispel magic*, *mage's disjunction*, or similar spell effects, and are treated as a magic item when determining the effects. A veil successfully affected by a *mage's disjunction* is suppressed for the duration of the spell and any essence invested in a suppressed veil becomes unavailable until the effect ends. Veils are nearly invisible until invested with at least one point of essence; a veilweaver gains a +5 circumstance bonus to Disguise checks to hide the fact that they have an uninvested veil shaped, though *detect magic*, *true seeing*, or similar effects automatically reveal their presence. As soon as a point of essence is invested in a veil they flare into tangibility and are easily noticeable, imposing a -5 penalty on Disguise checks to hide their presence or function.

Binding Essence: Some feats and veils will require you to bind, rather than invest, essence into them. When essence is bound into a receptacle, it cannot be recovered or reassigned to another receptacle until 24 hours have passed, or until the next time the user shapes their veils for the day, whichever comes first. If the receptacle is sundered or disjoined, the user immediately takes essence burn equal to the total essence invested in the veil. Once the burn has recovered, they can reinvest the essence normally.

Bonuses from shaped veils: Note that the general rules for stacking still apply; two bonuses of the same type do not stack, even if they come from two different veils or a veil and a spell or spell-like effect.

Companions: Some veils grant the veilweaver the ability to conjure, create, or summon companion creatures, such as angels, treants, and zombies. Whenever a creature is granted or created by a veil ability, it is able to understand the veilweaver's commands and always follows their instructions to the best of its ability. Creatures granted by veils or other akashic abilities (such as constellation champions) cannot be banished or dismissed since they are tied to the veilweaver's life force, but any effect that sunders, dispels, or otherwise unshapes a veil immediately dismisses the companion creature unless specifically noted otherwise.

Descriptors: Veils use many of the same descriptors as spells. Whenever a veil contains a descriptor, it carries all the same connotations as the spell descriptor of the same name. Since veils do not have schools, subschools,

domains, or disciplines, these descriptors are the primary way to categorize and identify a veil and its effects.

Essence Burn: Some spells and abilities cause essence burn. Essence that has been burned cannot be used again for any other purpose until the veilweaver has had a chance to rest in a calm environment. Essence burn naturally recovers at a rate of 1 point of essence per minute.

Essence Capacity: However large their essence pool is, a character can only invest a certain amount of essence into any one veil, feat, class feature, magic item, or other akashic receptacle. The character's total character level determines this essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify their total capacity:

Character Level	Essence Capacity
1st – 5th	1
6th– 11th	2
12th–17th	3
18th–20th	4

Identifying veils and effects: Information about a veil's properties or effects can be determined using the Knowledge (arcana) skill according to the following table:

Identify a magical manifestation as akasha or veilweaving	DC 10
Identify a specific veil or akashic effect's basic properties	DC 15
Identify a specific veil or akashic effect's bind effects	DC 20

In areas where akashic magic is uncommon or otherwise unheard of, increase the DC of these checks by 5.

Veilweavers can also disguise the presence or function of their veils using the Disguise skill, disguising their veils as extravagant clothing or even natural extensions of their own body. A creature cannot attempt to identify a disguised veil without first succeeding on a Perception check to notice that it is a veil.

Ongoing effects and unconsciousness: Veils do not require conscious action to maintain, but if a veilweaver is rendered unconscious while they have active veils

shaped a number of things may occur. Any active aura powers granted by shaped veils are suppressed until the veilweaver regains consciousness, at which point the veilweaver must spend a move action to reactivate them. Any effects that occur automatically over time, such as the temporary hit point generation of the Stone Giant's Girdle, continue to accrue as normal. Veils that are sundered while the veilweaver is unconscious are not just suppressed, but destroyed completely and cannot be used again until the veilweaver reshapes their veils. The veilweaver may willingly suppress the active effects of any veil they have shaped as a free action and resume them as a move action; the veilweaver may resume the effects of multiple veils as part of the same move action.

Per Day Abilities: Some veils grant spell-like abilities that can be used a limited number of times per day. These veils use the same saving throw DC as your other veil abilities. These uses are only refreshed when you reshape your veils for the day; abilities like the vizier's veilshifting do not allow you to reshape the veil and replace it with a new instance of itself for additional uses.

Temporary essence: Some abilities may grant the veilweaver temporary essence. Temporary essence points are always burned first, and cannot be recovered through normal rest, though they generally act and can be used in all other ways just like normal essence.

Temporary hit points and additional Hit Dice: Temporary hit points and additional HD granted by veils or other akashic effects start at full when essence is first invested and regenerate at a rate of 1 hit point per minute, but cannot be restored by removing and re-adding essence to the veil. Essence invested in a veil or other akashic receptacle that grants up to a certain amount of temporary hit points or bonus Hit Dice after the first time you invest essence for the day instead starts at 1 hit point and regenerates up to its normal maximum amount.

Weapon-like Veils: Weapon-like veils are veils that can be wielded and used as a weapon, such as the Loyal Paladin's Spear of Light or the Sword of Justice. These veils use the same damage dice and critical statistics as any weapon they are described as acting as. Veilweavers are always proficient with any weapon-like veil they shape. Veils that grant selectable weapon enhancements, such as the Reaper's Scythe, may choose which weapon enhancements to use each time essence is invested. If a weapon-like veil is disarmed or otherwise removed or released from your grasp, it immediately dissipates and can be reformed as a free action on your next turn; this supersedes the limitations on previously published weapon-like veils, such as Loyal Paladin's Spear of Light, which states that it requires a swift action to recover.

CONSTELLATIONS

The following constellations are available to zodiacs and characters with the Amateur Astrologist or Noble Astrologist feats. Each constellation is associated with a primal element: Air, Earth, Fire, or Water. Air compliments Fire and opposes Earth, Earth compliments Water and opposes Air, Fire compliments Air and opposes Water, and Water compliments Earth and opposes Fire. Whenever a character attempts to manifest a constellation while they already have a constellation of the opposing element manifested, they must pay an essence penalty, increasing the amount of essence burn taken when manifesting the new constellation by 3. If the character cannot pay this increased cost, they cannot manifest the new constellation.

THE ARCHER

GENEROUS BUT IMPATIENT, THE ARCHER FAVORS THOSE WITH A KEEN EYE AND A FIERY DISPOSITION.

Element: Fire

Manifestations: Champion, Weapon

Champion (Essence cost 5): You gain the ability to manifest the Archer constellation in the form of an elven ranger with the archery combat style whose class level is equal to your zodiac level -3 (minimum 1). The Archer never gains an animal companion and must choose the hunter's bond option to form a bond with its companions instead. In addition to armor and equipment appropriate to an NPC of its class level, the Archer always appears with a magical bow or crossbow with an enhancement bonus equal to half your zodiac level (minimum 1). All equipment the archer appears with disappears as soon as the archer is dismissed for any reason. Any enhancement bonuses in excess of +5 must be spent on weapon special abilities.

Essence: For each point of essence invested in the champion form of the Archer, its movement speed increases by 5 feet and it gains a +1 insight bonus to CMD against disarm and trip attempts.

Weapon (Essence cost 1): You gain the ability to manifest the Archer as a masterwork composite longbow, masterwork heavy crossbow, or masterwork light crossbow. If you choose a composite longbow, it always has a strength rating equal to its wielder's Strength bonus. If you choose a heavy or light crossbow,

the wielder gains the Rapid Reload feat for that weapon as long as they are wielding it. For every two zodiac levels you possess, this weapon gains a +1 enhancement bonus. As long as the weapon has at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to it, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the weapon is manifested and cannot be changed until the next time the zodiac manifests the weapon. In addition you gain a quiver containing 10 masterwork arrows or bolts; this quiver automatically replenishes itself at the end of each round.

Essence: As long as you have at least 1 point of essence invested in the weapon form of the Archer, its wielder may perform the disarm, sunder, and trip combat maneuvers in place of any ranged attack made with this weapon. In addition, for each point of essence invested in the Archer, its wielder gains a +1 insight bonus on all CMB checks made to perform a disarm, sunder, or trip combat maneuver.

THE BULL

STUBBORN AND RELIABLE, THE BULL WILL DASH ASIDE THOSE WHO WAVER IN THEIR CONVICTIONS.

Element: Earth

Manifestations: Champion, Equipment

Champion (Essence cost 4): You gain the ability to manifest the Bull constellation in the form of a war bull animal companion with a starting Intelligence score of 6.

Essence: For each point of essence invested in the champion form of the Bull, it gains a +2 insight bonus to CMB and CMD when performing or resisting a bull rush or overrun combat maneuver.

Equipment (Essence cost 2): You gain the ability to manifest the Bull as a set of heavy pauldrons that occupy the wearer's shoulders slot. The wearer of these pauldrons increases the attack bonus from charging by +1, reduces the penalty to AC for performing a charge by 1, and never provokes an attack of opportunity due to movement made as part of a charge or for performing a bull rush or overrun combat maneuver.

