





HS

Rite Publishing Presents

ARCHETYPES OF THE

HTRO . JJACK



Rite Publishing Presents

Archetypes of the Jade Oath

Jade Mandarin (Original Concept): Frank Carr Enlightened Scholars (Designers): Frank Carr and Timothy Wallace Imperial Gardeners (Editors): Bill Collins and Thilo Graf Gwai Liao (Developers): Bill Collins and Steven D. Russell Sun Tzu (Front Cover Artist): Hugo Solis Infernal Scholars (Interior Artists): Hugo Solis, Wayne Anthony Reynolds, James "Devin Night" Hazelett, and Claudia Burgos Royal Death Blossom (Layout): Steven D. Russell Lowly Farm Peasant (Publisher): Steven D. Russell

Special Thanks to the Patrons: Anthony Stamper, Andrew Harris, Benjamin Stowell, Brian Hittepole,
Charles Myers, Chris Cummings, Clay Fleischer, Colin Staron, Dave Paul, Dan Brainerd, Daniel Gago Prieto,
Daniel Wolf, Ed Healy, Elizabeth Courts, Geoff Nelson, Hans Cummings, Heiko Chodura, James Bolton,
James Dyer, Jason Aschberger, Jeff Dains, Joe Mucchiello, John Tanzini, Jonathan Barany, Josh Boys,
Joshua Helmstette, Justin Sluder, Kevin MacKay, Kevin Patterson, Kevin Reynolds, Konstantin Dika, Kristian
Hartmann, Lee McKinney, Mark Shocklee, Mats Ondin, Matthew Broodie-Stewart, Matthew Kaiser,
Monte Cook, Olivier Darles, Oliver von Spreckelsen, Paul Aitken, Rick Blair, Raquel Barroso Gómez,
Rich Heidebrecht, Riley Williams II, Robert Lawrence, Robert N. Emerson, Rone Barton, Savan Gupta,
Scott Wiker, Sean Silva-Miramon, Stewart Williams, Trent Revis, Warner Smith, and Wolfgang Baur.

Dedication: to THE PATRONS

for your patience.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Archetypes of the Jade Oath © 2011 Frank Carr; Images, logos and layout Copyright © 2010 Steven D. Russell; Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Archetypes of the Jade Oath

One day a Zen master and his disciple were walking through a field. Suddenly, a pheasant, startled by their passage, arose in flight and flew clumsily into a thicket.

Seeking to impress his master with his powers of observation, the student said with youthful wisdom,

"Birds are so weak and defenseless." In reply, the Zen master rapped the student sharply across the shins with his staff. "Fly," he commanded.

– Traditional Zen koan

This document presents new archetypes for the barbarian core class, the cavalier, monk and witch base classes. When a character selects a class, he must choose to use the standard class features found in the *Core Rulebook* or the *Advanced Player's Guide* or those listed in one of the archetypes here. When an archetype includes multiple class features, a character must take all of them. All of the other class features found in the original class features remained unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

Barbarian

"Love me, love my dog." - Ancient proverb

Spirits can be found everywhere and within every creature and object. Barbarians serve the most powerful of these spirits and revere the qualities they represent. These totem spirits represent not only an animal, but the positive and negative traits we find within ourselves. A tiger totem barbarian respects the tiger's strength, ferocity, and arrogance. A barbarian that serves the monkey in the Lands of the Jade Oath is reverent of the animal, and its legend and all the qualities it represents: the cleverness, curiosity, and skill of the Monkey King.

Presented below are a number of new rage powers to help you customize your barbarian, as well as a new barbarian archetype, the totem pactmaster, which includes a number of suggested rage powers that, while not mandatory, work to flesh out the character concept. Rage powers marked with an asterisk (*) can be found in the *Pathfinder RPG Core Rulebook*.

Rage Powers (Ex):

The following new rage powers can be taken by any barbarian that meets the prerequisites. Totem rage powers

grant powers in a theme. A barbarian cannot select from more than one group of totem rage powers.

Centipede Totem (Su): While raging, the barbarian gains a climb speed equal to half of his base speed. If the barbarian chooses an accelerated climb, he can move at full speed (instead of at half speed) while making a single Climb check at a -5 penalty. He can make a vertical charge attack against an opponent. A barbarian must have the lesser centipede totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Centipede Totem, Greater (Su): While raging, the barbarian grows voracious mandibles, gaining a bite attack. This attack is a primary attack (unless she is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (-5 if it is a secondary attack). The bite attack deals 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack) and inflicts his target with centipede poison (DC 12 + 1/2 his barbarian levels + his Constitution modifier). A barbarian must have the centipede totem rage power to select this rage power.

Centipede Poison (Ex): Bite—injury; save Fort; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save.

Centipede Totem, Lesser (Su): While raging, the barbarian gains a +1 natural armor bonus to AC and a +1 resistance bonus mind-affecting effects. This bonus increases by +1 for each centipede totem rage power he possesses.

Elephant Totem (Su): While raging, the barbarian functions as if he was one size category larger in the following ways: he gains a +1 size modifier to his Combat Maneuver Bonus and Combat Maneuver Defense, he is considered one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him, and he can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this rage power stack with the effects of powers, abilities and spells that change the subject's size category. A barbarian must have the lesser elephant totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Elephant Totem, Greater (Su): While raging, the barbarian gains the trample special attack (see *Bestiary*, page 305) and is treated as one size category larger when determining who he can trample. The trample attack deals 2d6 damage (2d4 if Small) plus 1-1/2 times the barbarians Strength modifier and has a Reflex save (DC 10 + 1/2 his barbarian level + his Str modifier) to take half damage. A barbarian must have the elephant totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Elephant Totem, Lesser (Su): While raging, the barbarian grows a pair of large tusks, gaining a gore attack.



This attack is a primary attack (unless he is also attacking with weapons, in which case it is a secondary attack) and is made at the barbarian's full base attack bonus (-5 if it is a secondary attack). The gore attack deals 1d8 points of piercing damage (1d6 if Small) plus the barbarian's Strength modifier (1/2 if it is a secondary attack).

Ferocious Companion (Ex): While raging, the barbarian's animal companion also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is adjacent to it. While his animal companion is raging in this way, he must spend one additional round of rage per round. He can elect not to pay this cost, in which case his animal companion does not rage. A barbarian must have the Totem Pact class ability to select this rage power.

