



HYBRID CLASS: GESTRATI



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GESTRATI

“There are three qualities that every individual must have to achieve success: a Monk’s patience, a Warrior’s courage, a Child’s imagination.”

- Sharad Vivek Sagar

“The various lineages of the monkish orders known as gestrati come from the South, from the desert lands where fighting with the hands was useful for skirt-ing the confiscation of weapons by peevish Wazirs... the gestrati took upon the Four Elements in their fighting abilities, but could never become as one with one another, being wrapped up in the conflicts of Gods and Elemental Lords as much as any other afflicted ‘brotherhood’ on our poor, besieged, brave Por-phyra...”

- Traditions of the Southlands V ii, by Ali the Apostate

At some point in the developments of magic and mortal combat, the somatic gestures of spellcasters became one with the mystical strikes of unarmed warriors. Movement fed into movement, somatic blended with martial, and the once fragile reality-warping gestures of spellcasting became sophisticated acts violence, defense, and meditative protection. Gestrati are so named for the threefold gesturing discipline of unarmed combat, casting spells, and forming protective signs called mudras. Emulating the powers and abilities of otherworldly entities, gestrati achieve through discipline an unrivaled form of arcane might. Becoming a gestrati is a matter of aptitude. Not only is the martial training rigorous, a mystical self-awareness is needed to unlock one’s arcane potential. Few gestrati are self-taught. Most receive their training from a teacher, and are in turn expected to continue the lineage from which they strive to draw power and achieve enlightenment.

Role: Gestrati bring the fight to the enemy through a variety of lineage powers, versatile spellcasting, and magic-infused unarmed strikes.

Alignment: Any

Hit Die: d10.

Parent Classes: Unchained Monk and Sorcerer

Table: Gestrati

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+0	+2	+2	AC Bonus, energy strike +1d6, lineage, lineage power, mudra (<i>sanctuary</i>), unarmed strike	—	—	—	—
2nd	+2	+0	+3	+3	Lineage Feat	—	—	—	—
3rd	+3	+1	+3	+3	Ki pool, ki strike (magic)	—	—	—	—
4th	+4	+1	+4	+4	Lineage power, somatic defense, eschew materials	—	—	—	—
5th	+5	+1	+4	+4	Mudra (<i>protection from chaos/evil/good/law</i>)	1	—	—	—
6th	+6/+1	+2	+5	+5	Lineage feat	1	—	—	—
7th	+7/+2	+2	+5	+5	Lineage spell	1	1	—	—
8th	+8/+3	+2	+6	+6	Lineage power	1	1	—	—
9th	+9/+4	+3	+6	+6	Lineage feat	2	1	—	—
10th	+10/+5	+3	+7	+7	Lineage spell, mudra (<i>repulsion</i>)	2	1	1	—
11th	+11/+6/+1	+3	+7	+7	Energy strike +2d6	2	1	1	—
12th	+12/+7/+2	+4	+8	+8	Lineage feat, lineage power	2	2	1	—
13th	+13/+8/+3	+4	+8	+8	Lineage spell	3	2	1	1
14th	+14/+9/+4	+4	+9	+9	Somatic Mastery	3	2	1	1
15th	+15/+10/+5	+5	+9	+9	Lineage feat, mudra (<i>mind blank</i>)	3	2	2	2
16th	+16/+11/+6/+1	+5	+10	+10	Lineage power, lineage spell	3	3	2	
17th	+17/+12/+7/+2	+5	+10	+10	Energy strike (+2d8)	4	3	1	2
18th	+18/+13/+8/+3	+6	+11	+11	Lineage feat	4	3	2	2
19th	+19/+14/+9/+4	+6	+11	+11	Mudra (<i>prismatic sphere</i>)	4	3	3	2
20th	+20/+15/+10/+5	+6	+12	+12	Energy strike (+2d10), lineage power,	4	4	3	2

Starting Wealth: 3d6 × 10 gp (average 90 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The gestrati's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the gestrati.

Weapon and Armor Proficiencies A gestrati is proficient with all simple weapons. He is not proficient with any type of armor or shield. When wearing armor, using a shield, or carrying a medium or heavy load, a gestrati loses his AC bonus, as well as his mudras, energy strike, somatic defense, and somatic mastery abilities.

AC Bonus When unarmored and unencumbered, the gestrati adds his Wisdom bonus (if any) to his AC and CMD. In addition, a gestrati gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four gestrati levels thereafter, up to a maximum of +5 at 20th level.

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

Energy Strike (Su) At 1st level, a gestrati may channel energy through its unarmed strikes as a full-round action. These strikes count as magic for the purpose of overcoming damage reduction and deals an additional 1d6 points of energy damage. When using this ability, the gestrati can add this damage to any combination of attacks with his unarmed strikes and weapons that have the monk special weapon quality (provided he is proficient with the monk weapon he is wielding).