Essence: For each point of essence invested in the equipment form of the Bull, the wearer gains a +1 insight bonus to CMB and CMD when performing or resisting a bull rush or overrun combat maneuver.

THE CRAB

TENACIOUS AND SUSPICIOUS,
THOSE WHO EARN THE
CRAB'S TRUST WILL FIND
AN ENDURING GUARDIAN.

Element: Water

Manifestations: Armor, Champion

Armor (Essence cost 2): You gain the ability to manifest the Crab as a suit of masterwork armor that instantly forms around you or a touched willing creature. You may choose at the time of manifesting what type of armor the Crab appears as, though you must choose a type of armor with which the wearer is proficient. For every two zodiac levels you possess, this armor gains a +1 enhancement bonus. As long as the armor has at least a +1 enhancement bonus, these bonuses can be used to add magical armor properties to the armor, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the armor is manifested and cannot be changed until the next time the zodiac manifests the armor.

Essence: Investing at least one point of essence in the Crab's armor causes it to sprout chitinous prongs that act as masterwork armor spikes. For each additional point of essence invested, these armor spikes gain a +1 enhancement bonus; as long as the armor spikes have at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to the armor spikes, consuming an amount of bonus equal to the property's base price modifier.

Champion (Essence cost 4): You gain the ability to manifest the Crab constellation in the form of a giant crab animal companion with a starting Intelligence score of 6.

Essence: Investing at least one point of essence in the champion form of the Crab grants all its natural attacks a +1 enhancement bonus. Each additional point of essence invested increases this enhancement bonus by an additional +1. These bonuses can be used to add magical weapon properties to the crab's natural attacks, consuming an amount of bonus equal to the property's base price modifier.



THE DRUID

LOYAL, PRACTICAL, AND SHY, THE DRUID NURTURES AND PROTECTS THOSE WHO SEEK HER COUNSEL.

Element: Air

Manifestations: Champion, Equipment, Weapon

Champion (Essence cost 5): You gain the ability to manifest the Druid constellation in the form of a halfling druid whose class level is equal to your zodiac level -3 (minimum 1). The Druid never gains an animal companion and must choose the Air domain option of their nature's bond.

Essence: For each point of essence invested in the champion form of the Druid, it gains a +1 insight bonus to concentration checks. For every 3 points of essence invested, the Druid and all allies adjacent to it gain a +1 dodge bonus to AC.

Equipment (Essence cost 2): You gain the ability to manifest the Druid as a magical wooden mask that allows the wearer to use wild empathy as a druid whose class level is equal of your zodiac level. In addition, the wearer of the mask is under a constant *Speak with animals* effect.

Essence: For each point of essence invested in the equipment form of the Druid, the wearer of the mask gains a +1 insight bonus on Handle Animal and wild empathy checks.

Weapon (Essence cost 1): You gain the ability to manifest the Druid as a masterwork club or greatclub. For every two zodiac levels you possess, this weapon gains a +1 enhancement bonus. As long as the weapon has at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to it, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the weapon is manifested and cannot be changed until the next time the zodiac manifests the weapon.

Essence: As long as you have at least 1 point of essence invested in the weapon form of the Druid, whenever its wielder confirms a critical hit or rolls the maximum possible damage on the base weapon damage die on an attack with it (such as rolling a 6 on a 1d6), the target of the attack must succeed on a Reflex saving throw (DC 10 + zodiac's Charisma modifier + 1 per point of essence invested) or take 1d6

CHAMPIONS

Constellation champions represent a versatile companion option similar in nature to the Leadership feat. There are a lot of considerations that the Zodiac player and their GM will need to look at when playing this class. We recommend that in campaigns where PCs can make their own cohort that they be allowed to do the same for their champions. Some GMs will prefer to level the champion creature themselves. Have the discussion when creating the Zodiac character how this will work for a given campaign. Above all else—prepare the champions before a session begins. Spontaneous generation of a companion after a session starts will be time consuming and distracting particularly at higher levels. GMs should not allow an unprepared champion to be summoned.

points of piercing damage per point of essence invested and become entangled for one round as thorny vines spring out from the point of impact to wrap around them.

THE FISH

ARTISTIC AND WISE, THE FISH LENDS ITS STRENGTH TO ANY WHO CAN PIQUE ITS CURIOSITY.

Element: Water

Manifestations: Champion, Equipment

Champion (Essence cost 4): You gain the ability to manifest the Fish constellation in the form of either a dolphin or shark animal companion with a starting Intelligence score of 6; once chosen this choice cannot be changed.

Essence: For each point of essence invested in the champion form of the Fish, its swim speed increases by 5 feet. For every 2 points of essence invested, it gains either a +1 inherent bonus to its Strength score (if the chosen form is that of a shark), or a +1 inherent bonus

to its Dexterity score (if the chosen form is that of a dolphin).

Equipment (Essence cost 2): You gain the ability to manifest the Fish as a pair of leather boots that sprout delicate fins when submerged in water. The wearer of these boots gains a 20 foot swim speed and the ability to breathe underwater.

Essence: For each point of essence invested in the equipment form of the Fish, the swim speed granted to the wearer increases by 5 feet.

THE LION

PASSIONATE AND FIERCE, THE LION'S ARROGANCE WILL NOT ALLOW IT TO AID ANY WHO FAIL TO SHOW IT PROPER RESPECT.

Element: Fire

Manifestations: Armor, Champion, Weapon

Armor (Essence cost 1): You gain the ability to manifest the Lion as a suit of masterwork hide armor that instantly forms around you or a touched willing creature. For every two zodiac levels you possess, this armor gains a +1 enhancement bonus. As long as the armor has at least a +1 enhancement bonus, these bonuses can be used to add magical armor properties to the armor, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the armor is manifested and cannot be changed until the next time the zodiac manifests the armor.

Essence: For each point of essence invested in the Lion's armor manifestation, the wearer's base move speed increases by 5 feet. If at least 4 points of essence are invested, the wearer gains the pounce universal monster ability.

Champion (Essence cost 4): You gain the ability to manifest the Lion constellation in the form of a big cat animal companion with a starting Intelligence score of 6.

Essence: For each point of essence invested in the champion form of the Lion, all of its natural attacks deal an additional 1d6 fire damage. This stacks with similar damage from other sources, such as the *flaming* special weapon property.

Weapon (Essence cost 2): You gain the ability to manifest the Lion as a pair of masterwork cestus. While these cestus are formed, anyone wielding both of them

is treated as having the Two-Weapon Fighting feat, even if they would not normally meet its prerequisites. For every two zodiac levels you possess, each of these weapons gains a +1 enhancement bonus. As long as the cestus have at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to them, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the weapon is manifested and cannot be changed until the next time the zodiac manifests the weapon.

Essence: For each point of essence invested in the weapon manifestation of the Lion, the wielder gains a +1 insight bonus on all CMB and CMD checks made to perform or resist a grapple. If you have at least 4 points of essence invested, the wielder of the cestus gains the Two-Weapon Rend feat, even if they would not normally qualify for it.

THE RAM

CONFIDENT AND ENTHUSIASTIC, THE RAM WILL NOT STAND IDLY BY AND MAY ABANDON THOSE WHO SIT IDLE FOR TOO LONG.

Element: Fire

Manifestations: Champion, Equipment

Champion (Essence cost 4): You gain the ability to manifest the Ram constellation in the form of a ram animal companion with a starting Intelligence score of 6.

Essence: For each point of essence invested in the champion form of the Ram, it gains a +1 insight bonus on attack rolls and a +2 insight bonus on damage rolls for all attacks made as part of a charge.

Equipment (Essence cost 2): You gain the ability to manifest the Ram as an adamantite helmet set with a pair of gleaming black horns. The wearer of this helmet gains a gore primary natural attack dealing 1d6 bludgeoning damage for a Medium creature (1d4 Small, 1d8 Large). For every two zodiac levels you possess, the gore natural attack granted by the helmet gains a +1 enhancement bonus. As long as the gore has at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to it, consuming an amount of bonus equal to the property's base price modifier. These

bonuses and properties are decided when the weapon is manifested and cannot be changed until the next time the zodiac manifests the weapon.

Essence: For each point of essence invested in the equipment form of the Ram, the wearer gains a +2 insight bonus to all damage rolls on attacks made as part of a charge.

THE SEA GOAT

DISCIPLINED TO A FAULT, MANY FIND THE SEA GOAT HARD TO TOLERATE FOR LONG STRETCHES.

Element: Earth

Manifestations: Champion, Equipment

Champion (Essence cost 6): You gain the ability to manifest the Sea Goat constellation in the form of a capricorn with a starting Intelligence score of 6. When you reach zodiac level 4 and every level thereafter, the capricorn improves as though it was an animal companion, treating your effective druid level as your zodiac level -3.

Essence: For each point of essence invested in the champion form of the Sea Horse, it gains a 5 foot enhancement bonus to its land speed and swim speed, and increases the DC of its aura of fear by 1.