Ferocious Companion, Greater (Ex): While raging, barbarian's animal companion gains the benefits of any rage powers that are constant in effect when the barbarian is raging as long as the barbarian is within 10 feet of it. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. A barbarian must have the ferocious animal companion rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

Horse Totem (Su): While raging, the barbarian's gains the powerful charge special attack (see *Bestiary*, page 303). The powerful charge attack deals twice the normal damage for whatever weapon the barbarian is wielding plus twice the barbarian's Str modifier (i.e. A barbarian wielding a

greatsword with a Strength of 18 would deal 4d6+8 damage). A barbarian must have the lesser horse totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Horse Totem, Greater (Su): While raging, the barbarian gains the rear kick special attack (see New Special Attack: Rear Kick sidebar). The rear kick attack deals 2d6 damage (2d4 if Small) plus 2 times the barbarian's Strength modifier. A barbarian must have the horse totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Horse Totem, Lesser (Su): While raging, the barbarian gains the benefit of the Run feat. If he already has the Run feat, then he instead moves six times his normal speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or five times his normal speed (if wearing heavy armor or carrying a heavy load).

Mantis Totem (Su): While raging, the barbarian gains the lunge special attack (see *Bestiary*, page 200). The attack deals the same amount of damage as his claw attacks (see *lesser mantis totem* rage power below). In addition, the barbarian is now treated as if he were one category larger when using the grab special attack. A barbarian must have the lesser mantis totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Mantis Totem, Greater (Su): While raging, the barbarian becomes single-minded in his fury. He gains immunity to all mind-affecting effects. A barbarian must have the mantis totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Mantis Totem, Lesser (Su): While raging, the barbarian's forearms elongate into claws and he gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier. In addition, the barbarian gains the grab special attack (see *Bestiary*, page 301) with his claws.

Monkey Totem (Su): While raging, the barbarian gains the benefit of the Improved Dirty Trick feat (see Advanced Player's Guide, page 162). If he already has the Improved Steal feat, he instead gains the benefit of the Greater Dirty Trick feat (see Advanced Player's Guide, page 161). A barbarian must have the lesser monkey totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Monkey Totem, Greater (Su): While raging, the barbarian gains the benefit of evasion and improved evasion. These abilities function just like the rogue class abilities of the same names. A barbarian must have the monkey totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Monkey Totem, Lesser (Su): While raging, the barbarian gains the benefit of the Improved Steal feat (see Advanced Player's Guide, page 163). If he already has the Improved Steal feat, he instead gains the benefit of the Greater Steal feat (see Advanced Player's Guide, page 162).

Rear Kick (Ex): Once per round, a creature with this special attack may perform a combat maneuver as part of an attack of opportunity against a flanking opponent who has just made an attack against the creature, whether or not the opponent's attack is successful. If the combat maneuver is successful, the opponent takes damage equal to the damage of the creature's primary attack plus 1-1/2 times the creature's Str modifier, is thrown straight back for 5 feet per every 2 points of the creature's Str modifier (round down), and lands prone. If an object impedes the opponent's flight, it instead takes an additional amount of damage equal to the creature's primary attack plus the hardness of the object that blocked it and lands prone.

Format: rear kick (hoof, 1d6+6); *Location:* Special Attacks.

Tiger Totem (Su): While raging, the barbarian gains a bite attack. The bit deals 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier. In addition, the barbarian gains the pounce special attack (see *Bestiary*, page 302). A barbarian must have the lesser tiger totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

Tiger Totem, Greater (Su): While raging, the barbarian's bite attack increases by one damage step (1d8 if Medium, 1d6 if Small) and his claw attacks also increase by one damage step (1d6 if Medium, 1d4 if Small). In addition, the barbarian gains the rake special attack with his claws (see *Bestiary*, page 303). A barbarian must have the tiger totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

Tiger Totem, Lesser (Su): While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d4 points of slashing damage (1d3 if Small) plus the barbarian's Strength modifier. In addition, the barbarian gains the grab special attack (see *Bestiary*, page 301) with his claws.

Totem Pactmaster

Some barbarians who venerate a totem form a bond with an animal of the same type as their totem. These totem pactmasters learn to fight side by side with their animal companion. A totem pactmaster has the following class features:

Totem Pact (Ex): At 5th level, the totem pactmaster forges a pact with an animal of the same type as his totem. This ability functions as a druid's animal companion, using the barbarian's level -4 as her effective druid level. This

ability replaces uncanny dodge and improved uncanny dodge.

Rage Powers: The totem pactmaster is based entirely upon his totem rage powers. In addition to the totem powers themselves, the following rage powers complement the totem pactmaster archetype (depending on the totem chosen): animal fury*, ferocious companion, greater ferocious companion, low-light vision*, night vision*, raging climber*, raging leaper*, raging swimmer*, and swift foot*.

Animal Companions

Each animal companion has different starting sizes, speed, attacks, ability scores, and special qualities. All animal attacks are made using the creature's full base attack bonus unless otherwise noted. Animal attacks add the animal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. See Special Abilities or the creatures' description on the Pathfinder Bestiary for more information on these abilities. As you gain levels, your animal companion improves as well, usually at 4th or 7th level (8th or 11th level for the totem pactmaster), in addition to the standard bonuses noted on Table 3-8: Animal Companion Base Statistics (see Pathfinder RPG Core *Rulebook*, page 52). Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.

Centipede

Starting Statistics: Size Small; *Speed* 40 ft., Climb 40 ft.; *AC*+1 natural armor; *Attack* bite (1d4); *Ability Scores* Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6; *Special Attacks* poison; *Special Qualities* darkvision 60 ft.

4th-Level Advancement: Size Medium; *AC* +2 natural armor; *Attack* bite (1d6); *Ability Scores* Str +4, Dex –2, Con +2.

Elephant

Starting Statistics: Size Medium; Speed 40 ft.; AC +4 natural armor; Attack gore (1d8), slam (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 2, Wis 13, Cha 7; Special Abilities low-light vision, scent.

7th-Level Advancement: Size Large; *AC* +3 natural armor; *Attack* gore (2d6), slam (1d8); *Ability Scores* +8 Str, -2 Dex, +4 Con; *Special Abilities* trample (2d6).

Horse

Starting Statistics: Size Large; *Speed* 50 ft.; *AC*+4 natural armor; *Attack* bite (1d4), 2 hooves* (1d6); *Ability Scores* Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; *Special Qualities* low-light vision, scent. *This is a secondary natural attack.

4th-Level Advancement: Ability Scores Str +2, Con +2; Special Qualities combat trained.

Mantis

Starting Statistics: Size Medium; *Speed* 30 ft., Climb 30 ft.; *AC*+2 natural armor; *Attack* 2 claws (1d4); *Ability Scores*



Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; *Special Abilities* lunge, sudden strike; *Special Qualities* darkvision 60 ft.

7th-Level Advancement: Size Large; *Speed* Fly 40 ft. (poor); *AC* +3 natural armor; *Attack* 2 claws (1d6), bite (1d4); *Ability Scores* +8 Str, -2 Dex, +4 Con; *Special Abilities* grab, mandibles.

