

Rite Publishing Presents

Xusa of the Jade Qath



By Frank Carr





Rite Publishing Presents

Kusa

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Designer's Dedication:

*To my grandfather who showed me why we should respect the experience
and knowledge of our elders.*

To my father who lived as an example of loyalty, honor, and integrity.

To my mother who taught me the importance of family and our imaginations.

To my wife who shows me love and selflessness every day.

To my children who give me hope and show me why I must live every day to its fullest.

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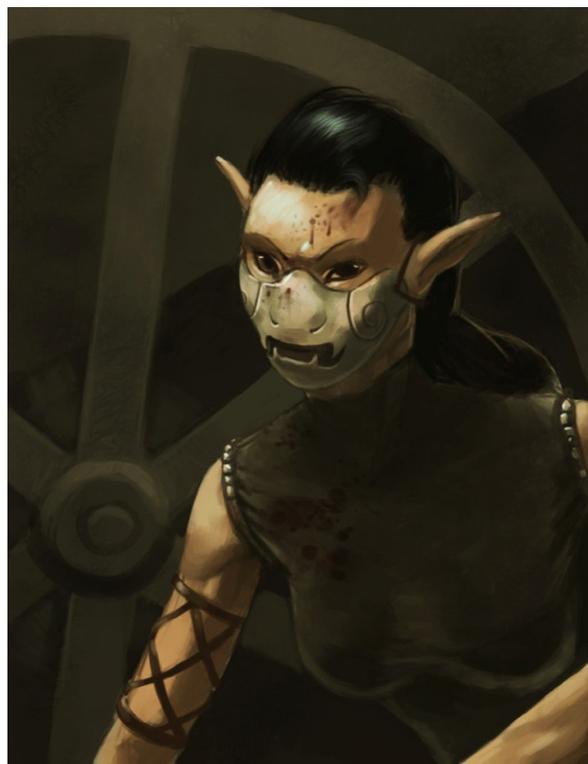
Kusa

"All warfare is based on deception. Hence, when able to attack, we must seem unable; when using our forces, we must seem inactive; when we are near, we must make the enemy believe we are far away; when far away, we must make him believe we are near." – Sun Tzu

Shrouded in darkness and steeped in mystery, stories of the kusa captivate the peoples in the Lands of the Jade Oath. Few know where the kusa began, but they primarily exist on the island nation of Nihonshu and on the forested, mountainous peninsula of Kogoryeo. Whether they call themselves kusa, ninja, shinobi-no-mono, kunoichi, yin-shi, lin-kuei, or sursa, they serve as saboteurs, guerilla fighters, scouts, spies, assassins, and even bodyguards. Whatever role a kusa fulfills, he is a master of stealth and perseverance. There is no place a well-trained kusa cannot infiltrate.

They do their best work while anonymous. They wear whatever clothing and use whatever tools best assists them in their mission. They wear a wide variety of disguises during their missions. Contrary to their public image, kusa wear dark blue clothing only at night and when distractions and the fear of others are required. They do not wear black as it outlines their forms in the night. Kusa wear clothes with natural shades such as grays, browns, and greens during infiltration missions, if they wear any sort of uniform at all.

They train in a variety of methods and techniques from different fields of knowledge and skill sets. Their primary devotion is to developing their skills in unconventional warfare. Martial arts are just as important. While they may not be premier warriors, they are the best warriors of espionage and covert operations. They train themselves in skills and talents that complete missions, such as intrusion, elimination, sabotage, poison use,



The Maiden of Unbound Shadows after a bloody assassination.

athletics, information gathering, psychological warfare, disguise, and skills for an assumed identity.

Adventurers: When kusa adventure, it is done in secret, while wearing a disguise or using an assumed identity. They serve as espionage agents for hire whose first loyalty is to their clan or society. They might try to acquire funds for their organization by obtaining treasure or fulfilling a special mission. Most missions involve reconnaissance or espionage. They surprise attack enemy strongholds or supply lines; abduct important hostages, or wage campaigns of disinformation, search and rescue missions, or assassination. While kusa may perform assassinations for the greater good, as they perceive it, they are not the soulless, mercenary killers of stories. They might even be kusa, running away from their past. Kusa that strike out on their own are entirely plausible. Like a kensai or monk, they prove

themselves and learn more about themselves through the tests and trials they endure.

Characteristics: Kusa are masters of misdirection and stealth. They use a wide variety of tools and tactics. Aside from an affinity for stealth, rarely do two kusa train in exactly the same talents. Several schools vary in their training methods and specialties. Some are experts at assassination and the sneak attack, while others are masterful climbers and infiltrators, and yet others are masters of disguise. The best kusa turn invisible, teleport from shadow to shadow, or even walk through walls.

Religion: Kusa might be disciples of any religion. Whatever their religion, they have a strict code and comport themselves accordingly. Whatever religious leanings a kusa might have, he is usually a tool of secular organizations. His religion is still important. It is through the kusa's confidence in himself and his belief in his ability to use ch'i that he gains many of his special abilities.