Equipment (Essence cost 3): You gain the ability to manifest the Sea Goat as a shimmering shirt made of scales woven together with goat's hair. The wearer of this shirt gains a capricorn's aura of fear with a save DC equal to 10 + your zodiac level + your Charisma modifier. This aura may be suppressed or resumed as a free action taken on the wearer's turn.

Essence: For each point of essence invested in the equipment form of the Sea Goat, the wearer gains a +1 insight bonus on Intimidate checks and increases the DC of the aura of fear by 1.

THE SCALES

THOSE WHO SEEK BALANCE AND HARMONY IN ALL THINGS ARE MOST LIKELY TO EARN THE FAVOR OF THE SCALES.

Element: Air

Manifestations: Equipment, Weapon

Equipment (Essence cost 2): You gain the ability to manifest the Scales constellation as a set of beautiful

mithral scales that can be wielded as a magical rod designed to channel the forces of balance. Whenever a creature carrying this rod is damaged by an attack, they may spend an immediate action to charge the rod with an amount of healing equal to the damage taken (maximum 5 x the zodiac's class level). This healing may be delivered to any creature, including the creature carrying the rod, by touching the creature to be healed and activating the rod as a move action. This is a positive energy effect and harms undead. The Scales cannot carry more than one use of healing at a time.

Whenever a creature carrying the Scales receives healing from any source, they may spend an immediate action to charge the rod with an amount of damage equal to the healing received (maximum 5 x the zodiac's class level). This damage can be dealt to any creature by making a melee touch attack with the rod as a standard action. This is a negative energy effect and instead heals undead for an amount equal to the damage that would have been dealt. The Scales cannot carry more than one such damage use at a time.

Essence: For each point of essence invested in the equipment form of the Scales, the damage dealt or healed by either of its abilities increases by 2.

Weapon (Essence cost 2): You gain the ability to manifest the Scales as a masterwork dire flail. This dire flail is perfectly weighted and balanced, reducing the penalties for two-weapon fighting with it as a double weapon by half, and allowing it to be treated as a martial weapon instead of an exotic weapon. For every two zodiac levels you possess, each end of this weapon gains a +1 enhancement bonus. As long as the weapon has at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to it, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the weapon is manifested and cannot be changed until the next time the zodiac manifests the weapon.

Essence: As long as there is at least 1 point of essence invested in the weapon form of the Scales, its wielder never provokes an attack of opportunity for attempting a disarm or trip combat maneuver. For each point of essence invested in the weapon form of the Scales, the wearer gains a +1 insight bonus to CMB and CMD when performing or resisting a disarm or trip combat maneuver.

THE SCORPION

BRAVE, BUT PRONE TO JEALOUSY, THE SCORPION PREFERS SMALL GROUPS WHO CAN APPRECIATE ITS POWER.

Element: Earth

Manifestations: Champion, Equipment, Weapon

Champion (Essence cost 4): You gain the ability to manifest the Scorpion constellation in the form of a giant scorpion animal companion with a starting Intelligence score of 6.

Essence: For each point of essence invested in the champion form of the Scorpion, the DC to resist the poison from its sting and the Strength damage dealt by its poison increases by 1.

Equipment (Essence cost 1): You gain the ability to manifest the Scorpion as a pair of magical leather bracers. These bracers are worn in the wrist slot and the wearer can command them to apply a dose of scorpion poison (DC 15, frequency 1 round for 6 rounds, effect 1 Str damage, cure 1 save) to one of their weapons or natural attacks as a swift action.

Essence: For each point of essence invested in the equipment form of the Scorpion, the saving throw DC to resist its poison and the amount of Strength damage dealt by the granted poison increase by 1.

Weapon (Essence cost 2): You gain the ability to manifest the Scorpion as a masterwork scorpion whip. This whip moves intuitively with the wielder, allowing them to be treated as proficient with both the whip and scorpion whip while wielding it and granting them the Whip Mastery feat, even if they would not normally qualify for it.

For every two zodiac levels you possess, this weapon gains a +1 enhancement bonus. As long as the weapon has at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to it, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the weapon is manifested and cannot be changed until the next time the zodiac manifests the weapon.

Essence: For each point of essence invested in the weapon form of the Scorpion, the wielder gains a +1 insight bonus to CMB and CMD when performing or resisting a disarm or trip combat maneuver.

THE TWIN

CURIOUS AND EVER-CHANGING, THE TWIN SEEKS THOSE WHO FOLLOW THE HORIZON.

Element: Air

Manifestations: Champion, Equipment

Champion (Essence cost 7): You gain the ability to manifest the Twin constellation in the form of a doppelganger. When you reach zodiac level 6th and each level thereafter, this doppelganger gains one level in the rogue class.

Essence: For each point of essence invested in the champion form of the Twin, it gains a +1 insight bonus on Bluff and Disguise checks.

Equipment (Essence cost 3): You gain the ability to manifest the Twin as a shimmering robe that allows the wearer to cast mirror image as an at-will spell-like ability with a caster level equal to your zodiac level.

Essence: For each point of essence invested in the equipment form of the Twin, the wearer gains a +1 insight bonus on Reflex saving throws and Bluff checks made to feint as long as they are under the effects of the mirror image spell.

THE WATER BEARER

INDEPENDENT AND TEMPERAMENTAL, THE WATER BEARER WILL NOT LONG AID THOSE WHO FAIL TO APPRECIATE HER OR WHO SEEK TO CONTROL HER.

Element: Water

Manifestations: Champion, Equipment

Champion (Essence cost 12): You gain the ability to manifest the Water Bearer constellation in the form of a marid. Unlike a standard marid, the Water Bearer cannot grant wishes. When you reach zodiac level 13th and each level thereafter, this marid gains one level in the bard class.

Essence: For each point of essence invested in the champion form of the Water Bearer, she gains a +1 insight bonus on attack rolls and damage rolls, and increases the saving throw DCs of all of her spells and spell-like abilities by 1.

Equipment (Essence cost 3): You gain the ability to manifest the Water Bearer as a beautiful porcelain gourd that hangs from the wearer's waist by a hempen cord,

occupying the belt slot. The wearer of this belt gains the ability to cast *create water* as an at-will spell-like ability with a caster level equal to your zodiac level. In addition, the wearer may fire a blast of water as a ranged touch attack that deals an amount of cold damage equal to 1d6 + your Charisma modifier. On a successful attack (including attacks where the attack roll was successful but the target's cold resistance or immunity negates the damage), the wearer may attempt a bull rush against the target; the CMB for this bull rush is equal to your zodiac level plus your Charisma modifier. This bull rush does not provoke an attack of opportunity. This effect also extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Essence: For each point of essence invested in the equipment form of the Water Bearer, the wearer gains a +1 insight bonus on Fortitude saving throws, and on CMB checks to perform a bull rush.

VEILS

APPAREL OF THE MERCHANT PRINCE

COLLAR OF SKILLED INSTRUCTION

Descriptors: None

Class: Daevic, Guru, Lunar, Vizier

Slot: Neck

Saving Throw: None

WHEN YOU'RE RIGHT, MAKE SURE EVERYONE WITHIN EARSHOT KNOWS IT.

Wearing this veil allows you to use the aid another action to assist an ally within 10 feet on a skill or ability check. The ally must be able to hear and understand your instructions, and you take all rolls and actions as normal for the chosen aid another action.

ESSENCE

For each point of essence invested in this ability you can assist one additional ally and the range increases by 5 feet. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

CHAKRA BIND (NECK)

Binding this veil to your Neck chakra fills you with an even greater ability to coordinate your allies and share your will. When you bind this veil choose one teamwork feat you meet the prerequisites for. As a standard action, you can grant this feat to yourself and all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two veilweaver levels you possess. Allies do not need to meet the prerequisites of this bonus feat.

HORSELORD'S GREAVES

Descriptors: None

Class: Daevic, Lunar, Vizier

Slot: Feet, Belt

Saving Throw: None

"YOU CAN'T PUT THE CART BEFORE THE HORSE IF YOU DON'T HAVE A HORSE TO BEGIN WITH."—BERT SHAW, DROVER AND DISPENSER OF UNCERTAIN WISDOM.

You gain a +2 insight bonus to Handle Animal and Ride checks.

ESSENCE

For each point of essence invested in this ability increase the bonus to Handle Animal and Ride checks by +2.

CHAKRA BIND (FEET)

Binding this veil to your Feet chakra allows you to cast the *mount* spell as an at-will spell-like ability with a caster level equal to your veilweaver level. You can only have one instance of this ability active at any one time, and casting *mount* using this ability while a previous casting is still active instantly dismisses the first summoned mount. Any creature you are mounted on gains a +1 insight bonus to AC and saving throws, and 5 temporary hit points per point of essence invested in this veil.

CHAKRA BIND (BELT)

Binding this veil to your Belt chakra allows you to cast the *phantom steed* spell as an at-will spell-like ability with a caster level equal to your veilweaver level. You can only have one instance of this ability active at any one time, and using this ability while a previous casting is still active instantly dismisses the first steed. Any creature you are mounted on gains a +1 insight bonus to AC and saving throws, and 5 temporary hit points per point of essence invested in this veil.