Monkey

Starting Statistics: Size Small; Speed 30 ft., Climb 30 ft.; AC+1 natural armor; Attack bite (1d3), 2 claws (1d3); Ability Scores Str 13, Dex 17, Con 10, Int 2, Wis 12, Cha 7; Special Qualities low-light vision, scent.

4th-Level Advancement: Size Medium; *AC* +2 natural armor; *Attack* bite (1d4), 2 claws (1d4); *Ability Scores* Str +4, Dex -2, Con +2.

Tiger

Starting Statistics: Size Medium; *Speed* 40 ft.; *AC* +1 natural armor; *Attack* bite (1d6), 2 claws (1d4); *Ability Scores* Str 13, Dex 17, Con13, 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).



4

Cavaliers (7-ia)

"A hero is a man cursed by fate with unfortunate timing." – Kung Fu Tse

The xia, as cavaliers are known in the Lands of the Jade Oath, are non-conformists who fight for what they believe is a just cause. They are honorable to a fault, their word is inviolable, and their reputations are more important than life itself. Moreover, they are warriors who do not hesitate to use their skills in the defense of their beliefs. However, many xia are more dogmatic than altruistic. They are champions for any cause to which they pledge their loyalty, be it benevolent or otherwise.

Despite the fact that many of their beliefs are popular with the people and races in the lands of the Jade Oath, the role of the xia is seen as an aspect of counterculture. The individualism of the xia is directly at odds with certain traditional conventions of Kangfuzhist philosophy, since the xia fight in the name of their various causes with the belief that the courts of law and their government are dysfunctional and corrupt. Xia believe these differences can only be resolved by force.

Xia Orders

The following orders can be chosen by both cavaliers and samurai.

Order of the Ancestors

These xia value the memories of the departed and find the knowledge of past generations precious. They act as the caretakers of graves, ancestral shrines, old buildings, museums, and libraries. They preserve the works and wishes of the ancestors and protect the future by defending the succeeding generations. To a xia of the ancestors, the greatest crime is to erase all that previous generations worked and stood for. These xia despise undead as perversions of the natural order that disgrace all ancestors.

The xia of the ancestors enjoy wearing clothing from older and more conservative days. They particularly like to wear antique items with a history that bear personal significance to themselves or a loved one. They do whatever they can to preserve antiquities they come across.

Edicts: The xia must protect sites where dead are laid to rest (crypts, graveyards, and shrines), sites of historical significance (monuments), and sites that preserve items of antiquity and knowledge (museums and libraries) from those who wish to destroy or misuse them. He must destroy undead wherever he may find it. He must also aid those who wish to preserve items or locations of antiquity.

Challenge: Whenever an order of the ancestors xia issues a challenge, he receives a +1 morale bonus on attack rolls made against the target of his challenge if it is undead or



threatens an item or location of antiquity. This bonus increases by +1 for every four levels the xia possesses.

Skills: An order of the ancestors xia adds Knowledge (history) (Int) and Knowledge (religion) (Int) to his list of class skills. An order of the ancestors xia can make Knowledge (history) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his xia level (minimum 1) as long as the check involves an item or location of antiquity.

Order Abilities: A xia belonging to the order of the ancestors gains the following abilities as he increases in level.

Ancestral Guidance (Su): At 2nd level, an order of the ancestors xia listen to the spirits of the past as a standard action, giving him guidance as how best to use his abilities. At any point in the next minute, he can receive an insight bonus on an ability check, attack roll, saving throw, or skill check equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made. He can use this ability up to four times per day, once for each type of check or roll.

Ancestral Feat (Su): At 8th level, an order of the ancestors selects a daily bonus feat, provided she meets the prerequisites. This feat can be a General, Combat, or Teamwork feat. The xia picks the feat as a standard action, and retains it for the rest of the day. After he rests for eight hours, *ancestral feat* disappears, allowing him to choose the same or a different feat. If the xia spends a hero point (see Advanced Player's Guide, page 322), he may gain the use of a new *ancestral feat* as a swift action (instead of waiting until having rested to choose a new *ancestral feat*).

Ancestral Channeling (Su): At 15th level, an order of the ancestors xia gains the supernatural ability to channel positive energy like a cleric. He may use this ability a number of times per a day equal to 3 + his Charisma modifier. A xia uses his level as his effective cleric level when channeling energy. This is a Charisma based ability.

Order of the Creed

An order of the creed xia defends its people, interests, and rights in all situations. The xia is usually—but not always—a member of the organization. She dresses in their commonly recognized colors and garb. To count as an organization, the group must have a specified cause or dogma, a stated mission, and number at least 20 at the time the xia joins or takes up their defense.

Changing Organizations: Since an order of the creed xia need not necessarily be member of the organization he is championing, he may choose a new organization to champion as long as he has first fulfilled whatever commitment he made to the previous organization. For example, if he has pledged to guard a caravan to its destination, then he must wait until it has safely arrived at its destination before taking his leave of them.

Edicts: The order of the creed xia must protect the life and lands of his chosen organization at all costs. He must obey the commands of the recognized leaders of his chosen organization without question. He must strive to expand the power and prestige of his chosen organization.

Challenge: Whenever an order of the creed xia issues a challenge, he receives a +1 circumstance bonus on attack rolls made against the target of his challenge if it is an individual or part of a group that has been declared an enemy of xia's chosen organization (usually by a recognized leader of the xia's chosen organization). This bonus increases by +1 for every four levels the xia possesses.

Skills: An order of the creed xia adds Knowledge (local) (Int) and Perception (Wis) to his list of class skills. Whenever an order of the creed xia uses the Perception skill to identify enemies of his chosen organization, he receives a bonus on the check equal to 1/2 his xia level (minimum +1).

Order Abilities: A xia belonging to the order of the creed gains the following abilities as he increases in level.

Implacable Resolve (Ex): At 2nd level, when an order of the creed xia is defending a creature, place, or object or in direct pursuit of an organization's goal, the xia gains a bonus equal to his Charisma bonus on all saves to resist any effects that could deter or hinder him.

Rallying Cry (Ex): At 8th level, an order of the creed xia can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to see or hear the xia to receive this bonus. The xia can grant a +2 morale bonus on all attack rolls for 1 round, a +2 morale bonus to all saving throws for 1 round, or a +2 morale bonus to all combat maneuver checks for 1 round. The xia can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

Fortifying Presence (Ex): At 15th level, an order of the creed xia can protect those around him. Allies that are adjacent to the xia gain DR 1/-. In addition, as an immediate action, the xia can redirect an attack made at a



creature adjacent to himself, as long as the creature making the attack is within the xia's reach. This ability must be declared before the attack roll is made. The attack is made against the xia's AC and defenses, even if the creature could not normally reach or attack the xia. The xia loses any cover or concealment bonuses when subject to the redirected attack.