Background: Most kusa associate with a secretive organization that they are born into. A kusa of the empire might be employed by the Ministry of the Steel Spider. Organizations such as the Brotherhood of the Black Lotus, or family-run clans in Nihonshu, employ kusa. A few are dissatisfied peasants looking for a way to rebel without bringing the government's wrath down upon their villages. Often, kusa are mercenaries who will serve the terms of their contract unto death for the benefit of their family and clan. Contrary to popular stories, they are not always born to peasants or the lowest bloodlines. Many are born to families or clans with enough wealth to train members without them working to stay alive and feed themselves.

Most kusa devote to some cause that furthers the goal of their organization, whether missions involve theft, sabotage, spying, or assassination. Regardless, kusa within an organization are always selected for their skill and ability set.

Not all kusa are members of an organization. Some are outcastes, running away from the organization that trained them, having to fight their former associates. The organization may even have been compromised. Most survivors on the run swear vengeance on any traitors and those who destroyed their organization or family.

Races: Human kusa can fulfill a wide range of roles. Sanesaram (dwarves) kusa are rare; when they do take up the duties they are often saboteurs. Yueren (moon elves) are effective kusa. Dahren (giants) do not make good kusa; those who do take on this class are usually more guerilla fighter than infiltrator. Bakemono (variant gnomes), with their affinity for devices and knack for invention, make excellent saboteurs. Qahngol (variant half-orcs) kusa are almost unknown.

Other Classes: Kusa can get along with others by keeping their true calling a secret. If the kusa considers a party of adventurers to be allies, he will often ensure that his abilities maximize everyone's effectiveness in working towards a common goal. Secrecy can get in the way of the kusa working well with others, but this need not be the case if the kusa can develop a bond of trust with his companions.

Kusa always find spellcaster allies of great use. Other classes have their uses, though kusas are better than a fighter when it comes to stealth. Kusa do not get along with those that lack discipline and rely upon their own recklessness.

NPCs: A kusa could be anyone. The assassin who strikes from the cover of darkness is a kusa. The apothecary could secretly be a master of poisons. The ancient master who emphasizes stealth could be a kusa. The visiting noble from a far away province might be a kusa assassin. The stranger you meet on the road might be a spymaster. The peasant attending his crop might be a kusa resistance fighter. The courtesan accompanying the noble lord could be a kusa bodyguard replete with hidden and disguised weapons secreted about her person.

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Hit Die: d8

Class Skills: The kusa's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 6 + Intelligence modifier.

Class Features

All of the following are class features of the kusa.

Weapon and Armor Proficiency: Kusa are proficient with all simple weapons. They have martial-artist weapon proficiency**. They also gain proficiency with two of the following: blowgun, hand crossbow, katana (wielding this weapon one-handed requires exotic weapon proficiency), sap, short bow, and wakizashi. Feats marked with two asterisks (**) can be found at the end of this document.

Kusa are proficient with light armor, but not with shields.

When wearing armor heavier than light, a kusa loses his insight Armor Class bonus for class and level. He also loses certain special abilities: shadow movement, improved concealment, slow fall, evasion, fast movement, trackless step, camouflage, and any supernatural or spell-like abilities.

Armor Class Bonus (Ex): Kusa are trained to move quickly and dodge blows with astounding speed. As he gains levels, a kusa's Armor Class and CMD improves with an insight bonus whenever he has unspent ch'i points. This Armor Class and CMD bonus represents a preternatural awareness of danger. As long as the kusa has ch'i, he does not lose the AC bonus even in situations when he loses his Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Kusa do lose this Armor Class bonus when immobilized.)

When wearing medium or heavy armor, a kusa loses his insight Armor Class and CMD bonus.

Ch'i Awakened: Kusa awaken to their inner potential early in their training, gaining the Ch'i Awakened feat, even without having the normal prerequisites. The Ch'i Awakened feat can be found at the end of this document.

Sneak Attack (Ex): If a kusa can catch a defenseless opponent the kusa can strike a vital spot for extra damage.

Any time the kusa's target would be denied a Dexterity bonus to Armor Class, or when the kusa flanks the target, the kusa's attack deals extra damage. The extra damage is +1d6 at 1st level. The kusa may acquire additional damage potential by taking Improved Sneak Attack as a Genin, Chunin, or Jonin Jutsu Ability (see below). Should the character score a critical hit with a sneak attack, do not multiply the sneak attack damage.

The kusa can make sneak attacks with ranged weapons, up to a range of 30 feet.

With a sap (blackjack) or an unarmed strike, the kusa can make a sneak attack that deals nonlethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

Any creature that is immune to critical hits is not vulnerable to sneak attacks. The kusa must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A kusa cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Shadow Movement (Ex): The kusa may move his full movement without penalty to his Stealth skill check.