THURSTON'S BLADEWARDS

Descriptors: None

Class: Daevic, Lunar, Vizier

Slot: Wrists

Saving Throw: None

A BLADE THAT CAN'T CUT YOUR FLESH WILL STRUGGLE TO REACH YOUR PURSE STRINGS.

Foggy gray bracers surround your forearms when you manifest this veil, granting you DR 2/bludgeoning.

ESSENCE

For each point of essence invested in this veil, increase the granted DR by 1.

CHAKRA BIND (WRISTS)

Binding this veil to your Wrists chakra further increases their defensive potency, granting you a shield bonus to AC equal to 2 + the number of essence points invested.

MERCHANT'S MANTLE

Descriptors: None

Class: Daevic, Lunar, Vizier

Slot: Shoulders

Saving Throw: See text

THE TASSLES OF THIS MAGICAL MANTLE FLICK AND TWITCH, KEEPING GRASPING HANDS AWAY FROM YOUR VALUABLES.

Wearing this possessive veil grants you a +2 insight bonus to CMD against grapple, reposition, and steal combat maneuvers.

ESSENCE

For each point of essence invested in this ability, the bonus to CMD increases by +1.

CHAKRA BIND (SHOULDERS)

Binding this veil to your Shoulders chakra greatly amplifies its ability to protect you from violent muggings. Whenever you start your turn grappled by an opponent, you may spend a move action to end the grapple and immediately move up to 10 feet unless the opponent succeeds on a Fortitude saving throw. Whenever an opponent succeeds on a steal combat maneuver against you, you may spend an immediate action to return the item back to your possession unless the opponent succeeds on a Reflex saving throw.

VESTMENTS OF THE MAHARAJA

Descriptors: Compulsion, mind-affecting

Class: Lunar, Vizier

Slot: Chest

Saving Throw: See text

YOUR INNER AMBITION AND PRIDE ARE GIVEN TANGIBLE FORM AS YOUR TORSO IS DRAPED IN ELDRITCH ENERGY THAT GLEAMS WITH THE FLICKERING LIGHT OF PRECIOUS METALS AND GEMSTONES.

While using this magnificent veil your inherent majesty is undeniable to any who gaze upon you. You gain a +2 insight bonus to Diplomacy and Intimidate checks.

ESSENCE

For each point of essence you invest in this veil, the bonus to Diplomacy and Intimidate checks increases by +2.

CHAKRA BIND (CHEST)

Binding this veil to your Chest chakra creates a direct conduit for you to exert your inner majesty

upon those around you. A number of times per day equal to your primary veilweaving modifier, you can exert powerful influence over others; you can command the obedience and fealty of creatures within 120 feet when you activate this ability (a standard action). Creatures totaling 100 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are each entitled to a Will save to negate the effect. Ruled creatures obey you as if you are their absolute sovereign. Still, if you give a command that is contrary to the nature of the creatures commanded, the magic is broken and cannot affect that creature again for 24 hours. This ability stays in effect for 1 hour per veilweaver level. Creatures with hit die greater than your own are not affected by this ability.

WAISTBAND OF THE WEALTHY

Descriptors: Conjunction

Class: Daevic, Eclipse, Lunar, Radiant, Vizier

Slot: Belt

Saving Throw: None

THIS VEIL APPEARS AS A GLEAMING GOLDEN BAND ABOUT THE WEARER'S WAIST THAT SEEMS TO REFLECT AND REFRACT LIGHT AS THOUGH STUDED WITH INNUMERABLE PRECIOUS GEMS.

Wearing this ostentatious veil gives you the skills to sell ice to a linnorm or part a dwarf from his beard, while keenly assessing the value of bargained goods. You gain a +2 insight bonus to Appraise and Bluff checks.

ESSENCE

For each point of essence invested in this veil, the bonus to Appraise and Bluff checks increases by +2.

CHAKRA BIND (BELT)

Binding this veil to your Belt chakra provides you with all of the storage space required to store your vast wealth and acquisitions. This veil now doubles as a Bag of Holding (Type 1). For each point of essence invested in this veil increase its storage capacity by one step (Type 2, Type 3, max Type 4). If this veil is dismissed or unbound for any reason, or if you choose to reshape this veil, all items currently stored within it are instantly ejected into adjacent squares.

PRIESTLY RAIMENTS

CARDINAL'S CAPE

Descriptors: Healing

Class: Lunar, Radiant

Slot: Body, Shoulders

Saving Throw: None

A SHIMMERING MANTLE OF VIBRANT ENERGY SETTLES UPON THE VEILWEAVER'S SHOULDERS AND TRAILS DOWN THEIR BACK.

Wearing this protective veil shrouds you in healing energy, granting you a +2 insight bonus on saving throws against effects that cause ability damage, ability drain or energy drain, and against all death effects. Whenever you succeed on a saving throw against such an effect, its energy is converted into restorative power, healing you for 5 hit points.

ESSENCE

For each point of essence invested in this ability, the amount of healing granted when succeeding on a saving throw increases by 3.

CHAKRA BIND (BODY)

Binding this veil to your Body slot grants you immunity to ability damage, ability drain, energy drain, and death effects. Whenever your immunity prevents such an effect from affecting you, you gain fast healing 10 for a number of rounds equal to your veilweaving modifier.

CHAKRA BIND (SHOULDERS)

Binding this veil to your Shoulders chakra increases the bonus to saving throws granted by this veil by +1 per point of essence invested, and increases the additional healing granted when succeeding on a saving throw to 5 per point of essence.

DIADEM OF PURE REFLECTION

Descriptors: Good

Class: Guru, Lunar, Nexus, Radiant

Slot: Head, Headband

Saving Throw: None

THIS GLEAMING CIRCLET OF PURIFIED AKASHA FORTIFIES YOUR THOUGHTS AND GRANTS CLARITY OF VISION.

Wearing this holy veil grants you a +1 sacred bonus on all saving throws against effects that would cause

the blinded, dazed, deafened, silenced, stunned, or paralyzed conditions.

ESSENCE

The bonus granted by this veil increases by +1 per point of essence invested.

CHAKRA BIND (HEAD)

Whenever you succeed on a saving throw against a spell or effect that would cause them to suffer the dazed, deafened, or silenced condition, it rebounds on the originator forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

CHAKRA BIND (HEADBAND)

In addition to the benefits provided by the Head bind, whenever you succeed on a saving throw against a spell or effect that would cause you to suffer the blinded, stunned, or paralyzed conditions, that effect can be redirected to a new target, forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

GUARDIAN SASH

Descriptors: None

Class: Guru, Lunar, Radiant

Slot: Belt

Saving Throw: None

A FLASH OF ENERGY BURSTS FROM THIS AKASHIC SASH JUST AS THE WEARER WOULD TAKE A FATAL WOUND.

Wearing this protective veil girds you against fatal blows. Whenever an enemy would score a critical hit against you, the veil undulates and interposes itself, granting you a +2 insight bonus to AC against all critical hit confirmation rolls.

ESSENCE

For each point of essence invested in this ability, the bonus to AC vs. critical threat confirmations increases by +2.

CHAKRA BIND (BELT)

Once per round, whenever an enemy's weapon attack would reduce you to zero or fewer hit points, this veil lashes out, attempting to knock the attack away. Make an attack roll with this veil, adding your veilweaving modifier and the total amount of essence invested to your base

attack bonus. If this roll meets or exceeds the threatening attack roll, the attack is negated.

IMMACULATE TOUCH

Descriptors: Good, healing

Class: Daevic, Guru, Lunar, Nexus, Radiant

Slot: Hands

Saving Throw: See text

A SHIMMERING GOLDEN GLOW ENCOMPASSES YOUR HANDS AS YOUR KIND NATURE MANIFESTS ITSELF AS PURE POSITIVE ENERGY.

You gain the ability to cure minor wounds as a standard action, restoring 1 hit point with a touch. Alternatively, this positive energy can be used to damage undead creatures by making a melee touch attack (Will save for half) with damage equal to the normal amount healed. This ability can only be used on any specific creature a number of times per day equal to 1+ your primary veilweaving modifier.

ESSENCE

Each point of essence invested in this ability increases the damage healed or dealt by 1d6.

CHAKRA BIND (HANDS)

The reinforced connection between you and your veil allows you to invest it with even more of your nurturing spirit. At the time this veil is prepared, choose one mercy that a paladin of your level would have access to; you may apply the effects of that mercy whenever you use Immaculate Touch to restore an ally's hit points.

MARTYR'S TOGA

Descriptors: Good, healing

Class: Guru, Lunar, Nexus, Radiant

Slot: Body

Saving Throw: None

VIBRANT GLIMMERS OF ESSENCE SPARKLE WITHIN THE FOLDS OF THIS ALABASTER BODY-WRAP.

Wearing this benevolent veil allows you to draw wounds from an ally and take them upon yourself. As a standard action, you may heal up to 5 points of damage an ally has taken by touching them and taking that much damage yourself.

ESSENCE

For each point of essence invested in this ability, the amount of damage that can be healed and taken is increased by 5.