Lastly, instead of using energy strike in melee, the gestrati can project the additional energy from his hands as a ranged touch attack with a maximum range of 10 ft. + 5 ft. per 2 additional gestrati levels. Creatures successfully struck by this ranged attack take the additional energy damage, but not the unarmed strike damage.

The type of this energy damage is chosen at 1st level from the following

choices: acid, cold, electricity, or fire. Once this choice is made, it cannot be changed unless under special circumstances approved by the GM.

This additional damage increases to 2d6 at 11th level, 2d8 at 17th level, and 2d10 at 20th level.

Mudras (Su) Gestrati are able to use mystical hand signs and complex body postures called mudras to ward themselves from harm. When using the total defense action, the gestrati is also affected by a certain spell effect, depending on his level; the gestrati chooses an effect allowed at his level or lower, as he chooses. This ability requires the use of at least one free hand. A gestrati can use this ability a number of times per day equal to his class level + Wisdom modifier. Any appropriate saving throws are based on the effect's spell level and the gestrati's Wisdom modifier.

Mudra of Peaceful Occupation: At 1st level, a gestrati can gain the effects of *sanctuary*.

Mudra of Moral Illumination: At 5th level, a gestrati can gain the effects of *magic circle against chaos/evil/good/law* while making a mudra (choose one according to the gestrati's alignment—once this choice is made, it cannot be changed).

Mudra of Dignified Refusal: At 10th level, a gestrati can gain the effects of *repulsion*.

Mudra of Pure Thought: At 15th level, a gestrati can gain the effects of *mind blank*.

Mudra of Enlightenment: At 20th level, a gestrati can gain the effects of *prismatic sphere*.

Lineages A gestrati lineage is a handed down tradition of arcane martial arts and supernatural powers that emulate the abilities of certain supernatural creatures and animals. In most instances, a lineage is based more on magical emulation rather than actual ancestry. When choosing a lineage, a gestrati's alignment does not restrict his choices. Each lineage is composed of a list of bonus feats, a list of bonus spells learned at certain levels, and other abilities. A gestrati must pick one lineage upon taking his first level of gestrati. Once made, this choice cannot be changed.

The gestrati gains lineage powers at 1st level, 4th level, and every 4 levels thereafter. The lineage powers a gestrati gains are described in his chosen lineage. For all spell-like lineage powers, treat the character's gestrati level as the caster level.

At 2nd, 6th level and every 3 levels thereafter, a gestrati receives one bonus feat chosen from a list specific to each lineage. The gestrati must meet the pre-

requisites for these bonus feats. A gestrati treats his levels as monk levels for the purpose of qualifying for these feats. At 7th, 10th, 13th, and 16th levels, a gestrati learns an additional spell derived from his lineage. These spells are in addition to the number of spells given on *Table: Gestrati*. These spells cannot be exchanged for different spells at higher levels.

A complete list of gestrati lineages is located in the back of this section.

Unarmed Strike (Ex) At 1st level, a gestrati gains Improved Unarmed Strike as a bonus feat. A gestrati's attacks can be with fists, elbows, knees, and feet. This means that a gestrati can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a gestrati striking unarmed. A gestrati can apply his full Strength bonus on damage rolls for all his unarmed strikes. A gestrati's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A gestrati's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage for Small or Large gestrati is listed below.

Level	Small Gestrati Damage	Large Gestrati Damage
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Ki Pool (Su) At 3rd level, a gestrati gains a pool of ki points, supernatural energy he can use to accomplish amazing feats and use his lineage powers. The number of points in a gestrati's ki pool is equal to 1/2 his gestrati level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, all his unarmed strikes always counts as magic for the purpose of damage reduction.

At 7th level, as a swift action, a gestrati can use his ki points to refill a spent spell slot. He must spend a number of ki points equal to the slot's spell level. At 10th level, when delivering a touch spell as part of an unarmed strike, the gestrati can as a free action use a ki point to grant himself an enhancement

bonus equal to the spell's level to the attack roll.

At 16th level, he use a ki point as a free action to increase the DC of a spell he is casting by 2.

By spending 1 point from his ki pool as a swift action, a gestrati can increase the additional energy damage from his energy strike by +1d6 for one round.

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

Somatic Defense (Ex) At 4th level, a gestrati can cause his somatic gestures to become deceptively defensive. As a swift action, the gestrati can spend a ki point to allow him to cast his spells without provoking attacks of opportunity until the start of his next turn. This includes spells that do not normally have somatic components. Making a ranged attack with a spell will still provoke an attack of opportunity.

Eschew Materials At 4th level, the gestrati gains Eschew Materials as a bonus feat.

Spell Casting Beginning at 4th level, a gestrati gains the ability to cast a small number of arcane spells drawn from the gestrati spell list. To learn or cast a spell, a gestrati must have a Wisdom score equal to at least 10 + the spell level. He can cast spells he knows without preparing them ahead of time. The saving throw DC against a gestrati's spell is 10 + the spell level + the gestrati's Wisdom modifier.