Unarmed Strike (Ex): At 2nd level, a kusa gains Improved Unarmed Strike as a bonus feat. A kusa may attack with either fist interchangeably or even elbows, knees, and feet. A kusa may even make unarmed strikes with his hands full. Kusa may apply his full

Table: The Kusa

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Ch'i Points	AC Bonus
1st	+0	+0	+2	+0	Ch'i Awakened, Sneak Attack (+1d6)	+0	+1
2nd	+1	+0	+3	+0	Shadow Movement, Unarmed Strike	+0	+1
3rd	+2	+1	+3	+1	Improved Concealment (+10%), Path of Perseverance	+0	+2
4th	+3	+1	+4	+1	Genin Jutsu Ability	+1	+2
5th	+3	+1	+4	+1	Genin Jutsu Ability	+1	+2
6th	+4	+2	+5	+2	Genin Jutsu Ability	+1	+3
7th	+5	+2	+5	+2	Genin Jutsu Ability	+1	+3
8th	+6/+1	+2	+6	+2	Chunin Jutsu Ability	+2	+3
9th	+6/+1	+3	+6	+3	Kusa Training	+2	+4
10th	+7/+2	+3	+7	+3	Chunin Jutsu Ability	+2	+4
11th	+8/+3	+3	+7	+3	Chunin Jutsu Ability	+2	+4
12th	+9/+4	+4	+8	+4	Improved Concealment (+20%)	+3	+5
13th	+9/+4	+4	+8	+4	Chunin Jutsu Ability	+3	+5
14th	+10/+5	+4	+9	+4	Chunin Jutsu Ability	+3	+5
15th	+11/+6/+1	+5	+9	+5	Jonin Jutsu Ability	+3	+6
16th	+12/+7/+2	+5	+10	+5	Jonin Jutsu Ability	+4	+6
17th	+12/+7/+2	+5	+10	+5	Kusa Skill Mastery	+4	+6
18th	+13/+8/+3	+6	+11	+6	Jonin Jutsu Ability	+4	+7
19th	+14/+9/+4	+6	+11	+6	Jonin Jutsu Ability	+4	+7
20th	+15/+10/+5	+6	+12	+6	Improved Concealment (+30%), Shadow Power	+5	+7

Strength bonus on all damage rolls for his unarmed strikes.

The kusa can choose to deal nonlethal damage instead of lethal damage with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

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

A kusa also deals more damage with his unarmed strikes than a normal person would. A Medium kusa deals 1d6 points of damage with

his unarmed strikes. Small and Large kusa deal 1d4 and 1d8 damage respectively with their unarmed strikes. square the kusa occupies and/or they hide behind a person or object no more than one size smaller.

Path of Perseverance (Su): At 3rd level and beyond, the kusa no longer needs to eat to survive. He simply refuses to let his body be bound to such requirements. He can gain nourishment from his ch'i by expending 1 point of ch'i per day that he goes without food. To survive, he needs only water (and air to breathe, of course). He also gains a +1 bonus on the following checks and saves per point of ch'i invested in this ability: Constitution checks

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Improved Concealment (Ex): Beginning at 3rd level, kusa learn to conceal themselves by taking advantage of the existing conditions and battlefield terrain. Examples might be indigenous undergrowth, brush, fog, smoke (from fires or smoke bombs), or even billowing clothes hanging out to dry or drapes in the wind. Many kusa use nage teppo (smoke bombs) to make clouds of smoke to create the conditions they need to use this ability. The kusa's miss chance while in concealment increases by +10%. The kusa's miss chance bonus increases to +20% at 12th level and +30% at 20th level. This ability overlaps and does not stack with spells, spell-like abilities, supernatural abilities, or magic items that grant bonuses to concealment. The kusa may use part of an effect, objects or people to gain concealment as long as it partially fills the

Bonus Ch'i Points (Su): Beginning at 4th level, the kusa earns ch'i points as a benefit of his training and advancement. He gains a bonus to his reservoir as indicated on Table: The Kusa.

Genin Jutsu Ability: Genin are the rank and file of those chosen to be kusa. As they rise in ability, they learn special talents and abilities called jutsu. At 4th, 5th, 6th, and 7th level, the kusa can choose one of the following abilities. Each Genin Jutsu ability may be selected once, unless specified otherwise.

Bonus Feat (Ex): A kusa may gain any additional feat of his choosing from the following list: Agile Maneuvers, Art of War**, Blind-Fight, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip), Combat Reflexes, Defensive Combat Training, Dodge (Kippup**, Lightning Stance, Mobility, Wind Stance), Endurance (Diehard), Gossamer Steps**, Improved Critical*, Improved Initiative, Deflect Arrows, Gorgon's Fist, Improved Grapple, Scorpion Style, Snatch Arrows, Stunning Fist), Lightning Reflexes (Reflexes Unbound**), Martial-Artist Weapon Proficiency**, Mighty Throw** (Powerful

made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold his breath, Constitution checks made to avoid nonlethal damage from thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, Fortitude saves made to resist damage from suffocation, and Swim checks made to resist nonlethal damage. As long as he has eight hours rest every day, he gains a +1 bonus per point of ch'i invested on the following day to resist the effects of fatigue.

The kusa also no longer suffers Dexterity penalties for normal aging, though he suffers Dexterity penalties for being magically aged. (Any penalties he may have already suffered remain in place.) Other penalties and bonuses for aging still accrue.