CHAKRA BIND (BODY)

You gain fast healing equal to the number of points of essence invested in this veil.

SCARLET PRAYER BAND

Descriptors: Healing

Class: Daevic, Lunar, Nexus, Vizier

Slot: Wrists

Saving Throw: Will

THE SCARLET BAND AROUND YOUR WRIST APPEARS TO BE WOVEN FROM FINEST SILK AND PULSES WITH PROTECTIVE HEALING ENERGY.

Shaping this veil grants you a +2 insight bonus on all saving throws against disease, poison, and effects that deal negative energy damage. As a move action, you may touch an adjacent creature to share this bonus to saving throws with them for a number of rounds equal to 1 + your veilweaving modifier.

ESSENCE

For each point of essence invested in this veil, the bonus to saving throws increases by +1.

CHAKRA BIND (WRISTS)

Binding this veil to your Wrists chakra allows you to channel energy as a good aligned cleric of your class level 3 + your veilweaving modifier times per day. If you already have the ability to channel energy as a good-aligned cleric, you instead increase your total uses of channel energy by 3.

STARRY ELEMENTS

AURORA LENSES

Descriptors: See text

Class: Lunar, Radiant, Vizier

Slot: Headband

Saving Throw: None

RAINBOW PATTERNS DANCE AND SING ACROSS YOUR VISION BEFORE CLARIFYING INTO A VISION OF THE WORLD TINGED WITH THE LIGHT OF YOUR CHOSEN ENERGY.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electricity, sonic. The

veil gains that descriptor. Shaping this veil grants you a +2 insight bonus to Spellcraft checks and allows you to attempt to counter a spell, spell-like ability, psionic power, or similar effect of the chosen energy type as an immediate action by taking 2 points of essence burn. You must have line of sight to the spellcaster and succeed at a dispel check (1d20 + your veilweaver level), comparing that to the spell to be countered (DC = 11 + the spell's caster level, veilweaver level, or manifester level, as appropriate).

ESSENCE

For each point of essence invested in this veil, the insight bonus to Spellcraft checks increases by +1. For every 3 points of essence invested, you gain a +1 bonus to dispel checks made with this veil.

CHAKRA BIND (HEADBAND)

Binding this veil to your Headband chakra reduces the cost to attempt to counter an energy spell or effect to 1 essence burn, and allows you to select an additional energy type for every 3 points of essence invested.

MASK OF ELEMENTAL ADAPTATION

Descriptors: See text

Class: Guru, Lunar, Nexus, Radiant

Slot: Head

Saving Throw: Will (see text)

A MASK FORGED OF THE VEILWEAVER'S CHOSEN ELEMENT SHROUDS THEIR FEATURES FROM VIEW AND MARKS THEIR MASTERY OF THAT POWER.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electricity, sonic. The veil gains that descriptor. Whenever you would take damage from an effect which deals damage of one of the types other than the chosen element, the first 5 points of damage is converted to your chosen energy type (for example, if you selected "cold" when shaping this veil and were then subjected to a *fireball* spell, the first five points of damage assessed after rolling your saving throw would be treated as cold damage instead of fire).

ESSENCE

The amount of damage converted by this veil increases by 5 points per point of essence invested.

CHAKRA BIND (HEAD)

Any creature with the elemental subtype must succeed on a Will saving throw to make a melee attack against you. If the creature's subtype also matches the element chosen at the time this veil was shaped (acid for creatures of the earth subtype and electricity for creatures of the air subtype), the attacker takes a penalty to their saving throw equal to the amount of essence currently invested. If the attacker fails the save, they cannot complete their attack and the action is wasted. Once an attacker has successfully saved against this veil's effects, they no longer need to make any further saving throws against it for the next 24 hours.

PERIHELION PAULDRONS

Descriptors: Light, see text

Class: Daevic, Lunar, Nexus, Vizier

Slot: Shoulders

Saving Throw: Reflex

STAR METAL PAULDRONS GLEAMING WITH SOLAR ENERGY PROTECT YOU FROM HARM AND PUNISH THOSE WHO DRAW TOO CLOSE TO YOUR LIGHT.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electricity, sonic. The veil gains that descriptor. Wearing this veil grants you a +2 shield bonus to AC. Whenever an enemy deals damage to you with a melee attack, you may activate these pauldrons as an immediate action, dealing 1d6 energy damage of the type chosen when you shaped this veil to the attacker (Reflex halves).

ESSENCE

For each point of essence invested in this ability, the energy damage dealt to attackers increases by 1d6. For every 2 points of essence invested, the shield bonus to AC increases by +1.

CHAKRA BIND (SHOULDERS)

Binding this veil to your Shoulders chakra causes the detonations created when you activate its primary ability to release a burst of brilliant light, blinding the affected creature on a failed save. Whenever this ability is activated, any darkness effect whose spell level is less than or equal to half your veilweaver level is instantly dispelled.

SHOOTING STARS

Descriptors: See text

Class: Lunar, Vizier

Slot: Hands

Saving Throw: None

SHARDS OF HEAVENLY ROCK ENSCONCED IN THE ELEMENTAL POWERS OF THE CONSTELLATIONS CUT THROUGH AIR AND FLESH ALIKE.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electricity, sonic. The veil gains that descriptor. As a standard action, you may fire a shard of magical rock at a target within 60 feet as a ranged touch attack that deals 1d4 piercing damage and an additional 1d6 damage of the chosen element type.

ESSENCE

For each point of essence invested in this veil, it deals an additional 1d6 damage of the chosen element type.

CHAKRA BIND (HANDS)

Binding this veil to your Hands chakra allows you to use its ability whenever you could make an attack, including as part of a full attack. In addition, whenever you confirm a critical hit with an attack made with this veil, you may choose to immediately change the chosen energy type after dealing the attack's damage.

STAR METAL BRACERS

Descriptors: See text

Class: Daevic, Lunar, Vizier

Slot: Wrists

Saving Throw: None

GLEAMING BRACERS FORGED FROM AN UNEARTHLY ALLOW HISS AND SHINE WITH THE POWER OF THE ELEMENTS.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electricity, sonic. The veil gains that descriptor. You gain resistance 5 to the chosen energy type, or increase your existing resistance to that energy type by 3.

ESSENCE

For each point of essence invested in this veil, the granted energy resistance increases by 3. For every 2 points of essence invested, you gain resistance to an additional energy type from the available list.

CHAKRA BIND (WRISTS)

Binding this veil to your Wrists chakra allows you to absorb and convert energy into essence. Whenever the energy resistance granted by this veil reduces or prevents damage from a magical or extraordinary effect (such as a *fireball* spell or a dragon's breath weapon), you gain 1 point of temporary essence that lasts for 1 minute. You cannot have more temporary essence gained from this ability than an amount equal to 1 + the number of points of essence invested. Shifting essence out of this ability immediately lowers this limit and may cause you to lose temporary essence in excess of your current limit.

STELLAR STOMPERS

Descriptors: See text

Class: Daevic, Lunar, Vizier

Slot: Feet

Saving Throw: Reflex

THESE BLACK LEATHER BOOTS ARE
STUDED WITH CRYSTALS THAT SHINE
WITH THE ENERGY OF THE STARS.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electricity, sonic. The veil gains that descriptor. As a standard action, you can unleash a burst of energy from your feet that deals 1d6 damage of that type to all other creatures in a 5 foot radius burst (Reflex halves).

ESSENCE

For each point of essence invested in this veil, the energy damage it deals increases by an additional 1d6 and the radius of the effect increases by an additional 5 feet.

CHAKRA BIND (FEET)

Binding this veil to your Feet chakra allows you to activate it as a move action instead of a standard. If you have at least 5 points of essence invested, you may choose to activate it as a swift action instead. In addition, you gain the ability to propel yourself on streams of energy projected from your feet, granting you a fly speed of 5 feet (clumsy). This fly speed increases by 5 feet for each point of essence invested in this veil, and your maneuverability increases by 1 step for every 2 points of essence invested.

ARCHETYPES

ALBEDO

(FIGHTER ARCHETYPE)

LIGHT AND ENERGY REFLECT BRILLIANTLY FROM AN ARMORED FIGURE WHO STANDS IN THE MIDST OF AN ELEMENTAL STORM. FIRE, ICE, AND CASCADING ELECTRICITY BOUNCE OFF OF THE MIRRORED SURFACES OF HER SHINING SHOULDER GUARDS, STRIKING BACK AT THEIR ORIGINATORS.

Weapon and Armor Proficiency: The albedo does not gain proficiency with shields or tower shields.

Trained in Light (Ex): The albedo gains 4 skill points + a number of skill points equal to her Intelligence modifier at each level, instead of the normal 2 skill points + Intelligence modifier at each level. Furthermore, Knowledge (arcana), Knowledge (geography), Knowledge (planes), Perception, and Spellcraft are all class skills for her.

Bonus Feats: Whenever the albedo gains a bonus feat, she may choose any akashic feat in addition to combat feats.