Like other spellcasters, a gestrati can cast only a certain number of spells of each level per day. His base daily spell allotment is given on *Table: Gestrati*. In addition, he receives bonus spells per day if he has a high Wisdom score. The gestrati does not need to prepare these spells in advance; he can cast any spell he knows at any time, assuming he hasn't yet used up his allotment of spells per day for the spell's level.

The gestrati's selection of spells is limited. At 4th level, a gestrati knows two 1st-level spells of his choice. A gestrati gains more spells as he increases in level, as indicated on *Table: Gestrati Spells Known*. Unlike spells per day, the number of spells a gestrati knows is not affected by his Wisdom score, but it is affected by any bonus spells he gains from his lineage. At 8th level and every 3 levels thereafter, a gestrati can choose to learn a new spell in place of one he already knows. This swap follows all the same rules as a sorcerer.

Table: Gestrati Spells Known

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

Somatic Mastery (Ex) At 14th level, as long as the gestrati has at least 1 point in his ki pool, he does not provoke attacks of opportunity when casting his spells in melee. This replaces the somatic defense ability gained at 4th level.

LINEAGES

The following is a list of lineages for the gestrati hybrid class.

ABERRANT LINEAGE

You emulate the crawling and gibbering eldritch horrors from unknown spaces. When you use your ki points, this manifests in peculiar and terrifying ways.

Bonus Feats: Combat Reflexes, Great Fortitude, Improved Disarm, Improved Grapple, Improved Initiative, Iron Will, any “Style” feat.

Bonus Spells: *Enlarge person* (7th), *see invisibility* (10th), *displacement* (13th), *black tentacles* (16th).

Staggering Strike (Su) At 1st level, when you confirm a critical hit when making an energy strike, the target must succeed at a Fortitude saving throw or be staggered for 1 round. The DC of this save is equal to 10 + 1/2 your gestrati level + your Wisdom modifier. These effects stack with the Staggering Critical feat; the target must save against each effect individually.

Abnormal Reach (Su) At 4th level, you can use 1 ki point as a swift action to make your limbs elongate. Your reach increases by 5 feet for a number of rounds equal to your Wisdom modifier. This effect lasts for 1 round per gestrati level.

Aberrant Fortitude (Su) At 8th level, you become immune to the sickened and nauseated conditions. This effect lasts as long as you have at least 1 point in your ki pool.

Unusual Anatomy (Su) At 12th level, your internal anatomy shifts and changes. You gain a 50% chance to negate any critical hit or sneak attack that hits you. The damage is instead rolled normally. This effect lasts as long as you have at least 1 point in your ki pool.

Aberrant Resistance (Su) At 16th level, you become immune to disease, exhaustion, fatigue, and poison, and to the staggered condition. This effect lasts as long as you have at least 1 point in your ki pool.

Aberrant Form (Su) At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and you gain a +1 to your AC Bonus. You have these benefits constantly.

ABYSSAL LINEAGE

Generations ago, demons taught your forebears how to defeat their enemies. The horrid killing methods learned in those days are the core of your learning.

Bonus Feats: Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Power Attack, Toughness.

Bonus Spells: *Ray of enfeeblement* (7th), *bull's strength* (10th), *rage* (13th), *stoneskin* (16th).

Demonic Attacks (Su) At 1st level, your unarmed attacks are considered evil-aligned weapons for the purpose of bypassing damage reduction. Furthermore, when you deal damage with an unarmed attack to a good outsider, you deal an additional 1d6 points of damage. This additional damage stacks with effects such as *align weapon*.

Demonic Bulk (Su) At 4th level, you can use a 1 ki point as a swift action to grow one size category larger than your base size (as *enlarge person*) even if you aren't humanoid. This effect lasts for 1 round per gestrati level.

Demon Resistances (Su) At 8th level, you gain resistance 5 to acid, cold, and fire. At 16th level, these resistances increase to 10. This effect lasts as long as you have at least 1 point in your ki pool.

Abyssal Strike (Su) At 12th level, you can use 1 ki point as a swift action to grant yourself a +1 bonus to attack and damage rolls when making an energy strike. At 16th level, this bonus increases to +2. At 20th level, it increases to +3. This effect lasts for 1 round.

Demonic Aura (Su) At 16th level, you can spend 2 ki points as a swift action to exude an aura of fire. The aura is a 5-foot burst centered on you, and deals 2d6 + your Wisdom modifier points of fire damage to creatures that end their turns within it. This effect lasts for 1 round per gestrati level.

Demonic Immunities (Su) At 20th level, you're immune to electricity and poison. You have this benefit constantly.

ARCANÉ LINEAGE

Your forbears were oppressed by powerful wizards and sorcerers. By exploiting the weaknesses and learning the secrets of their former masters, they developed a way of combat to keep them, and you, forever free.

Bonus Feats: Combat Reflexes, Disruptive*, Improved Initiative, Iron Will, Power Attack, Quick Draw, Spellbreaker*, any "Style" feat.