Monk (Kenzai)

"Glory is as the wind. Who can know from which direction it will come. Who can know where it goes when it has passed." – Kung Fu Tse

The kensai is a skilled martial artist dedicated to the perfection of a single martial style and through it, perfection of the self and harmony with the Celestial Heavens. They seek harmony within themselves. They are clear, calm, and committed. Kensai pursue a degree of harmony with a chosen martial style that few other martial artists could ever hope to achieve. Kensai believe that this is the way to set themselves on the path to enlightenment.

No kensai would waste life without that life being taken or given in the pursuit of a noble cause. Many refuse to fight those whom they deem unworthy. Kensai believe that all weapons can focus *ki* and their self imposed dedication to a single weapon will help to bring it to life. Just as a carp has a chance, however small, to leap through the Dragon's Gate and become a dragon, so too might any weapon become a living creature of legend. The vast majority feel that the use of another weapon is not a true measure of their skill and refuse to use anything but their chosen weapon. Their dedication to their chosen weapon and their discipline and devotion to their martial style gives them a near legendary status.

If a kensai chooses to fight with only a sword, then it is only a sword that she will use in combat; if she chooses the spear, then she will only ever fight with a spear. While her chosen weapon is always at her side or in her hand, she can fight with other weapons.

Weapon and Armor Proficiency: Kensai are proficient with all weapons from a single weapon group selected from the weapon groups presented in the fighter weapon training ability (see *Pathfinder Roleplaying Game Core Rulebook*, pg 56). Once this weapon group is chosen, it cannot be changed. Kensai are also proficient with light armor. This replaces normal monk weapon and armor proficiencies.

AC Bonus (Ex): He loses these bonuses when he is immobilized or helpless, when he wears medium or heavy armor, when he carries a shield, or when he carries a medium or heavy load. A kensai's AC bonus otherwise functions as normal for a monk of his level.

Flurry of Blows (Ex): Starting at 1st level, a kensai can make a flurry of blows using any combination of unarmed strikes or attacks with his living *ki* weapon (see below). He may not make a flurry of blows with any other weapons, including special monk weapons. A kensai's flurry of blows otherwise functions as normal for a monk of his level.

Living *Ki* **Weapon:** The kensai begins play with a masterwork weapon selected from the list of weapons in the weapon group he selected (if he chooses unarmed strike or natural weapons, he instead gains a +1 competence bonus to attacks). This is his living *ki* weapon. Once per day, a kensai may spend 1 hour in weapon practice to attune his *ki* to a

new weapon with which he is proficient. This practice also changes the designated weapon for alls feats that applies only to a single weapon (i.e. Weapon Focus) from the old weapon to the new weapon. You can only have one living *ki* weapon at a time.

This allows the kensai to use a standard action to expend his ki focus to enhance his weapon for one minute per kensai level. At 4th level, this attunement grants the weapon a +1 enhancement bonus. For every two levels beyond 4th, the weapon gains another +1 enhancement bonus, to a maximum of +9 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, speed, and unholy. Adding these properties consumes an amount of bonus equal to the property's cost (see Pathfinder Roleplaying Game Core Rulebook, page 468). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the attunement are determined when the kensai expends his ki focus and cannot be changed until the kensai becomes ki focused again. The ki attunement imparts no bonuses if the weapon is held by anyone other than the kensai but resumes giving bonuses if returned to the kensai. These bonuses must be divided between both ends of a double weapon. A kensai can use this ability once per day at 4th level, and one additional time per day for every five levels beyond 4th, to a total of four times per day at 19th level.

A multi-classed kensai may use his arcanely bonded item (for an arcane sorcerer or wizard), if it is a weapon, or divinely bonded weapon (for a paladin) as his living ki weapon. A kensai with paladin levels (or a paladin with kensai levels) who chooses to use his divinely bonded weapon as his living ki weapon adds his kensai and paladin levels together to determine the maximum enhancement bonus of his living ki weapon, but can only ever afterwards activate the weapon enhancement by expending his ki focus (instead of calling upon the aid of a celestial spirit). He must make this decision when he first chooses to multi-classes by taking a level of the paladin (or kensai) class, and afterward it cannot be changed. If a kensai's living ki weapon is destroyed, he loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the kensai takes a -1 penalty on all attack and damage rolls.

This ability replaces the Stunning Fist feat and all Slow Fall abilities.

Living *Ki* Weapon Damage (Ex): A kensai deals more damage with his living *ki* weapon than a normal person would, as shown on Table: Living *Ki* Weapon Damage. This represents the minimum amount of damage the kensai's living *ki* weapon can deal while *ki* focused. For example, a 2nd level medium-sized kensai with a greatsword as his



living *ki* weapon would still deal 2d6 damage, but a 16th level medium-sized kensai with a greatsword as his living *ki* weapon would deal 2d8 damage.

If the kensai chooses a ranged weapon for his living ki weapon, he can only use the living ki weapon damage if his target is within 60 feet.

This replaces Unarmed Damage.

Unarmed Strike (Ex): At 1st level, a kensai gains Improved Unarmed Strike as a bonus feat. Unlike other monks, a kensai only deals 1d6 damage (1d4 if small, 1d8 if large) with his unarmed strike, unless he chooses his unarmed strike as his living *ki* weapon

Table: Living *Ki* Weapon Damage

Kensai Level	Small Kensai	Medium Kensai	Large Kensai
1st-3rd	1d4	1d6	1d8
4th-7th	1d6	1d8	2d6
8th-11th	1d8	1d10	2d8
12th-15th	1d10	2d6	3d6
16th-19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

Bonus Feats: The kensai adds the following feats to his list of bonus feats: Weapon Focus (living *ki* weapon) (2nd level), Weapon Specialization (living *ki* weapon) (10th level), Greater Weapon Focus (living *ki* weapon) (14th level), and Greater Weapon Specialization (living *ki* weapon) (18th level).

Ki Strike (Su): At 4th level, a kensai's *ki* strike allows his living *ki* weapon attacks to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki* strike improves with the character's monk level. At 10th level, his living *ki* weapon attacks are also treated as jade weapons for the purpose of overcoming damage reduction and dealing 2d6 extra damage to infernals (see Infernals sidebar). At 16th level, his living *ki* weapon attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness. A kensai's *ki* pool otherwise functions as normal for a monk of his level.

Martial Training (Ex): At 6th level, the kensai is treated as haveing effective fighter levels equal to his kensai level -4for the purpose of taking combat feats with fighter level prerequisites. This ability replaces the 6th level bonus feat.

Weapon of the Golden Soul (Su): At 20th level, the kensai's living *ki* weapon becomes sentient, a *weapon of the golden soul*. Often, like the birth of a child, it can be estimated by the kensai, but exactly when it happens is

usually random. There is one constant though; it always happens during combat.