Shining Guardian: At 1st level, the albedo gains the ability to shape the Perihelion Pauldrons veil with a veilweaver level equal to her class level, increases her total veils shaped by 1, and gains a pool of essence equal to 1/3 her class level (minimum 1). Shaping this veil requires 1 hour of quiet contemplation. At 8th level, and again at 14th level, the maximum essence capacity of her Perihelion Pauldrons increases by 1. At 8th level, she gains the ability to bind veils to her Shoulders slot.

This replaces the bonus feats gained at 1st and 8th level.

Reflective Armor (Su): From 7th level on, as long as the albedo has her Perihelion Pauldrons shaped, she may reflect rays targeted at her back at their source as an immediate action. The originator of the ray uses the same attack roll and saving throw DC of the original effect when determining whether and how they are affected by a reflected ray.

This replaces the instance of armor training 2 normally gained at 7th level. The albedo gains armor training 2

at 11th level instead of armor training 3, and armor training 3 at 15th level instead of armor training 4.

Perfect Reflection (Su): Upon reaching 19th level, the albedo gains immunity to one of the following types of damage: acid, cold, fire, electricity, or sonic. She may change the type of energy to which she has immunity between any of the available options as a full-round action.

This replaces armor mastery.

CELESTIAL KNIGHT (CAVALIER ARCHETYPE)

POWERFUL AND CHARISMATIC, CELESTIAL KNIGHTS BELONG TO AN ANCIENT ORDER WHO LEARN THE SECRETS OF MASTERING THE STARS THEMSELVES AND RIDING THEM INTO BATTLE.

Weapon and Armor Proficiency: The celestial knight is not proficient with heavy armor. He is always proficient with the weapon and armor forms of any constellation he can manifest.

Chosen By the Stars (Ex): From 1st level on the celestial knight adds Knowledge (arcana) and Knowledge (planes) to his list of class skills, and gains wild empathy as a druid of his class level.

In addition, as long as the cavalier is adjacent to or mounted on a champion constellation, both he and the champion gain a +1 insight bonus on attack rolls, Reflex saving throws, and on Diplomacy and Handle Animal checks. The cavalier may invest essence into this ability to increase this bonus by an additional +1 per point of essence invested. At 3rd level, 8th level, and again at 15th level, the maximum essence capacity of this ability increases by an additional +1.

This replaces the order class feature and the order ability normally gained at 15th level.

Stellar Steed (Su) : At 1st level, the celestial knight gains the ability to manifest a single constellation's champion form without paying its essence cost. This champion must have an essence cost of 4 or less, and be one he is capable of riding and is serviceable as a mount (typically a quadruped), such as the Bull or Lion. Cavaliers who live in or near primarily aquatic environments may also choose the Fish or other aquatic champions as appropriate. The cavalier's champion is treated as a mount for the purposes of all abilities and

effects that specify the cavalier's mount, and treats the cavalier's levels as zodiac levels when determining its abilities.

At 8th level, the cavalier may choose to replace his champion with one of essence cost 6 or less, though they must still meet all other qualifications.

This replaces the mount class feature.

Essence Pool: At 2nd level every three levels thereafter, the cavalier gains 1 point of essence.

This replaces the expert trainer class feature and the order abilities normally gained at 2nd and 8th level.

Stellar Armaments: At 6th level and every 6 levels thereafter, the celestial knight chooses one constellation other than the one he selected for his champion. He gains the ability to manifest the weapon, armor, or equipment option of that constellation without paying its essence cost. The cavalier must choose a different constellation each time he gains this ability.

This replaces the bonus feats class feature.



PRISM MAGE (WIZARD ARCHETYPE)

"I SEE THE GREEN OF YOUR JEALOUSY,
THE RED OF YOUR HATRED, AND THE
ETERNAL, ICY BLUE OF THE FATE THAT
AWAITS YOU. THE END OF YOUR STORY
IS PAINTED CLEARLY BEFORE MY EYES."
—JONATHAN 'ISH-YASHEE, A PRISM
MAGE, SECONDS BEFORE TRAPPING HIS
ENEMY IN AN UNMELTING PILLAR OF
EVERLASTING ICE.

Prism: At 1st level, the prism mage gains the ability to shape the Aurora Lenses veil with a veilweaver level equal to his class level, increases his total veils shaped by 1, and gains a pool of essence equal to 1/2 his class level (minimum 1). Shaping this veil requires 1 hour of quiet contemplation. At 3rd level and every 7 levels thereafter, the maximum essence capacity of his Aurora Lenses increases by 1. At 8th level, the prism mage gains the ability to bind veils to his Headband slot.

This replaces the arcane school class feature.

Palette Swap (Su) : From 5th level on, whenever the prism mage casts a spell with the acid, cold, fire, electricity, or sonic descriptors which deals damage of that type, he may choose to change the type of damage dealt and the corresponding spell descriptor to that of any energy type he currently has chosen for his Aurora Lenses. For example, a prism mage casting a *fireball* spell who chose the cold descriptor when shaping his Aurora lenses could choose to have his *fireball* deal cold damage instead, changing the spell's descriptor from fire to cold accordingly. This is a free action taken as part of casting the spell. The Spellcraft DC to identify spells modified in this manner increases by 2.

This replaces the bonus feat normally gained at 5th level.

Energy Cycling (Su): Starting at 10th level, whenever the prism mage successfully counters a spell or effect using the counterspelling ability of his Aurora Lenses, he may choose to change the chosen energy or energies of his Aurora Lenses. For example, a prism mage with 3 points of essence invested in his bound Aurora Lenses who chose cold and fire when shaping them could choose to change his chosen energies to electricity and sonic, or cold and sonic, after successfully counterspelling a spell with the cold or fire descriptors.

This replaces the bonus feat normally gained at 10th level.

Energy Reclamation (Su): From 15th level on, whenever the prism mage attempts to counter a spell using his Aurora Lenses and fails, he instantly recovers 1 point of essence burn.

This replaces the bonus feat normally gained at 15th level.

Amplification Lens (Su): Upon reaching 20th level, any spell the prism mage casts with a descriptor matching one of the energy types chosen for his Aurora Lenses is automatically has all variable numeric effects maximized as though it was modified with the Maximize Spell metamagic feat. Whenever the prism mage would take damage from a spell or effect dealing the same type of energy damage as one of his chosen energy types with his Aurora Lenses, he automatically takes the minimal possible damage from the effect (for example, a wizard who would take damage from a *delayed blast fireball* dealing 20d6 damage would only take 20 points of damage from the effect, regardless of the spell's actual damage roll).

This replaces the bonus feat normally gained at 20th level.

FEATS

Included below are new feats for zodiacs, veilweavers, and other characters who practice akashic magic or use an essence pool. Included in this section are feats marked with the akashic descriptor. Akashic feats can often be invested with essence for greater effect, grant additional essence, and can be taken by anyone, though they will usually provide greater benefits to characters with an essence pool. Some akashic feats may not be appropriate as essence receptacles, but provide other benefits dependent on a character's essence pool or other akashic options.

ACCESS HIGHER CHAKRA SLOT

You gain the ability to bind veils to a Higher Chakra, increasing their power and versatility.

Prerequisites: Con 17, character level 17th.

Benefit: When this feat is selected, choose one of the following equipment slots: Neck or Belt. You can now bind a veil to that slot. This does not allow you to bind more than one veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

★ *Neck:* +1 insight bonus on Bluff and Diplomacy checks.

★ *Belt:* +1 insight bonus on Fortitude saves.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new slot.

ACCESS LOW CHAKRA SLOT

You gain the ability to bind veils to a Low Chakra, increasing their power and versatility.

Prerequisites: Con 13, character level 7th.

Benefit: When this feat is selected, choose one of the following slots: Hands, Head, or Feet. You can now bind a veil to that slot. This does not allow you to bind more than one veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

★ *Head:* +1 insight bonus on Will saves.

★ *Feet:* +1 insight bonus on Acrobatics and Stealth checks.

★ *Hands:* +1 insight bonus on Climb and Swim checks.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new slot.

ACCESS MIDDLE CHAKRA SLOT

You open up one of your body's centers of power, allowing you to bind a veil or a magic item to that chakra.

Prerequisites: Con 15, character level 13th.

Benefit: When this feat is selected, choose one of the following equipment slots: Headband, Shoulders, or Wrists. You can now bind a veil to that slot. This does not allow you to bind more than one veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

★ *Wrists:* +2 insight bonus to CMB checks made to disarm or as part of a grapple.

★ *Headband:* +1 insight bonus on Perception and Sense Motive checks

★ *Shoulders:* +1 insight bonus on Reflex saves.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new middle chakra.

AMATEUR ASTROLOGIST [AKASHIC]

You have begun to unlock the secrets of the stars.

Prerequisites: Essence pool of 2 or higher, Knowledge (arcana) 5 ranks, cannot have the constellations class feature.

Benefit: Choose a single constellation. You gain the ability to manifest the weapon, armor, or equipment options of that constellation as a zodiac of your class level, though you cannot manifest its champion form. You must still pay any essence costs to manifest the constellation as normal.