Your gestrati levels count as fighter levels for the purposes of qualifying for any feats marked with an asterisk [*]. This stacks with any levels in fighter you have.

Bonus Spells: *Magic missile* (7th), *invisibility* (10th), *lightning bolt* (13th), *dimension door* (16th).

Disruptive (Su) At 1st level, the DC to cast spells defensively increases by 2 for enemies within your threatened area. This increase stacks with that granted by the Disruptive feat.

Arcane Ki (Sp) At 4th level, by spending 1 ki point as a swift action, you can choose one of the following spells and apply its effects to yourself: *blur*, *protection from arrows*, *resist energy* (choose one energy type), or *spider climb*. These effects last for 1 round per gestrati level.

Greater Arcane Ki (Sp) At 8th level, by using a ki point as a swift action, you can choose to apply the effects of either *displacement* or *haste* to yourself. This is in addition to arcane ki, and otherwise works as that ability.

Caster's Bane (Su) At 12th level, if you successfully save against a harmful arcane spell that is 6th level or higher, you gain 1 temporary ki point. This ki point must be used within 1 minute, or else be lost.

True Arcane Ki (Sp) At 16th level, by spending 2 ki points as a swift action, you can choose one of the following spells and apply its effects to yourself: *beast shape IV* (choose a creature your size or larger only), *form of the dragon I*, or *transformation*. This is in addition to arcane ki and greater arcane ki, and otherwise works as those abilities.

Caster's Bane (Ex) At 20th level, spellcasters with a caster level lower than your gestrati level always provoke attacks of opportunity within your threatened area, even when casting defensively. You have this ability constantly.

CELESTIAL LINEAGE

It is written that your forbears witnessed the wars in Heaven and lent aid to the angelic hosts. Once recruited, they received specialized training to become honorary angels.

Bonus Feats: Dodge, Improved Initiative, Iron Will, Mobility, Mounted Combat, Ride-By Attack, Weapon Focus, any “Style” feat.

Bonus Spells: *Bless* (7th), *resist energy* (10th), *heroism* (13th), *holy smite* (16th).

Angelic Attacks (Su) At 1st level, your unarmed attacks are considered good-aligned weapons for the purpose of bypassing damage reduction. Furthermore, when you deal damage with an unarmed attack to an evil outsider, you deal an additional 1d6 points of damage. This additional damage stacks with effects such as *align weapon*.

Celestial Resistances (Ex) At 4th level, you gain resistance 5 to acid and cold. At 12th level, these resistances increase to 10. This effect lasts as long as you have at least 1 point in your ki pool.

Conviction (Su) At 8th level, as a free action once per round can use 1 ki point to reroll one ability check, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the GM reveals the results. You must take the second result, even if it's worse.

Wings of Heaven (Su) At 12th level, you can use 1 ki point to sprout feathery wings and fly with a speed of 60 feet and good maneuverability. At 20th level, your fly speed increases to 80 feet. This effect lasts for 1 round per gestrati level.

Angelic Protection (Su) At 16th level, you gain a +4 deflection bonus to AC and a +4 resistance bonus on saving throws against attacks made or effects created by evil creatures. In addition, you are affected as if subject to a (i) protection from evil spell. This effect cannot be dispelled. This effect lasts as

long as you have at least 1 point in your ki pool.

Ascension (Su) At 20th level, you become infused with the power of the heavens. You gain immunity to acid, cold, and petrification. You also gain resistance 10 to electricity and fire, as well as a +4 racial bonus on saving throws against poison. You have these benefits constantly.

DESTINED LINEAGE

Fate places destined warriors in certain places at certain times. This lineage prepares those meant for such crucial points in history.

Bonus Feats: Diehard, Endurance, Improved Initiative, Intimidating Prowess, Leadership, Lightning Reflexes, Weapon Focus, any “Style” feat.

Bonus Spells: *Shield* (7th), *blur* (10th), *protection from energy* (13th), *freedom of movement* (16th).

Destined Strike (Su) At 1st level, as a free action up to three times per day you can grant yourself an insight bonus equal to 1/2 your gestrati level (minimum 1) on one unarmed attack. At 12th level, you can use this ability up to five times per day.

Fated Gestrati (Su) At 4th level, you can use 1 ki point as a swift action to gain a +1 luck bonus to AC and on saving throws. At 8th level and every 4 levels thereafter, this bonus increases by 1 (to a maximum of +5 at 20th level). This effect lasts for 1 round per gestrati level.

Certain Strike (Su) At 8th level, you may use 1 ki point as a free action to reroll an attack roll. You must decide to use this ability after the die is rolled, but before the GM reveals the results. You must take the second result, even if it's worse.

Defy Death (Su) At 12th level, as long as you have at least 2 points in your ki pool, when an attack or spell that deals damage would result in your death, you can attempt a DC 20 Fortitude save. If you succeed, you are instead reduced to 1 hit point; if you succeed and already have less than 1 hit point, you instead take no damage.