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Throw**, Quick Throw**, Soaring Throw**), Perception Unbound** (Sight Unbound**), Point Blank Shot (Far Shot, Improved Precise Shot, Manyshot, Precise Shot, Ranged Disarm**, Ranged Trip**, Shot on the Run, Skewer Shot**, Slicing Shot**), Quick Draw, Run, and Weapon Finesse.

The character must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. Bonus feats may be selected once every three levels.

A kusa can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Feats marked with two asterisks (**) can be found at the end of this document.

Ch'i Feat (Su): The kusa gains an additional ch'i or chakra feat of his choosing. However, he must still meet all the feat prerequisites, including ability score and base attack bonus minimums and prerequisite feats. Bonus ch'i feats may also be selected as a Chunin or Jonin Jutsu ability. Ch'i and Chakra feats can be found at the end of the document.

Concentration: A kusa can use concentration even if he cannot cast spells; his effective caster level equals his kusa class level, his relevant ability modifier is Wisdom.

The following are additional uses for Concentration.

Check (Gain Ch'i Focus): The ability to manipulate ch'i points gives ch'i-using characters a special energy. Ch'i-using characters can put that energy to work without paying a ch'i point cost—they can focus their ch'i as a special use of the Concentration. If you have 1 or more ch'i points available, whether invested in a chakra or not, you can meditate as a full round action that provokes attacks of opportunity to become ch'i focused. The DC is 15 for the first attempt each day. Each additional attempt after the first successful attempt in the same day increases the DC by 2. Wearing armor increase the DC as it can stifle the flow and distribution of ch'i throughout the body.

Gain Ch'i Focus DC Modifiers

Armor Type	DC Increase
Light	+5
Medium	+10
Heavy	+15
Shield used	+ (shield type bonus x2)

Shields only double the non-magical AC bonus. For example, a character with a +1 magic shield (size Medium) only receives a -2 penalty to the character's Concentration check.

You remain ch'i focused until you expend your ch'i focus, become unconscious, until your ch'i point reservoir drops to 0, or the duration that you can maintain your ch'i focus expires. You maintain ch'i focus for a number of rounds equal to your Wisdom bonus (if any) + half your character level +1 for each Ch'i feat or Chakra feat that you have. While ch'i focused, you gain the benefits of any chakra that has ch'i points invested in it. You cannot benefit from any chakra that does not have ch'i invested in it, whether ch'i focused or not.

You can expend your ch'i focus on any single Concentration check you make thereafter. When you expend your ch'i focus, your base Concentration check is as if you rolled a 15. (It's like taking 10.) You can also expend your ch'i focus to gain the benefit of a feat or special ability, as per their description.

When you expend your ch'i focus in this manner, you must select a single chakra that has ch'i points invested in it. These ch'i points are lost for the day. You must have 8 hours of rest and must meditate for 1 hour to recover those points. The expended ch'i points immediately activate a special ability or benefit. When you expend your ch'i focus, you immediately lose all benefits of chakras and ch'i feats that affect you (except for those that do not require you to maintain ch'i focus).

Action: Usually none. In most cases, making a Concentration check doesn't require an

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action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain ch'i focus is a full-round action.

Retry: Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of ch'i points from expending your ch'i focus.

Check (Replenish Ch'i Reservoir): Characters that can manipulate ch'i use up their ch'i points frequently.; As a special use of the Concentration skill, they can replenish their ch'i from ch'i in the surrounding environment a number of times per day equal to their Wisdom bonus (if any), by an amount equal to their Constitution bonus (if any). If they have no Wisdom bonus or no Constitution bonus, then they cannot replenish their ch'i. You must be ch'i focused to replenish your ch'i. During replenishment attempts, you can attempt to replenish ch'i for a number of rounds equal to half your class level.

Ch'i points gathered from the environment replenish ch'i points from your ch'i point reservoir. The ch'i points gathered cannot exceed your total ch'i point reservoir. Note that areas with an overabundance of ch'i will replenish 2 ch'i points per round, an area with moderate ch'i will replenish at a rate of 1 per round, and an area low in ch'i will only replenish 1 point of ch'i every 2 rounds. Ch'i recovered from the environment might not be balanced ch'i and could possibly be aligned to yin or yang depending on the location where it is gathered.

Replenishing ch'i points outside of stressful situations does not require a Concentration check; however, replenishing ch'i points during stressful situations, such as combat, does. The Concentration DC to replenish your ch'i points during stressful situations, such as combat, is 20.

Action: Full-round action.

Retry: Yes.

Child of the Night (Ex): Because kusa are often so active at night, they gain a +1 competence bonus to attack rolls, saving throws, and checks made after the sun goes

down. (This ability only takes effect above ground and when the kusa can verify that it is indeed night.)

Darkvision (Su): The kusa learns to channel his ch'i to see in the dark as though he had darkvision. He must be ch'i focused. For every point of ch'i invested in this ability, he gains 15 feet of darkvision.

Evasion (Ex): The kusa can avoid magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the kusa is wearing light armor or no armor. A helpless kusa does not gain the benefit of evasion.