You gain 1 point of essence.

Special: You may take this feat multiple times, choosing a different constellation each time. If you gain the constellations class feature after taking this feat, you

must immediately retrain this feat, exchanging it for any other feat you qualify for.

EXTRA ESSENCE [AKASHIC]

You are better able to harness your personal store of akashic energy.

Prerequisite: Con 13, veilweaver level 1, or ability to manifest a constellation.

Benefit: You gain 1 point of essence. If you are capable of shaping at least 1 veil or manifesting a constellation, you instead gain 2 points of essence.

EXPANDED VEILWEAVING

You can shape more veils at once.

Prerequisite: Shape Veil and no levels in a veilweaving class, or veilweaver level 11.

Benefit: Increase your maximum veils shaped by 1.

Special: Characters who take this feat that do not have levels in a veilweaving class may take it multiple times, but no more than once per 5 Hit Dice they possess. If a character who has taken this feat multiple times later gains levels in a veilweaving class, they must immediately retrain all instances of this feat other than the first to another feat they qualify for.

KING'S CASTLE [AKASHIC, COMBAT, TEAMWORK]

A perfect castle repels all attacks.

Prerequisites: Base attack bonus +3.

Benefit: When an opponent makes a melee attack against an ally with this feat who is no farther away from you than half your land speed, as an immediate action you can move up to half your speed directly towards the ally. This movement provokes attacks of opportunity. As long as you end this movement adjacent to the targeted ally, you may take the attack in their place. The attack is resolved as though you were the original target of the attack, comparing the attack roll to your defenses and dealing damage as appropriate. You may invest essence into this feat, increasing your land speed by 5 feet per point of essence invested.

You gain 1 point of essence.

NOBLE ASTROLOGIST [AKASHIC]

The stars step down from the heavens to fight at your command.

Prerequisites: Amateur Astrologist, essence pool of 3 or higher, Knowledge (arcana) 8 ranks, cannot have the constellations class feature.

Benefit: You gain the ability to manifest the champion option of the constellation you chose with the Amateur Astrologist feat. If you have taken the Amateur Astrologist feat more than once, choose one of your constellations to gain the champion from.

You gain 1 point of essence.

Special: You may take this feat multiple times, choosing a different constellation each time. If you gain the constellations class feature after taking this feat, you must immediately retrain this feat, exchanging it for any other feat you qualify for.

PAWN'S SACRIFICE [AKASHIC, COMBAT]

No war was ever won without casualties.

Prerequisites: Sense Motive 5 ranks, ability to manifest a veil companion or champion constellation.

Benefit: Whenever you have a veil companion or champion constellation you manifested yourself adjacent to you and become the target of an attack, you may attempt a Sense Motive check with a DC equal to the attack roll to anticipate the attack's trajectory and redirect the attack to the champion or companion instead, comparing the attack roll to its AC normally as though it had been the original target of the attack (even if the attack would not normally have been able to reach the champion). You may invest essence into this feat, gaining a +1 insight bonus on Sense Motive checks per point of essence invested.

You gain 1 point of essence.

QUEEN'S KNIGHT [AKASHIC]

No mortal's loyalty can match the constancy of the stars.

Prerequisites: Knowledge (arcana) 5 ranks, ability to manifest a veil companion or champion constellation.

Benefit: As long as you and a veil companion or champion constellation you have manifested are within 60 feet of each other and able to see or hear each other, you both gain a +2 morale bonus on Will saving throws, and your veil companions and champions cannot be compelled to attack or harm you by any means. Charm and compulsion effects still work as normal, but any attempt to command one of your companions or champions to attack you or take any other action that would cause you direct harm automatically fails and grants them a new saving throw (if applicable) against the effect. You may invest essence into this feat, increasing the granted morale bonus to Will saving throws by +1 per point of essence invested.

You gain 1 point of essence.

SHAPE VEIL

You gain the ability to shape a single veil.

Prerequisite: Con 13 or veilweaver level 1, Wis 13 or veilweaving modifier 13.

Benefit: When this feat is selected, choose a veil from any class's veil list. The veil must match one of the following slots: Belt, Body, Chest, Feet, Hands, Head, Headband, Neck, Shoulders, or Wrists. A veil that can be shaped in multiple slots is not eligible to be taken unless both slots are included in this list.

You can shape that veil using the normal veilweaving rules. If you do not have levels in a veilweaving class, you have total veils shaped of 1 and use your Wisdom to determine the DC's and effects of your veil abilities. If you gain any levels in a veilweaving class, your primary veilweaving attribute is determined by that class. Once chosen, the veil granted by this feat can never be changed. Your veilweaver level for this veil is equal to your character level.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose a new veil.

STELLAR STRIKE [AKASHIC, COMBAT]

Your strikes are charged with the destructive power of the stars themselves.

Prerequisites: Base attack bonus +1, ability to manifest a constellation's weapon form.

Benefit: Whenever you are wielding the weapon form of a constellation, you may spend a swift action to release some of the constellation's latent power, dealing an additional 2 points of energy damage of the constellation's element type with all attacks made with it for 1 round. You may invest essence into this feat, increasing the additional energy damage by 2 per point of essence invested.

You gain 1 point of essence.

TRAITS

The following traits are appropriate for zodiacs and other akashic characters.

ARDENT ARMAMENTS (EQUIPMENT)

Your weapons and armor appreciate the care you take with them and are loathe to abandon you.

Benefits: You gain a +1 trait bonus to your CMD against disarm and sunder attempts while wielding a weapon-like veil or a constellation's weapon form.

COMBAT COMPATRIOT (COMBAT)

You are skilled at fighting as part of a group.

Benefits: Whenever you and an ally are adjacent to the same opponent, you gain a +1 trait bonus on all damage rolls made against that opponent.

FLEXIBLE FORMS (MAGIC)

You have learned the secrets of manipulating akashic weaponry, and can reforge such weapons into new and unique shapes.

Benefits: Choose one weapon-like veil or constellation weapon form that grants a specific weapon (such as the cestus granted by the Lion's weapon form). When shaping or manifesting that weapon, you may instead manifest it as one other weapon of the same type (light, one-handed, two-handed, or ranged) with which you are proficient, chosen when you first gain this trait. If the veil or constellation normally allows you to shape or manifest a pair of weapons, you may choose for one or both weapons to take the alternate form granted by this trait each time you shape or manifest them.

PACT MAKER (SOCIAL)

Your time spent dealing with the manifest forms of the constellations or other extra-planar powers has sharpened your negotiation skills and broadened your understanding of existence.

Benefits: You gain a +1 trait bonus to Diplomacy and Knowledge (planes) checks. In addition, Diplomacy and Knowledge (planes) are always class skills for you.

RACES OF THE STARS

AASIMAR

Touched by the heavens, many aasimar are born feeling the call of the stars, their heavenly blood serving as a natural conduit for the power of the constellations. Aasimar typically manage to forge a connection with a constellation at a much younger age than their mortal peers, granting them greater flexibility in how they wield the constellation's power.

Favored Class Bonus: Any champion the aasimar manifests gains a +1/4 bonus to a single saving throw of the aasimar's choice, chosen at the time the champion is manifested.

ELF

There is perhaps no race more in tune with the stars than the elves. Many elven ceremonies take place under starlight, and the long-lived elves feel a natural affinity for the constant and reliable light of the constellations. This deeply ingrained relationship between the elves and the stars, along with the long elven lifespan which grants the elves far more time to study and associate with the constellations, gives elven zodiacs an unusually strong connection to their constellations.

Favored Class Bonus: Champion constellations you manifest gain +1 hit point. Weapon, equipment, and armor constellations you manifest gain +1 hardness.

DWARF

While some dwarves live their entire lives without so much as seeing a star, hidden from the skies in their cavern homes, some dwarves still hear the call. Hearty mountain dwarves whose rocky tors reach towards the heavens, dwarven merchants whose sturdy ships are guided by the ever-constant constellations, and intrepid dwarven scouts who find their way at night by the reliable movements of the stars through the heavens can all hear the voice of the constellations.

Favored Class Bonus: Gain a +1/2 bonus to CMD against bull rush and trip attempts while wearing a constellation's armor form, and a +1/2 bonus to CMD against disarm and sunder attempts while wielding a constellation's weapon form.

GNOME

While most gnomes are more attuned to the earth than the stars in the sky, some still hear the celestial whispers of the constellations. Once a gnome has experienced celestial transcendence, they quickly discover that their natural charisma and heartiness make them natural zodiacs, favoring the lunar orbit due to their small size and slow speed.

Favored Class Bonus: Increase any hit point healing granted to your champion constellations by your veil effects or other akashic abilities by 1 point.

HALFLING

Amiable and ever curious, halflings make natural zodiacs who typically regard their constellations as close friends. Legend says that the first halfling zodiac was a bard with a voice so pure his love songs coaxed the Water Bearer from her place in the heavens. Entranced by the charming troubadour, she accompanied him on all his adventures until the day of his death. From that day on, all halflings have held a special place in the Water Bearer's heart, and it's said she protects their homes and villages from drought and fire.