When a living *ki* weapon "awakens", it often reflects the personality of the kensai, but it is also shaped by the circumstances of its awakening. It could be said that the kensai is one parent, while the events unfolding are the other parent. For example, a living *ki* weapon used in a last stand to save a village of farmers against rampaging hordes of demons will often be inspired by the heroic deed and rise to the occasion. Or it might decide that the battle is hopeless and despair of ever being victorious in battle. A living *ki* weapon used to commit murder in the dead of night could feel betrayed and rebel against its master. Or it could come to revel in the carnage it inflicts, developing a taste for blood and fear.

Whatever happens in the course of its awakening, the alignment of the kensai wielding it will influence it; how he has acted throughout the time he carried the weapon before its awakening.

In addition to becoming intelligent, the *weapon of the golden soul* is permanently transmuted, no matter what material it was originally made from, into jade (see New Special Material: Jade sidebar) with the hardness of adamantine (treated as weapon made out of both the jade and adamantine special materials). If the kensai's living *ki* weapon is his unarmed strike, then his skin is transmuted into a hard, greenish material, granting his unarmed strikes the jade and adamantine special properties. If the kensai's living *ki* weapon is his natural attacks, then his teeth and claws (or nails) are transmuted into jade with the hardness of adamantine.

Also, the *weapon of the golden soul* takes all of the magical enhancements that it had as a living *ki* weapon. The kenasi may swap these enhancement bonuses one per day with one hour of meditation.

Once awakened, the kenasi and the *weapon of the golden soul* are forever bonded. All other weapons (even those the same type or weapon groupe as the *weapon of the golden soul*) are treated as improvised weapons (i.e. the kensai takes a -4 penalty on attack rolls made with any other weapon). If the *weapon of the golden soul* is destroyed, the

Infernals

Infernals are creatures not native to this world or otherwise naturally tied to it and whose presence in this world is not sanctioned by the Celestial Bureaucracy. This includes creatures that are descended from other infernals, like bakemono, but have since become native to this world. Creatures considered to be infernals are those with the following types and subtypes:

- Aberration type
- Fey type
- Goblinoid subtype
- Incorporeal subtype
- Outsider type

Special Material: Jade

In the lands of the Jade Oath, jade holds special properties when battling infernals. A weapons or ammunition made of jade is treated having the *bane* property (+2 enhancement bonus to attack and damage and +2d6 damage) when wielded against infernals. Armor made of jade grants the wearer spell resistance against the spells and spell-like abilities of infernals. The amount of spell resistance is dependent on the type of armor. It grants spell resistance 13 if it's light armor, spell resistance 15 if it's medium armor, and spell resistance 17 if it's heavy armor. Any item normally made out of wood or metal can be made out of jade.

Type of Jade Item (Cost Modifier)

Ammunition (+60 gp per missle) Light Armor (+5,000 gp) Medium Armor (+10,000 gp) Heavy Armor (+15,000 gp) Weapon (+3,000 gp)

kensai must wait 30 days before choosing a new weapon to become his *weapon of the golden soul*. During this 30-day period, the kensai must meditate with the new weapon for an hour once per day, and wield it in combat (incurring improvised weapon penalties). The new weapon need only be from the weapon group he chose for his weapon proficiencies, not the same type as his previous *weapon of the golden soul*.

When creating the intelligent weapon, use the charts on page 533 of the *Pathfinder Roleplaying Game Core Rulebook.* The *weapon of the golden soul* of can have any ability scores, senses, communication, and powers you want as long as the total Base Price Modifier does not exceed +12,000 gp. You may also choose one purpose for the *weapon of the golden soul* as long as the purpose fits within the circumstances of its awakening. The *weapon of the golden soul* 's ego is equal to the total from its ability scores, senses, communication, powers and purpose plus the kensai's Wisdom modifier.

The kensai may lend his *weapon of the golden soul* to other characters, but it will always be treated as an improvised weapon for any character other than the kensai as long as he is alive. If the kensai dies, the *weapon of the golden soul* is treated as any other intelligent weapon, and it retains the jade and adamantine special material properties as well as its magical weapon enhancements, which are now permanent. If the kensai's *weapon of the golden soul* is his unarmed strike or natural weapons, upon his death it instead distills from his body and becomes an intelligent sash that bestows the jade and adamantine special material properties and its magical enhancements upon the new bearer's unarmed strike or natural weapon (whichever was used as the kensai's *weapon of the golden soul* before his death).

This replaces Perfect Self.

Witches

"It is the wise man who can discern good fortune from ill."— Kung Fu Tse

Witches embrace the power of the magic within themselves. Like sorcerers, witches gain innate magical power that flows from within themselves. Unlike sorcerers, their powers are not necessarily thought to have originated with the dragons, but rather from a close bond to the natural world through their inner selves. Witches are feared and respected for their powers, though they do not have the same respect from the government and noble castes as was due to them in more ancient times. However, the poor, rural and common folk of the lands still show them the respect of an older time.

Presented below are a number of new hexes and four new witch patrons to help you customize your witch. Each of the new hexes belongs to a specific theme: dragon, five elements, ghost, or jade. Some of them require you to learn other hexes from the same theme to get the full advantage of them. If you choose six hexes from the same theme and also have that theme for your witch patron, you are considered a witch of that theme (i.e. a dragon witch or a jade witch). When you choose your first dragon hex, you must also select a dragon type from the table below. That dragon's energy type will be the energy type you use for your dragon hexes. Spells marked with an asterisk (*) appear in Chapter 5 of the *Advance Player's Guide.*

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

Hexes

The following new hexes can be selected at 1st level. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Black Jade Sword [jade] (Su): The witch can enspell weapons so they heal their wielders. When activated, this ability grants a creature's weapon the ability to heal the hit points of its wielder equal to one quarter (rounded down) of the damage it deals to its wielder's opponent. This ability lasts for a number of rounds equal to the number of jade hexes the witch has learned plus her Intelligence modifier. Once a creature has a weapon enspelled with the black jade sword hex, it cannot benefit from it again for 24 hours. At 5th level, the amount of hit points healed is equal to one half (rounded down) of the damage dealt.

Blossoming Fire [five elements] *(Su):* The witch can let forth rays of fire to scorch her enemies. This acts as the *scorching ray* spell, using the witch's caster level. Whether or not the attacks hit, a creature cannot be the target of the blossoming fire hex again for 24 hours.

Cloud Rider [five elements] *(Su):* The witch can summon a cloud to ride upon. At first level, the witch's cloud has a flight speed of 30 feet with poor maneuverability and can move a number of feet above the ground equal to 5 feet per every five elements hex she has learned. At 3rd level, her maneuverability increases to average. At 5th level, her flight speed increases to 60 feet and her maneuverability to good. She can use this ability for a number of minutes per day equal to the number of five elements hexes she has learned plus her Intelligence modifier. These minute do not need to be consecutive, but they must be spent in 1-minute increments. This cloud can only carry the witch, her equipment, and her familiar.