Fast Movement (Ex): The kusa gains a +10 ft. enhancement bonus to his speed. A kusa in medium or heavy armor or carrying a medium or heavy load loses this extra speed. If he has at least one point of ch'i available, the kusa can use this ability while wearing medium armor or carrying up to a medium load. This ability is not considered a chakra and ch'i points cannot be invested in fast movement—This ability can be selected any time that the kusa gains a Genin Jutsu ability; the benefit is cumulative.

Illusory Deception (Sp): By expending his ch'i focus with this ability, the kusa can cast the *silent image* spell by expending 1 ch'i point. Use the kusa's class level as his caster level and his Wisdom as the key ability.

Illusory Substitution (Su): The kusa can substitute a mundane, miscellaneous, illusory object in his place in order to trick his enemies into attacking it instead of him. The kusa expends his ch'i focus as a free action, even when it is not his turn, and makes a successful Escape Artist check. The DC equals the attack roll of his attacker. Each additional point of ch'i expended beyond the first grants a +2 bonus to this check. He may substitute any object of his size category or one size category smaller. The substituted object looks and seems to behave just like the kusa, but it cannot move from its position. The kusa appears in an

unoccupied space up to 5 feet away per point of ch'i expended. There must be a clear space within range for the substitution to work, or the kusa cannot use this ability. He cannot use this ability in a grapple. This does not count against or negate his normal movement. The illusory effect becomes immediately apparent on the following round to anyone observing.

Improved Sneak Attack (Ex): This ability adds an additional 1d6 to the kusa's base sneak attack damage each time he takes this ability. This ability may be selected every other level, up to six times total. Example: a 20th level kusa could have up to +7d6 of Sneak Attack dice, six of which are from this ability.

Invisible Warrior (Sp): The kusa learns how to become invisible and may *invisibility* on himself. He must expend his ch'i focus with this chakra. The maximum duration is one minute for each point of ch'i expended. The kusa cannot make anyone else invisible; only himself.

Poison Use (Ex): Kusa train in the use of poison and never risk accidentally poisoning themselves when applying poison to a weapon.

Slow Fall (Ex): If the kusa with this ability is within arm's reach of a wall, he can use it to slow his descent. When using this ability, he takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind (Ex): The kusa's training focuses on maintaining a calm within the mind to resist unnatural influences. The kusa gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Trackless Step (Ex): By using techniques such as the "rub step" and the "sideways" step, a kusa leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Trapfinding (Ex): A kusa adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A kusa can use Disable Device to disarm magic traps. *Uncanny Dodge (Ex):* The kusa can react to danger before his senses would

normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A kusa with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

Chunin Jutsu Ability: Chunin, the middlemen, are often the trainers, handlers, and supervisors of the Genin. At 8th, 10th, 11th, 13th, and 14th level, the kusa can choose one of the following abilities. Each chunin ability may be selected once, unless specified otherwise. The kusa may select from any ability on the Genin Jutsu Ability list, subject to any restrictions.

Camouflage (Ex): The kusa can now use the Stealth skill in any environment, even if there is no cover or concealment.

Crippling Strike (Ex): A kusa with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage.

Enhanced Mobility (Ex): When wearing light armor or no armor and not using a shield, a kusa gains a +4 bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

Ghostly Steps (Ex, requires enhanced mobility): A kusa can move through an enemy occupied space without provoking an attack of opportunity. He ignores one attack of opportunity for each point of ch'i invested in this ability. Ghostly Steps can be used a number of times per day equal to the kusa's Wisdom bonus (if any); if the kusa has no Wisdom bonus, then he may use this ability once per week.

Improved Evasion (Ex, requires evasion): This ability works like evasion, except that while the kusa still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless kusa does not gain the benefit of improved evasion.

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Improved Illusory Deception (Sp): By expending his ch'i focus with this ability, the kusa can cast the *minor image* spell by expending 2 points of ch'i. Use the kusa's class level as his caster level and his Wisdom as the key ability.

Improved Invisible Warrior (Sp, requires Invisible Warrior): This ability works like the Invisible Warrior ability. The kusa may now use *greater invisibility* 1/day. The kusa can use mislead instead by spending one extra point of ch'i. He cannot make others invisible.

Improved Slow Fall (Ex, requires Slow Fall): This ability works like Slow Fall, except that the kusa's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves by 20 feet for a total distance of 40 feet.

Improved Illusory Substitution (Su; requires Illusory Substitution): This ability works like the Illusory Substitution ability. He may substitute any object of up to two size categories smaller than his own size category or one size larger. The illusory effect of the substitution lasts for one round per ch'i point expended upon activating this ability, and does not become apparent immediately. The kusa can appear in an unoccupied space up to 10 feet away per point of ch'i expended.

Now the kusa can use this ability while in a grapple, leaving his attacker holding something other than himself. He first makes a successful Escape Artist check as a full round action against the grappler. He receives a +4 competence bonus to his Escape Artist check per point of ch'i expended.

Nimble Steps (Ex): The kusa gains the ability to move through difficult terrain without penalty. He may also charge over difficult terrain that normally slows movement without penalty. He still needs to make any appropriate checks, such as Acrobatics to successfully move over the terrain.