Unstoppable (Su) At 16th level, you can spend 1 ki point as an immediate

action to automatically confirm a critical hit on a single critical threat you score. As long as you have at least 2 points in your ki pool, any critical threats made against you confirm only if the second roll results in a natural 20 (or is automatically confirmed).

Victory or Death (Su) At 20th level, you are immune to paralysis and petrification, as well as to the stunned, dazed, and staggered conditions. You have these benefits constantly.

DRAGON LINEAGE

Dragons have long been associated with the martial arts and elemental magic. You are a dragon by nurture, if not by nature.

Bonus Feats: Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Fly), Toughness, any “Style” feat.

Bonus Spells: *Shield* (7th), *resist energy* (10th), *fly* (13th), *fear* (16th).

At 1st level, you must select one of the chromatic or metallic dragon types. Once chosen, this cannot be changed. A number of your lineage powers deal damage and grant resistances based on your dragon type, as noted below.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Draconic Blows (Su) At 1st level, your unarmed strikes deal 1 additional point of damage of your energy type, plus 1 additional point at 4th, 8th, 12th, 16th, and 20 level.

Draconic Resistance (Ex) At 4th level, you gain resistance 5 against your energy type and a +1 natural armor bonus to AC. At 8th level, your energy resistance increases to 10 and your natural armor bonus increases to +2. At 16th level, your natural armor bonus increases to +4. This effect lasts as long as you have at least 1 point in your ki pool.

Breath Weapon (Su) At 8th level, you can use 2 ki points as a full round action to make a breath weapon special attack. This breath weapon deals 1d6 points of damage of your energy type per gestrati level. Those caught in the area of the breath can attempt a Reflex saving throw for half damage. The DC of this save is equal to 10 + 1/2 your gestrati level + your Constitution modifier. The shape of the breath weapon depends on your dragon type (as indicated on the above table).

Dragon Wings (Su) At 12th level, you can use 1 ki point to sprout leathery wings and fly with a speed of 60 feet and good maneuverability. At 20th level, your fly speed increases to 80 feet. This effect lasts for 1 round per gestrati level.

Dragon Form (Su) At 16th level, you can use 2 ki points as a swift action to take the form of your chosen dragon type (as *form of the dragon II*, but with average or good maneuverability, as you would gain from the dragon wings lineage power above). This effect lasts for 1 round per gestrati level.

Power of Wyrms (Su) At 20th level, you gain immunity to paralysis, sleep, and damage from your energy type. You also gain blindsense with a range of 60 feet. You have these benefits constantly.

ELEMENTAL LINEAGE

Focusing on the virtues of a single aspect of nature, your primal fighting style erupts with elemental fury.

Bonus Feats: Cleave, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus, any “Style” feat.

Bonus Spells: *Burning hands** (7th), *scorching ray** (10th), *protection from energy* (13th), *elemental body I* (16th).

Spells marked with an asterisk [*] always deal a type of energy damage determined by your element, regardless of the spell’s normal effects. In addition,

the subtype of these spells changes to match the energy type of your element.)

At first level, you must select an element: air, earth, fire, or water. Once chosen, this cannot be changed. A number of your abilities deal damage and grant resistances based on your element, as noted below.

Element	Energy Type	Elemental Movement
Air	Electricity	Fly 60 feet (good)
Earth	Acid	Burrow 30 feet
Fire	Fire	+30 feet base land speed
Water	Cold	Swim 60 feet

Elemental Fists (Su) At 1st level, three times a day as a swift action you can imbue your unarmed attacks with elemental energy. For 1 round, your unarmed attacks deal 1d6 points of additional damage of your energy type. This stacks with the additional energy damage dealt in an energy strike. At 8th level, you can use this ability up to five times per day. At 20th level, all your unarmed attacks deal this damage, and this ability no longer requires a swift action to activate.

Elemental Resistance (Ex) At 4th level, you gain energy resistance 10 against your energy type. This effect lasts as long as you have at least 1 point in your ki pool.

Elemental Movement (Su) At 8th level, you can use 1 ki point as a swift action to gain a special movement type or bonus based on your chosen element, as indicated on the above table.

Power of the Elements (Su) At 12th level, the energy damage done by your elemental strikes lineage ability bypasses resistance to that energy type, and still deals half damage to creatures with immunity to energy of that type.

Elemental Form (Su) At 16th level, you can use 2 ki points as a swift action to an elemental form as *elemental body IV*. This effect lasts for 1 round per gestrati level.

Elemental Body (Su) At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage from your energy type. You have this benefit constantly.

FEY LINEAGE

The fey inhabit the wild and not-so-wild fields and forests of the world. You have adopted the capricious habits of the fey to achieve aesthetic liberation.

Bonus Feats: Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Step Up, Intimidating Prowess, any “Style” feat.

Bonus Spells: *Entangle* (7th), *hideous laughter* (10th), *haste* (13th), *confusion* (16th).