Draconic Word [dragon] *(Su):* The witch can grant limited protection from of her energy type with a touch. This acts as a *resist energy* spell, using the witch's caster level. Once a creature has benefited from the draconic word hex, it cannot benefit from it again for 24 hours.

Dragon's Claws [dragon] (Su): The witch can grow claws as a free action. These claws are treated as natural weapons, allowing her to make two claw attacks as a full attack action using her full attack bonus. Each claw deals 1d4 points of damage plus her Strength modifier (1d3 if she is Small). At 5th level, her claws are considered magical weapons for the purpose of overcoming DR. At 7th level, the damage of her claws increases by one step to 1d6 points of damage (1d4 if she is Small). At 11th level, her claws deal an additional 1d6 point of damage of her energy type on a successful hit. She can use her claws for a number of rounds per day equal to the number of draconic hexes she has learned plus her Intelligence modifier.

Ghostly Dirge [ghost] *(Su):* With a sorrowful song to the dead, the witch can bestow protection. When activated, this ability grants a creature a +1 deflection bonus to AC and a +1 resistance bonus to all saving throws. These bonuses increase by +1 for every two ghost hexes the witch has learned (including the ghostly dirge hex). These bonuses last for a number of rounds equal to the number of ghost hexes the witch has learned plus her Intelligence modifier. Once a creature has benefited from the ghostly dirge hex, it cannot benefit from it again for 24 hours.



Ghostly Weapon [ghost] (Su): The witch can enspell weapons so they can damage ghosts. When activated, this ability grants a creature's weapon the *ghost touch* ability. This ability lasts for a number of rounds equal to the number of ghost hexes the witch has learned plus her Intelligence modifier. Once a creature has a weapon enspelled with the ghostly weapon hex, it cannot benefit from it again for 24 hours.

Green Jade Song [jade] (Su): With a song, the witch can toughen her skin into green armor that absorbs damage. By taking a full round action, the witch can harden her skin into a green carapace that gives her DR 1/jade. This DR is increased by 1/jade for every three jade hexes she has learned (including the green jade song hex). This armor lasts for a number of rounds equal to the number of jade hexes the witch has learned plus her Intelligence modifier. The witch can only use this ability once per day.

Harm [ghost] *(Su):* A witch can inflict wounds on those she touches. This acts as an *inflict light wounds* spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the harm hex again for 24 hours. At 5th level, this hex acts like *inflict moderate wounds*.

Harmonious Elements [five elements] *(Su):* The witch's attunement to the five elements allows her to heal. When activated, this ability grants the witch fast healing 1 plus 1 for every two five elements hexes she has learned. She can use this ability a number of rounds per day equal to the number of five elements hexes she has learned plus her Intelligence modifier. These rounds do not need to be consecutive, but they must be spent in 1-round increments. This hex only affects the witch.

Imperial Saffron Spirit of Jade [jade] (Su): The witch knows just the right words to use to get what she wants. The acts as the *charm person* spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the imperial saffron spirit of jade hex again for 24 hours. At 8th level, this hex acts like *charm monster*.

Manipulate Metal [five elements] *(Su):* The witch can change the temperature of metal a creatures metal equipment. This acts as either the *chill metal* or the *heat metal* spell, using the witch's caster level, except that it can only target the metal equipment of one creature at a time. Whether or not the target's save is successful, a creature cannot be the target of the manipulate metal hex again for 24 hours.

Scale Song [dragon] *(Su):* The witch can cause a creature to grow a protective scaly hide with a touch. This acts as *barkskin* spell, using the witch's caster level. Once a creature has benefited from the scale song hex, it cannot benefit from it again for 24 hours.

Squamous Spirit [dragon] (Su): The witch can bolster a creature with the courage of a dragon. This acts as the *heroism* spell, using the witch's caster level, except that it only lasts a number of rounds equal to the number of draconic hexes the witch has learned plus the witch's



Intelligence modifier. Once a creature has benefited from the squamous spirit hex, it cannot benefit from it again for 24 hours.

Steps of Jade [jade] (Su): In certain terrain, the witch can make a creature's tracks impossible to follow, and even make travel easier. When activated, this ability makes a creature untrackable in the following environments: desert, mountains, and underground. This ability lasts for a number of hours equal to the number of jade hexes the witch has learned plus her Intelligence modifier. Once a creature has benefited from the steps of jade hex, it cannot benefit from it again for 24 hours. At 5th level, this ability also enables the creature to ignore difficult terrain in the environments listed above.

Wail of the Dead [ghost] (Su): The witch can stun creatures with a dreadful wail. This acts as the sound burst spell, using the witch's caster level, except that instead an area of a 10-foot radius spread, it has a target of one creature. Whether or not the target's save is successful, a creature cannot be the target of the wail of the dead hex again for 24 hours.

Major Hexes:

Starting at 10th level, and every two levels thereafter, a witch can choose one of the following new major hexes whenever she could select a new hex.

Blue Jade's Fury [jade] *(Su):* Once per day, the witch can call forth a blast of blue jade to attack her enemies. This ability acts as the *fireball* spell, using the witch's caster level, except that it deals slashing damage instead of fire damage. At 14th level, the witch gains a second use of this ability per day. At 18th level, the witch gains a third use of this ability per day.

Dragon's Breath [dragon] *(Su):* Once per day, the witch can breathe a blast of energy. This acts as the *dragon's breath* (*) spell, using the witch's caster level and energy type.

Dragon Flight [dragon] *(Su):* The witch can grow leathery dragon wings, giving her a fly speed of 60 feet with average maneuverability. At 15th level, the maneuverability improves to good.

Dragon's Roar [dragon] (Su): With a mighty roar, the witch can cause a creature to tremble with fear. This acts as the *fear* spell, using the witch's caster level, except that instead of having an area of a cone shaped burst it instead has a target of one creature. Whether or not the save is successful, a creature cannot be the target of the dragon's roar hex again for 24 hours.

Earthsong [five elements] *(Su):* The witch can literally bend stone to her will with a song. This acts as the *stone shape* spell, using the witch's caster level. The witch can use this ability once per day plus another time for every two five elements hexes she has learned (including the earthsong hex).

Fires of the Red Jade [jade] *(Su):* The witch can conjure forth a fiery shield that damages those who hurt her. This ability acts as the *fire shield* (warm shield) spell, using the witch's caster level. This ability lasts a number of rounds equal to the number of jade hexes the witch has learned plus her Intelligence modifier. The witch can only use this ability once per day.