Opportunist (Ex): Once per round, the kusa can make an attack of opportunity against an opponent who has just been struck for damage

in melee by another character. This attack counts as an attack of opportunity for that round. Even a kusa with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Paper Bomb (Su): This secret technique allows the kusa to create paper bombs that explode. Using small strips of paper that look like ofuda, the kusa invests them with ch'i and causes them to explode moments later. Creating paper bombs is a standard action that can be concealed with a successful Sleight of Hand skill check (opposed by Spot). These paper bombs may be attached to an object or person with a move-equivalent action. Often kusa attach them to thrown weapons and hurl them at a target. The kusa can invest ch'i points into the paper bombs without expending his ch'i focus, but he expends these ch'i points for the day. He may create a number of paper bombs in a round equal to the number of ch'i points invested.

Paper bombs inflict 1d6 points of damage per two kusa levels. The radius of the explosion is up to 5 feet for every 3 class levels the kusa has (determined when he invests ch'i). The paper bomb(s) explode a number of rounds no greater than 4 (chosen by the kusa) after he attaches them to something.

Poison Immunity (Ex): The kusa trains extensively with poisons and venoms of a wide variety, exposing him to very small doses. The kusa gains immunity to all poisons.

Rejuvenating Night (Ex): You need only sleep half the normal time required for your race to rest, heal, and regain spells (if you know any).

Shadow Jump (Su): At the cost of one ch'i point, the kusa gains the ability to travel between shadows as if by means of a *dimension door* spell. The magical transport must begin and end in an area with at least some shadow. A kusa may not use his own shadow for this ability. A kusa can shadow jump a distance of up to 10 feet per 2 kusa class levels. Using yin-

aligned ch'i doubles the range, (see the feats section).

Kusa Training (Ex): At 9th level, the kusa's training techniques for dexterity-based skills exceeds others. He gains a +2 competence bonus on any Dexterity-based skill on the kusa's class list.

Jonin Jutsu Ability: Jonin are the leaders and chief lieutenants. At 15th, 16th, 18th, and 19th levels, the kusa can choose one of the following abilities. Each jonin ability may be selected once, unless specified otherwise. The kusa may also select any allowable ability on the Genin or Chunin Jutsu Ability lists instead.

A Thousand Faces (Sp): Using his knowledge of specialized muscle control, ch'i training, and certain disguise techniques, called the "seven ways of going", a kusa can change his appearance, as if using the *alter self* spell. This ability may be used a number of times per day equal to the kusa's Wisdom bonus (if any); if the kusa has no Wisdom bonus, then he may use A Thousand Faces once per week.

Defensive Roll (Ex): With this advanced talent, the kusa can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the kusa can attempt to roll with the damage. To use this ability, the kusa must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute her defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the kusa's evasion ability does not apply to the defensive roll.

Hide in Plain Sight (Su; requires Camouflage): Using his special knowledge of the "five escaping techniques", the kusa can use the Stealth skill even while being observed. If



he has at least one point of ch'i available and he is within 10 feet of shadow, a kusa can hide himself from view without having anything to hide behind. He cannot hide in his own shadow.

Improved Shadow Jump (Su; requires Shadow Jump): This ability works like Shadow Jump, except that the distance a kusa can jump increases to +5 feet for each kusa level.

Shadow Defense (Ex): The kusa uses his talents in deception to improve his defense in combat with distractions and ruses. As a move action, the kusa designates one opponent to distract. He can change his Armor Class against that opponent's attacks to his best base attack bonus, including all bonuses as normal. This benefit lasts until the beginning of his next action. This ability does not apply against area-affect attacks or spells.

Slippery Mind (Ex): This ability represents the kusa's ability to wriggle free from magical effects that would otherwise control or compel him. If a kusa with slippery mind is affected by an enchantment spell or effect and fails

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his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Superior Slow Fall (Ex; requires Improved Slow Fall): This ability works like Slow Fall, except that the reduced effective distance of the fall when next to a wall improves by 40 feet (total distance is now 80 feet).

Kusa Skill Mastery (Ex): At 17th level, the kusa can use certain skills reliably under adverse conditions. He selects a number of skills equal to 3 + his Intelligence modifier (minimum 1). He may now Take 10 when using these skills even if stress and distractions would normally prevent him from doing so.

Shadow Power (Sp): Once per day at 20th level, the kusa can automatically duplicate the effect of a spell, power, spell-like ability, supernatural ability, or special abilities used in his presence. He must see the effect he wants to duplicate first. He must duplicate it within one round. This ability does not give or improve base attack bonus, saving throws, 9th level spells, or 16th level or higher class abilities. Any power or ability gained lasts as long as it normally does, up to 24 hours. The kusa uses his class level as the caster level and Wisdom as the key ability.

General Feats

Art of War (General)

By studying the scrolls of the great tiger generals and experiencing these conditions firsthand in battle, you learn of the effects that the terrain and weather can have on a battlefield.

Prerequisites: Base attack bonus of +4 or better.

Benefit: Any time you receive a circumstance bonus in combat, you may increase that bonus by +1 to a maximum equal

to your Wisdom bonus (minimum +1). You may not apply this bonus to an ally. This feat may only increase the highest available circumstance bonus at any one time.