Confusing Critical (Su) At 1st level, fey power courses through your attacks. Each time you confirm a critical hit, the target must succeed at a Will saving throw or be confused for 1 round. The DC of this save is equal to 10 + 1/2 your gestrati level + your Constitution modifier. This is a mind-affecting compulsion effect.

Leaping Charger (Su) At 4th level, you are able to leap over overgrowth and similar impediments with ease while charging. When you charge, you can use 1 ki point as part of a movement action to ignore difficult terrain (but not other creatures). You can move through it at normal speed, and it does not impede your charge. This effect lasts for 1 round per gestrati level.

Blurring Movement (Su) At 8th level, you can use 1 ki point as part of a move action to become a blur of motion when you move. As long as you move at least 10 feet, you gain the effects of *blur*. This effect lasts for 1 round per gestrati level.

Quickling (Sp) At 12th level, you can use 1 ki point as a swift action to gain the effects of *haste*. This effect lasts for 1 round per gestrati level.

One with Nature (Su) At 16th level, creatures of the animal or plant types don't attack you unless compelled to do so by magic or you attack them first. You can use 1 ki points as part of a swift action to transport yourself from one tree to another tree, as tree stride with half the transport range. Moving from one tree to another in this manner is a move action.

Fury of the Fey (Su) At 20th level, you can use 1 ki point as a swift action to grant your unarmed attacks the bane ability against one creature type. This ability doesn't stack with other forms of bane. This effect lasts for 1 round per

gestrati level.

INFERNAL LINEAGE

Long ago, the founder of your lineage sold their soul to infernal devils in exchange for power, a power now passed down unto you.

Bonus Feats: Blind-Fight, Combat Reflexes, Deceitful, Improved Disarm, Improved Sunder, Intimidating Prowess, Iron Will, any “Style” feat.

Bonus Spells: *Protection from good* (7th), *scorching ray* (10th), *suggestion* (13th), *fire shield* (16th).

Hellfire Strike (Su) At 1st level, as a swift action up to three times a day you can infuse your unarmed attacks with hellfire. When you do, your unarmed attacks gain the flaming weapon special ability for 1 round. At 12th level, you can use this ability five times per day, and the effect is treated as flaming burst.

Infernal Resistance (Ex) At 4th level, you gain fire resistance 5, as well as a +2 bonus on saving throws against poison. At 8th level, your fire resistance increases to 10, and the bonus on saving throws against poison increases to +4. This effect lasts as long as you have at least 1 point in your ki pool.

Diabolical Arrogance (Su) At 8th level, you gain a +4 bonus on saving throws against enchantment and fear effects. This effect lasts as long as you have at least 1 point in your ki pool.

Dark Wings (Su) At 12th level, you can use 1 ki point to sprout bat-like wings and fly with a speed of 60 feet and good maneuverability. At 20th level, your fly speed increases to 80 feet. This effect lasts for 1 round per gestrati level.

Hellfire Charge (Su) At 16th level, when you charge the attack you make at the end of the charge gains the benefit of your hellfire strike without expending a use of it. If you already have hellfire strike active, the fire damage ignores fire resistance of 10 or lower. You must have at least 2 points in your ki pool to use this ability.

Fiend of the Pit (Su) At 20th level, you gain immunity to fire and poison.

You also gain resistance 10 to acid and cold, and gain the see in darkness ability. You have these benefits constantly.

UNDEAD LINEAGE

Cursed by a vampire, mummy, or other powerful undead, only by tasting death in your magic can you transcend the flesh.

Bonus Feats: Diehard, Dodge, Endurance, Intimidating Prowess, Iron Will, Mobility, Toughness, any “Style” feat.

Bonus Spells: *Chill touch* (7th), *false life* (10th), *vampiric touch* (13th), *energization* (16th).

Frightful Charge (Su) At 1st level, when you hit a creature with a charge attack, that creature becomes shaken for a number of rounds equal to 1/2 your gestrati level (minimum 1). This effect does not cause an existing shaken or frightened condition (from this ability or another source) to turn into frightened or panicked. This is a mind-affecting fear effect.

Ghost Strike (Su) At 4th level, you can use 1 ki point as a swift action to grant your unarmed attacks the *ghost touch* weapon special ability. This effect lasts for 1 round per gestrati level.

Death's Gift (Su) At 8th level, you gain cold resistance 10, as well as DR 10/— against nonlethal damage. This effect lasts as long as you have at least 1 point in your ki pool.

Frightful Strikes (Su) At 12th level, as a swift action you can use 1 ki point to empower your unarmed attacks with fear. For 1 round, creatures you hit with your unarmed attacks become shaken. Creatures who are already shaken become frightened. At 16th level, those who are already frightened become panicked. This is a mind-affecting fear effect.

Incorporeal Gestrati (Su) At 16th level, you can use 2 ki points as a swift action to become incorporeal. You take only half damage from magic corporeal sources, and you take no damage from non-magic weapons and objects. Your attacks deal damage as normal due to your ghost strike lineage power. This effect lasts for 1 round per gestrati level.