Ghostly Armor [ghost] *(Su):* The witch can enspell armor so can resist ghostly attacks. When activated, this ability grants a creature's armor the *ghost touch* ability. This ability lasts for a number of rounds equal to the number of ghost hexes the witch has learned plus her Intelligence modifier. Once a creature has its armor enspelled with the ghostly armor hex, it cannot benefit from it again for 24 hours.

Grave Words [ghost] *(Su):* The witch can ask questions of the dead. This acts as the *speak with dead* spell, except that the witch can only ask a number of questions per day equal to one half the number of ghost hexes the witch has learned (rounded up). These questions need not be asked consecutively, or even of the same corpse.

Jade Kaleidoscope [jade] *(Su):* The witch can call upon all the colors of jade to strike down her foes. This ability acts



as the *prismatic spray* spell, using the witch's caster level. The witch can only use this ability once per day.

Major Harm [ghost] *(Su):* A witch can inflict grievous wounds on those she touches. This acts as an *inflict serious wounds* spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the major harm hex again for 24 hours. At 15th level, this hex acts like *inflict critical wounds*.

Major Squamous Spirit [dragon] *(Su):* The witch can call upon the power of the dragon to infuse a creature with great courage. This acts as the *greater heroism* spell, using the witch's caster level, except that it only lasts a number of rounds equal to the number of draconic hexes the witch has learned plus the witch's Intelligence modifier. Once a creature has benefited from the major squamous spirit hex, it cannot benefit from it again for 24 hours.

Petrifying Gaze [five elements] (Su): The witch can turn creatures to stone with an angry glare. This acts as the *flesh* to stone spell, using the witch's caster level. Whether or not the target's save is successful, a creature cannot be the target of the petrifying gaze hex again for 24 hours.

Revitalize Statue [five elements] *(Su):* The witch can return petrified creatures to their natural state of being. This acts as the *stone to flesh* spell, using the witch's caster level. Once a creature has benefited from the revitalize statue hex, it cannot benefit from it again for 24 hours.

Spirit of the Forest [five elements] *(Su):* Once per day, the witch can transform herself into a plant. This acts as the *plant shape I* spell, using the witch's caster level. At 15th level, this hex acts as the *plant shape II* spell.

Sound of White Jade [jade] (Su): The witch can smite infernals with a single word. This ability acts as the *holy* word spell, using the witch's caster level, except that the casting time in increased to 1 round and instead of targeting evil creatures, it targets infernals.

Wraithstorm [ghost] *(Su):* The can summon the souls of the dead to inflict her enemies. This acts as the *mass pain strike* (*) spell, using the witch's caster level. The witch can only use this ability once per day.

Grand Hexes:

Starting at 18th level, and every two levels thereafter, a witch can choose one of the following new grand hexes whenever she could select a new hex.

Dragon Storm [dragon] (Su): Once per day, the witch can call upon the essence of the dragon to summon forth an energy storm of enormous power. This functions as the *fire storm* spell, using the witch's caster level, except that it deals damage of the witch's energy type and its duration is changed to concentration, up to 10 rounds.

Form of Spirit [ghost] *(Su):* The witch can become incorporeal and ghostly. This ability acts as the ethereal jaunt spell, using the witch's caster level. The witch can only use this ability once per day.

Jade Strider [jade] *(Su):* Once per day, the witch can strike the ground and cause the very earth to burst forth in a gigantic wave. This ability acts as the *world wave* (*) spell, using the witch's caster level.

Rain of Death [five elements] *(Su):* The witch can call upon the five elements to punish her opponents. With a full round action, the witch can summon a magical storm with a range of 400 feet and an area of a 360 foot radius storm cloud. Each round she continues to concentrate, the cloud generates additional effects as noted below. Each effect occurs on her turn.

<u>2nd round:</u> As the *sleet storm* spell, except that the duration is concentration, up to 9 rounds.

<u>3rd round:</u> As the *entangle* spell, except that the duration is concentration, up to 7 rounds, and creatures take 1 point of slashing damage each time they fail to save against the *entangle* or fail a check made to break free.

<u>4th round:</u> As the *earthquake* spell, except that the duration is concentration, up to 5 rounds, and the damage dealt (depending on the terrain) is only 2d4 (Reflex for half) points of bludgeoning damage per round.

<u>5th round:</u> As the *fire wall* spell, except that the duration is concentration, up to 3 rounds, and the damage dealt is only 2d6 points of fire damage (Reflex for half) per round.

<u>6th round:</u> As the *blade barrier* spell, except that the duration is concentration, 1 round, and damage dealt is 5d6 slashing damage (no save).

<u>7th through 10th rounds:</u> Each effect continues until its duration expires.

The witch must concentrate for the duration of this effect. If she is disrupted, the effect immediately ends. The witch can only use this ability once per day.

Patron Spells

Dragon: 2nd—*mage armor*, 4th—*resist energy*, 6th *draconic reservoir* (*), 8th—*dragon's breath* (*), 10th—*spell resistance*, 12th—*form of the dragon I*, 14th—*form of the dragon II*, 16th—*form of the dragon III*, 18th—*wish*.

Five Elements: 2nd—burning hands, 4th—wood shape,

6th—aqueous orb (*), 8th—command plants, 10th passwall, 12th—fluid form (*), 14th—transmute metal to wood, 16th—repel metal or stone, 18th—meteor storm.

Ghost: 2nd—hide from undead, 4th—command undead, 6th—halt undead, 8th—death ward, 10th—raise dead, 12th—undeath to death, 14th—control undead, 16th—horrid wilting, 18th—true resurrection.

Jade: 2nd—stonefist, 4th—shatter, 6th—shifting sand (*), 8th—stoneskin, 10th—wall of stone, 12th—elemental body III (earth only), 14th—statue, 16th—earthquake, 18th—clashing rocks (*).

Arcana feats: Arcana feats are only available to characters and creatures with an arcane pool. You gain 1 point to your arcane pool for every Arcana feat you possess.

Because arcana feats are supernatural abilities, they cannot be disrupted in combat (as spells can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to spell resistance and cannot be dispelled; however, they do not function in areas where spells are suppressed, such as an antimagic field. Leaving such an area allows arcana feats to be used.

Many arcana feats can be used only when you have arcane focus; others require you to expend your arcane focus to gain their benefit. Expending your arcane focus does not require an action; it is part of another action (such as using a feat). When you expend your arcane focus, it applies only to the action for which you expended it.

Arcane Awakening (General)

Through intense study and meditation, you awaken a reservoir of primal arcane power within yourself.

Prerequisites: Arcane spellcaster level 1st, Int 13 or Cha 13 (depending on your key spellcasting modifier).

Benefit: You gain an arcane pool of 2 points and can obtain arcane focus and take arcana feats.