Improved: Take this feat a second time to apply its effects to the circumstance bonuses of your allies.

Gossamer Steps (General)

You learn to use your unbound to lessen the grip of the earth's pull on you.

Prerequisites: Acrobatics 5 ranks.

Benefit: The character's Acrobatics checks are now at half their previous difficulty. Use the DCs from the Gossamer Steps Jump Resolution table instead.

The DCs listed on the table are for characters with 30 foot movement speeds. Adjust the DC for size and movement speed as described in the Acrobatics skill. Distance moved by jumping still counts against maximum normal movement in a round.

Normal: A character's jump check DC is higher.

Gossamer Steps Jump Resolution

Running long jump	Half the distance jumped
Standing long jump	Equal to the distance jumped
Running high jump	Equal to 2 × distance jumped
Standing high jump	Equal to 4 × distance jumped

Kippup (General)

You know how to take a fall and how to recover from throw attacks.

Prerequisites: Dexterity 13+, Acrobatics 2 ranks, Dodge.

Benefit: If the character is thrown or knocked down to a prone position in melee combat, she immediately recovers and stands

up as a free action, though she still takes damage (if any).

Improved: With a successful Acrobatics check against a DC of 20 + the opponent's Dexterity or Strength modifier (whichever is higher), the character does not take damage from throw attacks.

Mighty Throw (General)

You are skilled in making throw attacks.

Prerequisites: Either Strength 13+ or Agile Maneuvers and Dexterity 13+.

Benefit: The character does not provoke an attack of opportunity when she attempts to throw an opponent. The character gains a +2 bonus on her Combat Maneuver check made to throw the opponent. Additionally, the character needs only one free hand to throw an opponent by taking a -2 circumstance penalty to Combat Maneuver check to successfully throw the opponent. The character also receives a +2 to her Combat Maneuver Defense to avoid being thrown.

Improved: If the character throws an opponent in melee combat, and the opponent remains within reach after landing, she immediately gets a melee attack against that fallen opponent. This is as if she hadn't used her attack for the throw attempt. The character no longer suffers any penalties when attempting to throw an opponent with one hand.

Normal: You need two hands to throw an opponent.

Perception Unbound (General)

A character who is not as closely connected to this reality as others can often be more perceptive towards this reality, just as it sometimes takes an outside observer to point out something that others are too close to notice.

Prerequisites: Perception 2 ranks and Sense Motive 2 ranks

Benefit: The character gains a +2 inherent bonus to Perception and Sense Motive checks. He can also apply the +2 bonus to disbelieve

illusions. He need not interact with an illusion to disbelieve it; he can attempt his will save to disbelieve upon first perceiving the illusion. If he fails, he may try to disbelieve it again upon interacting with it.

Normal: Characters can only try to disbelieve illusions upon interacting with them.

Powerful Throw (General)

You can throw opponents with powerful force.

Prerequisites: Either Strength 13+ or Agile Maneuvers and Dexterity 13+, Mighty Throw.

Benefit: The character can throw opponents with such force that they take damage from the impact as if struck with an unarmed attack, taking an extra +1 point of damage for every 5 feet the target creature was thrown. Any other creature targeted by the throw attack takes the unarmed strike damage as well.

Improved: For every 5 feet the target creature is thrown, it and any other creature targeted take an additional 1d6 points of damage per 5 feet thrown instead.

Quick Throw (General)

After an hour spent sparring with multiple opponents, throwing them down repeatedly, the speed with which you can throw an opponent becomes impressive.

Prerequisites: Either Strength 13+ or Agile Maneuvers and Dexterity 13+, Mighty Throw.

Benefit: The character may now substitute a melee attack for Combat Maneuver when attempting to throw an opponent. As a melee attack, throwing an opponent can be attempted once in an attack or charge action, one or more times in a full-attack action, or even used as an attack of opportunity. Attempting to start a throw is the equivalent of making a melee attack, i.e. requires a standard action. If a character gets multiple attacks, he can attempt to start a throw multiple times (at successively lower iterative base attack bonuses).

Ranged Disarm (General)

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Ranged Disarm (General)

You learn how to disarm an opponent's weapon from a distance.

Prerequisites: Dex 15+, Base attack bonus +4, Point Blank Shot, Precise Shot, and Weapon Focus.

Benefit: You may use your ranged weapon to disarm an opponent. Make a ranged attack as normal. You must be further than five feet away from your opponent, but within your first range increment. If your attack succeeds, apply your damage as normal, and then make a Combat Maneuver check. You gain a +2 bonus on the Combat Maneuver check to disarm. If the target is disarmed the weapon drops at the target's feet.

Normal: Without this feat, you may only disarm while engaged in melee.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Benefits gained from this ability overlap and do not stack with Improved Disarm.

Ranged Trip (General)

You learn how to trip an opponent from a distance with your ranged weapon.

Prerequisites: Int 13+, Base attack bonus +4, Point Blank Shot, Precise Shot, Weapon Focus.