One Foot in the Grave (Ex) At 20th level, you gain immunity to cold, nonlethal damage, paralysis, and sleep. Unintelligent undead don't notice you unless you attack them. You gain a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead. You have these benefits constantly.

GESTRATI SPELLS

Gestrati gain access to the following spells.

1st-Level Gestrati Spells—*burning hands, chill touch, color spray, corrosive touch, enlarge person, expeditious retreat, feather fall, flare burst, floating disk, frostbite, grease, hydraulic push, jump, magic missile, magic weapon, mount, obscuring mist, reduce person, shield, shocking grasp, silent image, stone fist, true strike, unseen servant, vanish.*

2nd-Level Gestrati Spells—*acid arrow, alter self, bear's endurance, blood transcription, blur, bull's strength, burning gaze, cat's grace, darkness, defensive shock, elemental touch, fire breath, flaming sphere, fog cloud, frigid touch, glitterdust, gust of wind, invisibility, levitate, minor image, mirror image, pyrotechnics, shatter, spider climb, stone call, web.*

3rd-Level Gestrati Spells—*aqueous orb, arcane sight, beast shape I, blink, cloak of winds, daylight, dispel magic, displacement, elemental aura, fireball, flame arrow, fly, force hook charge, force punch, gaseous form, haste, hydraulic torrent, keen edge, lightning bolt, magic weapon (greater), major image, monstrous physique I, phantom steed, sleet storm, slow, stinking cloud, undead anatomy I, vampiric touch, versatile weapon, water breathing, wind wall.*

4th-Level Gestrati Spells—*arcana theft, ball lightning, beast shape II, black tentacles, detonate, dimension door, dragon's breath, elemental body I, enlarge person (mass), fire shield, firefall, ice storm, invisibility (greater), monstrous physique II, phantasmal killer, reduce person (mass), river of wind, shout, solid fog, stone-skin, vermin shape I, wall of fire, wall of ice, wall of sound.*

ARCHETYPES

The following archetypes are for the gestrati hybrid class.

ANOMALOUS PRODIGY

These strange scrappers are a self-taught breed of gestrati, deriving their powers purely from themselves, rather than some arcane tradition. Some say that they were born under a particular cosmic alignment of celestial bodies, and all are exactly the same age...

Without Lineage Anomalous prodigies do not possess a lineage, and therefore do not gain lineage powers, lineage bonus spells, or lineage bonus feats.

Inspiring Fist (Ex) At 1st level, whenever an anomalous prodigy confirms a critical hit with an unarmed strike or monk weapon, he deals an additional amount of damage equal to his Wisdom bonus.

This replaces the lineage power gain at 1st level.

Bonus Feats At 2nd, 6th level and every 3 levels thereafter, an anomalous prodigy receives a bonus feat. This bonus feat must be a style feat, the Extra Ki feat, or a metamagic feat. The anomalous prodigy must meet the prerequisites to select these feats.

This replaces the lineage bonus feats.

Ki Pool (Su) At 3rd level, the number of points in an anomalous prodigy's ki pool is equal to his gestrati level + his Wisdom modifier.

This alters the ki pool class feature and replaces the lineage powers gained at 4th, 8th, 12th, and 16th level.

Anomalous Spells Starting at 7th level, an anomalous prodigy learns one new spell drawn from the bloodrager, magus, or wizard spell list. This spell must be of a level he can cast. He learns another such spell at 10th, 13th, and 16th level.

This replaces all lineage spells.

Cosmic Anomaly (Su) Upon reaching 20th level, whenever an anomalous prodigy successfully saves against a harmful spell or spell like effect, he can at the start of his next turn cast this same spell by spending a number of ki points equal to the spell's level, using his class level as his caster level.

This replaces the lineage power gained at 20th level.

YOGIC PACIFIST

Seeking balance in all things, a yogic pacifist is not strictly so, they can strike enemies of balance and harmonic behaviour, but their teachings encourage letting the violent come to their own swift end. They employ mudras to great effect, appearing as serene statues on the chaotic field of battle.

Alignment: Yogic pacifists must be lawful neutral or true neutral in alignment. If they behave in a manner that does not support balance, they lose their mudra ability and cannot cast spells, but retain all other gestrati abilities until they have *atoned* for their misdeeds.

Skills: Yogic pacifists do not have Intimidate as a class skill.

Empowered Mudras: Yogic pacifists add +2 to the DC of any saving throw required by a mudra that they are using. This bonus increases to +4 at 11th level.

Harmonic Magic: Yogic pacifists remove all evocation and illusion spells from the gestrati spell list, and replace them with a like amount of abjuration and divination spells from the wizard spell list, thus customizing and changing the gestrati spell list. At 1st level, a yogic pacifist gains one cantrip from the list below, adding an additional cantrip per level until all available cantrips are known at 7th level. The available cantrips are: *detect magic*, *detect poison*, *mage hand*, *mending*, *message*, *open/close*, and *resistance*.