Favored Class Bonus: Reduce the essence cost to manifest the champion form of the Water Bearer by 1/4 points of essence (this reduction only applies when you can reduce the cost by a full point of essence; for example an 8th level halfling zodiac who took this bonus at every level would only pay an essence cost of 10 to manifest the Water Bearer, but a 7th level zodiac would only reduce the cost by 1 point).

HUMAN

While elves may be the most likely of any race to become a zodiac, humans count the greatest number of zodiacs amongst their population due to the rapid rate at which they reproduce compared to other races and their constant drive to explore and expand the boundaries of their kingdoms.

Favored Class Bonus: Gain +1/5 point of essence.

IFRIT

Ifrits who hear the call of the constellations often see the stars as kindred spirits, bright and aloof. The fire that burns in the heart of every ifrit speaks especially strongly to constellations of fire like the Archer, Lion, and Ram.

Favored Class Bonus: Add 1 point of fire damage to all attacks you make with the weapon form of a fire element constellation, and to the natural attacks and weapons of any fire element champion you manifest.

ORC

The orcish gods are jealous and cruel, and the orcs themselves tend to live short, brutal lives with little room for introspection and stargazing. As such, the orcish zodiacs are exceedingly rare, though half-orcs, orc scouts, and even the occasional orcish watchman or dungeon guard still hear the calls of the stars from time to time.

Favored Class Bonus: Deal 1 additional point of damage with all attacks made with the weapon form of any constellation you have manifested.

OREAD

While their strong connection to the plane of earth makes most oreads more likely to focus on the earth beneath their feet than the skies above their heads, oread zodiacs are not entirely unheard of. Steadfast and reliable, oreads are most likely to associate with earth signs.

Favored Class Bonus: Add 1 point of acid damage to all attacks you make with the weapon form of an earth element constellation, and to the natural attacks and weapons of any earth element champion you manifest.

SYLPH

Beings of the air and sky, sylphs often regard the constellations as friendly neighbors. This oddly informal relationship can lead to sylph zodiacs regarding manifesting a constellation in much the same way a townspeople might regard borrowing a cup of sugar or garden tool. While the staid and grounded earth signs have little patience for the sylphs' flighty nature, they get along famously with air signs.

Favored Class Bonus: Add 1 point of electricity damage to all attacks you make with the weapon form of an air element constellation, and to the natural attacks and weapons of any air element champion you manifest.

UNDINE

Born of the seas and oceans, the undines have a special affinity for the constellations, watching them swim through the heavens the way the undines themselves swim through the waters of the world.

Favored Class Bonus: Add 1 point of cold damage to all attacks you make with the weapon form of a water element constellation, and to the natural attacks and weapons of any water element champion you manifest.

ANIMAL COMPANIONS

BULL, WAR

Source: Orcs

STARTING STATISTICS

Size Medium; Speed 40 ft.; AC +4 natural armor; Attack gore (1d8); Ability Scores Str 15, Dex 14, Con 13, Int 2, Wis 11, Cha 4; SQ low-light vision.

4TH-LEVEL ADVANCEMENT

Size Large; AC +3 natural armor; Attack gore (2d6); Ability Scores Str +8, Dex -2, Con +4; Special Attacks trample.

CAT, BIG

STARTING STATISTICS

Size Medium; Speed 40 ft.; AC +1 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; Special Attacks rake (1d4); Special Qualities low-light vision, scent.

7TH-LEVEL ADVANCEMENT

Size Large; AC +2 natural armor; Attack bite (1d8), 2 claws (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Attacks grab, pounce, rake(1d6).

CRAB, GIANT

STARTING STATISTICS

Size Small; Speed 30 ft., swim 20 ft.; AC +5 natural armor; Attack 2 claws (1d3 plus grab); Ability Scores Str 13, Dex 14, Con 13, Int —, Wis 11, Cha 4; Special Attacks constrict (1d3); Special Qualities aquatic, darkvision, water dependency (survive out of water for 1 hour per point of Con, after which it begins to suffocate as if it were drowning); CMD trip +12.

4TH-LEVEL ADVANCEMENT

Size Medium; Attack 2 claws (1d4 plus grab); Ability Scores Str +2, Dex -2, Con +2; Special Attacks constrict (1d4).

DOLPHIN

STARTING STATISTICS

Size Medium; Speed swim 80 ft.; AC +1 natural armor; Attack slam (1d4); Ability Scores Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, hold breath.

4TH-LEVEL ADVANCEMENT

Ability Scores Str +2, Dex +2, Con +2; Special Qualities blindsight 120 ft.

RAM

STARTING STATISTICS

Size Small; Speed 40 ft.; AC +1 natural; Attack gore (1d3); Ability Scores Str 10, Dex 17, Con 11, Int 2, Wis 14, Cha 7; Special Qualities low-light vision, scent.

4TH-LEVEL ADVANCEMENT

Size Medium; Attack gore (1d4); Ability Scores Str +4, Dex -2, Con +2; Special Attacks powerful charge (1d8); Bonus Feat Improved Bull Rush.

SCORPION, GIANT

STARTING STATISTICS

Size Medium; Speed 40 ft.; AC +1 natural armor; Attack 2 claws (1d4 plus grab) and sting (1d4 plus poison); Ability Scores Str 11, Dex 12, Con 12, Int —, Wis 10, Cha 2; Special Attacks poison (frequency 1 round (6), effect 1 Str damage, cure 1 save, Con-based DC); Special Qualities darkvision, tremorsense 30 ft; CMD trip +12.

7TH-LEVEL ADVANCEMENT

Size Large; AC +3 natural armor; Attack 2 claws (1d6 plus grab) and sting (1d6 plus poison); Ability Scores Str +8, Dex -2, Con +4; Special Attacks poison (frequency 1 round [6], effect 1d2 Str damage, cure 1 save, Con-based DC); Special Qualities tremorsense 60 ft.

SHARK

STARTING STATISTICS

Size Small; **Speed** swim 60 ft.; **AC** +4 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 15, Con 15, Int 1, Wis 12, Cha 2; **Special Qualities** low-light vision, scent.

4TH-LEVEL ADVANCEMENT

Size Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** blindsense 30 ft.

MONSTERS

CAPRICORN

(CR 2)

N Large magical beast (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +6

Aura fear aura (10 ft., DC 14)

DEFENSE

AC 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)

hp 15 (2d10+4)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft., swim 30 ft.

Melee gore +4 (1d6+3), tail slap -1 (1d4+1)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 9, **Con** 15, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +6; **CMD** 15

Feats Endurance

Skills Perception +6, Swim +11; **Racial Modifiers** +8 Swim

SQ amphibious

SPECIAL ABILITIES

Aura of Fear (Su)

Creatures within a capricorn's aura of fear must succeed on a Will saving throw or become panicked. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round and cannot be affected by the capricorn's aura of fear again for 24 hours. The capricorn can suppress or resume this effect as a free action. The save DC is Constitution-based.

DOPPELGANGER**(CR 3)**

This grayish humanoid creature seems almost unfinished, with a narrow head, gaunt limbs, and a sinister, noseless face.

N Medium monstrous humanoid (shapechanger)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)

hp 26 (4d10+4)

Fort +4, **Ref** +5, **Will** +6

Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d8+4)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 13)

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 20

Feats Dodge, Great Fortitude

Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common

SO change shape (*alter self*), perfect copy, mimicry

SPECIAL ABILITIES**Mimicry (Ex)**

A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su)

When a doppelganger uses change shape, it can assume the appearance of specific individuals.

MARID**(CR 9)**

This being resembles a powerful giant with hairless blue-green skin, deep blue eyes, flamboyant eyebrows, and pearlescent teeth.

CN Large outsider (extraplanar, water)

Init +8; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

AC 23, touch 14, flat-footed 18 (+4 Dex, +1 dodge, +9 natural, -1 size)

hp 114 (12d10+48)

Fort +10, **Ref** +12, **Will** +10

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 slams +17 (2d6+6) or mwk trident +18/+13/+8 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks *vortex* (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury

Spell-Like Abilities (CL 12th)

Constant—*detect evil*, *detect good*, *detect magic*, *water walk*

At will—*create water*, *invisibility*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench*

5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*

3/day—*see invisibility*

1/day—*persistent image* (DC 18)

1/year—grant 1 *wish*

STATISTICS

Str 23, **Dex** 19, **Con** 18, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +19; **CMD** 34

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack, Power Attack

Skills Craft (anyone) +17, Diplomacy +18, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +15, Swim +29

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SO change shape (water elemental, humanoid or giant, *alter self*, *elemental body III*, or *giant form I*)

SPECIAL ABILITIES**Water Mastery (Ex)**

A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching

water. If the opponent or the marid is touching the ground, the marid takes a -4 penalty on attack and damage rolls.

Water's Fury (Su)

As a standard action, a marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 20 Reflex save

reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Vortex (Su)

A marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

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1.0A

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