Arcane Body (Arcana)

Your arcane power reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each arcana feat you have (including this one). Whenever you take a new arcana feat, you gain 2 more hit points. You add 1 point to your arcane pool.

Arcane Dodge (Arcana)

The arcane power you have makes you more proficient at dodging blows.

Prerequisites: Dex 13, Dodge.

Benefit: You must be arcane focused to use the feat. You receive a +1 dodge bonus to your AC. This bonus stacks with other dodge bonuses to AC. You may expend your arcane

focus as an immediate action to increase this bonus to a +4 dodge bonus to your AC for a single attack made against you. You add 1 point to your arcane pool.

Arcane Endowment (Arcana)

You endow your spells with more concentrated focus. Benefit: To use this feat, you must expend your arcane focus. You add 1 to the save DC of a spell you cast. You add 1 point to your arcane pool.

Arcane Meditation (Arcana)

You can focus your mind faster than normal, even under duress.

Prerequisites: Int 13 or Cha 13 (depending on your key spellcasting modifier), Knowledge (arcana) 4 ranks.

Benefit: You can take a move action to obtain arcane focus. You add 1 point to your arcane pool.

Normal: A character without this feat must take a full-round action to obtain arcane focus.

Arcane Talent (Arcana)

You can use your arcane pool more times a day than most. **Prerequisites:** Having and arcane pool.

Benefit: When you take this feat for the first time, you add 2 points to your arcane pool.

Special: You can take this feat multiple times. Its effects stack.

Bewitching Focus (Arcana)

Your power as a witch allows you to gain arcane focus in an instant.

Prerequisites: Witch level 4th.

Benefit: You can use a swift action to gain arcane focus after utilizing a hex. You may use this ability three times per day. You add 1 point to your arcane pool.

Bewitching Recovery (General)

You instantly regain the use of a hex you have already used today.

Prerequisites: Witch level 1st.

Benefit: Once per day as a swift action, you can immediately gain a second use of a hex that you can only use once per day (or target a specific creature with only once per day).

Bewitching Rejuvenation (Arcana)

Your power as a witch allows you to gain arcane focus in an instant.

Prerequisites: Witch level 1st.

Benefit: As a swift action, you can gain a second use of a hex that you can only use once per day (or target a specific creature with only once per day by expending your arcane focus and spending points from your arcane pool based on how powerful the hex is (see table below).

You add 1 point to your arcane pool.

Hex Power Level	Points Spent from Arcane Pool to Recover
Hex	3
Major Hex	5
Grand Hex	7

Greater Arcane Endowment (Arcana)

You endow your spells with more concentrated focus. Prerequisites: Arcane Endowment.

Benefit: When you use the Arcane Endowment feat, you add +2 to the save DC of the spell you cast instead of +1. You add 1 point to your arcane pool.

Greater Metarcane Pool (Arcana, Metamagic)

You can draw power from your arcane pool to empower your spells with multiple metamagic effects.

Prerequisites: Metarcane Pool, two other metamagic feats. Benefit: This feat functions as the Metarcane Pool feat, except that you can now augment your spells with multiple metamagic feats. The number of points you must spend from your arcane pool is equal to the number of spell levels added by the metamagic feats plus the number of metamagic feats utilized plus one. For example, if you wanted to augment a spell with both the Silent Spell feat and the Still Spell feat, you would have to spend 5 points from your arcane pool. You add 1 point to your arcane pool.

Metarcane Pool (Arcana, Metamagic)

You can draw power from your arcane pool to empower your spells with metamagic.

Prerequisites: One metamagic feat.

Benefit: To use this feat, you must expend your arcane focus. As a swift action, you can add the effects an metamagic feat to a spell you are about to cast by spending points from your arcane pool equal to the number of spell levels added by the metamagic feat plus one. For example, if you want to augment a spell with the Maximize Spell feat you must spend 4 points from your arcane pool, but if you want to augment a spell with the Silent Spell feat you only need to spend 2 points. You may use this ability whether you have to prepare spells every day or cast spells spontaneously. When augmenting a spell with this feat, you do not raise its effective spell level or DC to resist. You can only augment a spell with one metamagic feat at a time.

You add 1 point to your arcane pool.

Totem Empathy (General)

You are adept at changing the mood of creatures related to your totem.

Prerequisites: Lesser totem barbarian rage power, Cha 13. Benefit: This feat works just like the druid's wild empathy, except that it only works with creatures related to your totem (all non-flying insects for the centipede totem, all pachyderms for the elephant totem, all equines for the horse totem, all non-communal insects for the mantis totem, all primates for the monkey totem, and all felines for the tiger totem). To use totem empathy, you must roll 1d20 plus your barbarian level plus your Cha modifier.

Totem Packmaster (General)

Creatures related to your totem feel drawn to your leadership.

Prerequisites: Totem Empathy, totem pact class ability, barbarian level 7th.

Benefit: This feat functions as the Leadership feat, except for the following: you substitute your totem pact animal companion for your cohort (its HD are affected by your level, and not by this feat), your number of followers by level is instead your number of followers by hit dice, and your followers can only be creatures related to your totem (see Totem Empathy feat).

Arcane Focus

Many feats detailed above work either by maintaining or expending arcane focus.

Gain Arcane Focus: Merely having an arcane pool gives characters a special energy. Characters with an arcane pool

can put that energy to work without actually paying a point cost—they can obtain arcane focus.

If you have an arcane pool, you can meditate to obtain arcane focus. Meditating is a full-round action that provokes attacks of opportunity.

When you have arcane focus, you can expend your focus on any single concentration check you make thereafter. When you expend your focus in this manner, your concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your concentration modifier is 15. You can also expend your focus to gain the benefit of an arcana feat—many arcana feats are activated in this way.

Once you have arcane focus, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in cases such as elves).

You may gain arcane focus only if you have 1 or more points available in your arcane pool. Expending your arcane focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending your arcane focus once; each effect requires its own instance of expending arcane focus.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/of trademark owners who have contributed Open Game Content;

(b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension,

upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures

characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that

contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, Nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the

COPYRIGHT NOTICE of any Open Game Content You are copying, modifying

or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered

Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in

Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. All logos illustrations and proper names and text in the description section are product identity all other content including translated proper names are open gaming content. Open Content is the designated as follows: All common names, the monk archetype names, abilities and feats.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open

Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000–2005, Wizards of the Coast, Inc. *System Reference Document.* Copyright 2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Heroes of the Jade Oath BETA. Copyright 2010 Frank Carr All rights Reserved Author Frank Carr.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Ultimate Combat Playtest. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn and Stephen Radney-MacFarland.

Archetypes of the Jade Oath. Copyright 2011 Frank Car, All rights reserved, Author Frank Carr and Timothy Wallace.