Pacify (Ex): To strike another in anger is undesirable, and to strike another should only be to stop them from oppressing those who are obeying the laws of the balance. When using a full-attack action to strike another, a yogic pacifist does an additional 1d8 non-lethal damage; this only applies to melee strikes. The non-lethal damage inflicted by the ability increases to 2d8 at 11th level, 2d10 at 17th level, and 2d12 at 20th level.

This replaces energy strike.

Pearls of Wisdom: A yogic pacifist may make use of the following magic items as if they were a cleric: *candles of invocation*, *incense of meditation*, *pearls of power*, and *prayer beads*.

FEATS

The following feats are available to the gestrati hybrid class.

Arcane Spell Dabbler

You learn spells from other spellcasters.

Prerequisites: 1st-level gestrati

Benefit: You can select a bloodrager, magus, or sorcerer spells and add it to your list of spells known. These spells must be of a level that you can cast. You can take this feat multiple times. Its effects stack. Each time you take this feat, you can select another such spell and add it to your list of spells known.

Ki Escape

You gain ki whenever you escape dangerous magic.

Prerequisites: 7th-level gestrati

Benefit: Whenever you successfully save against a harmful spell, and spell's level is at least half your gestrati level or higher, you gain one temporary ki point. This ki point is lost if not used within one minute.

Magical Posturing

If you contort your body painfully enough, magical postures can replace words.

Prerequisites: Eschew Materials, Silent Spell, Dex 13

Benefit: You can take an amount of Dexterity ability damage equal to the spell's level, to modify that spell you cast with Silent Spell but not increase the level slot or the casting time.

Mudra Master

The pain of the pose transposes into a purity of aggressive direction.

Prerequisites: Agile Maneuvers, Combat Reflexes

Benefit: You may make attacks of opportunity while engaged in a mudra.

Spell Ki

You learn to turn your spell energy into ki.

Prerequisites: 7th-level Gestrati

Benefit: As a swift action, you can empty one unused spell slot to grant yourself a number of temporary ki points equal to the spell level. These ki points disappear after 1 minute.

FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have gestrati as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: Add +1/3 to the gestrati's ki pool.

Anpur: Add +1 daily use of a mudra the gestrati is capable of using.

Avoodim: Add +1/3 to the gestrati's ki pool.

Catfolk: Add 1 foot to the gestrati's base speed. In combat, this only has an effect for every five increases in base speed.

Dhampir: Add + ½ to Intimidate and Sense Motive.

Dhosari: Add +1/3 to the gestrati's AC bonus class ability.

Dragonblood: Add +1/3 to the gestrati's ki pool.

Drow: Add ¼ to the gestrati's spell effective class level when determining the power of his gestrati lineage powers.

Dwarf: Add +1/3 to the gestrati's AC bonus class ability.

Elf: Add ¼ to the gestrati's spell effective class level when determining the power of his gestrati lineage powers.

Erkuna: Add ¼ to the gestrati's spell effective class level when determining the power of his gestrati lineage powers.

Eventual: Add +1 daily use of a mudra the gestrati is capable of using.

Fetchling: Add +1/3 to the gestrati's ki pool.

Gnome: Add +1 daily use of a mudra the gestrati is capable of using.

Goblin: Add 1 foot to the gestrati's base speed. In combat, this only has an effect for every five increases in base speed.

Halfling: Add 1 foot to the gestrati's base speed. In combat, this only has an effect for every five increases in base speed.

Half-Elf: Add ¼ to the gestrati's spell effective class level when determining the power of his gestrati lineage powers.

Half-Giant: Add + ½ to Intimidate and Sense Motive checks.

Half-Human: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Half-Orc: Add +1/3 to the gestrati's AC bonus class ability.

Half-Rakshasa: Add ¼ to the gestrati's spell effective class level when determining the power of his gestrati lineage powers.

Hobgoblin: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Human: Add + ¼ point of damage to energy strike.

Ifrit: Add + ¼ point of damage to energy strike.

Ith'n Ya'roo: Add +1/3 to the gestrati's AC bonus class ability.

Kitsune: Add +1 daily use of a mudra the gestrati is capable of using.

Kobold: Add + ¼ to the gestrati's spell effective class when determining the power of his gestrati lineage powers.

Kripar: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Orc: Add + ¼ point of damage to energy strike.

Oread: + ¼ point of damage to energy strike.

Polkan: Add + ½ to Intimidate and Sense Motive checks.

Qit'ar: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Ratfolk: Add 1 foot to the gestrati's base speed. In combat, this only has an effect for every five increases in base speed.

Sylph: Add + ¼ point of damage to energy strike.

Tengu: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Tiefling: Add + ½ to Intimidate and Sense Motive checks.

Undine: Add + ¼ point of damage to energy strike.

Xesa: Add +1 daily use of a mudra the gestrati is capable of using.

Zendiqi: Add + ¼ point of damage to energy strike.

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