Benefit: You may use your ranged weapon to trip an opponent. Make a ranged attack as normal. You must be further than five feet away from your opponent, but within your first range increment. If your attack succeeds, apply your damage as normal, and then make a Combat Maneuver check. Instead of applying your Strength modifier to the Combat Maneuver check, you may apply your Dexterity modifier. You gain a +2 bonus on your Combat Maneuver check to trip your opponent. The

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opponent may not retaliate with a trip attempt of his own should this trip attempt fail.

Normal: Without this feat, you may only trip while engaged in melee.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Benefits gained from this ability overlap and do not stack with Improved Trip.

Reflexes Unbound (General)

Your quick reflexes react faster than the powers of certain universal truths that would harm you.

Prerequisites: Base Reflex Save of +3, Lightning Reflexes

Benefit: Once per day for every 5 character levels, you may Take 10 on a failed Reflex save. You must use the new result.

Sight Unbound (General)

For short glimpses of time you see beyond the illusion of reality in this plane of existence.

Prerequisites: Perception Unbound, Perception 5 ranks, and Sense Motive 5 ranks.

Benefit: Once per day per four character levels, the character may gain use of the *true seeing* spell for a number of rounds equal to his Wisdom bonus (minimum of 1 round). This is a Spell-like ability.

Skewer Shot (General)

You become proficient at striking multiple targets with a single shot from your ranged weapon.

Prerequisites: Str 15+, Base attack bonus +4, Point Blank Shot, Weapon Focus, Weapon Specialization.

Benefit: Declare use of this feat before making the attack roll. You can only use this ability once per round as part of a full attack action. If you deal enough damage to a creature to make it drop (typically by dropping it to unconscious or by killing it) and there is another creature in a straight line behind that

one, you may apply your attack roll to that creature to see if the ranged weapon strikes it. The second creature does not gain a cover bonus to AC from the creature dropped. This feat is only effective from a distance of further than five feet and if the target is within your weapons first range increment. Any extra damage, such as from a sneak attack or magic weapon quality, applies only against the first creature struck.

Improved: A character can take this feat a second time with the same weapon. The improved version of this feat allows the shot to penetrate and damage any number of targets along the line of the shot as long as they are all within 60 feet. Furthermore, the targets need not drop for the Skewer Shot to work.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Benefits gained from this ability do not stack with those of the Cleave feat.

Slicing Shot (General)

You learn how to sunder an opponent's weapon from a distance with your ranged weapon.

Prerequisites: Str 13+, Base attack bonus +4, Point Blank Shot, Precise Shot, Weapon Focus.

Benefit: You may use your ranged weapon to strike at an object held or carried by an opponent (such as a weapon or shield) for the purpose of attempting to sunder that item. You gain a +2 bonus on any attack roll made to attack an object held or carried by another character. A ranged piercing weapon may be used, but only against objects with a Hardness of 5 or less. Your target must be within your weapons first range increment.

Normal: Without this feat, you may only attempt to sunder an object held or carried by another character while engaged in melee. Also, ranged piercing weapons cannot normally be used to sunder.

Special: A character can gain this feat multiple times. Its effects do not stack. Each

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time the character takes the feat, it applies to a new weapon.

Benefits gained from this ability do not stack with those of the Improved Sunder feat.

Soaring Throw (General)

You can throw opponents a great distance to knock down multiple opponents.

Prerequisites: Either Strength 13+ or Agile Maneuvers and Dexterity 13+, Mighty Throw, Powerful Throw.

Benefit: The character can throw opponents with such force that they fly a great distance and can knock down multiple opponents. The character adds a +4 to the DC of the Reflex saves needed to resist being knocked prone by her throw attacks and can throw opponents a distance of 20 feet. Any creature within the line that the target creature is thrown is also targeted by the throw attack. Each creature occupying a space in that line of effect must fail its Reflex save from the throw attack in order for the next creature behind it to be affected. Once a creature makes its Reflex save, any creature behind it cannot be targeted.

Weapon Proficiency, Martial-Artist (General)

You can use four martial-artist weapons without penalty.

Prerequisites: Proficiency with simple weapons.

Benefit: The character makes attack rolls with four martial-artist weapons normally. Choose the five proficient weapons the character from the following: bagh-nakh, battleclaw, biau dau, butterfly sword, chain, chakram, hijiriki, flying guillotine, greater battleclaw, hand axe, hook sword, jambiya, jitte, kama, katar, kau sin ke, kawanaga, kukri, kunai, kusarigama, manrikigusari, monk's spade, nekode, nunchaku, sai, sang kauw, shobo, short sword, shuriken, siangham, swordstaff, takujo, three section staff, tonfa, vajra, war fan, warhammer, whip, and wind-and-fire wheel.

Normal: Characters using a weapon they are not proficient with suffer a -4 penalty on attacks.

Benefit: This feat may be taken multiple times. Each time it is taken, you may select proficiency in four additional martial-artist weapons.

Ch'i Feats

Ch'i feats are available only to characters and creatures with a ch'i point reservoir and the ability to gain ch'i focus.

See the feat "Ch'i Awakened" for details on how to acquire Ch'i points.

Ch'i feats are supernatural abilities that cannot be disrupted in combat (as spells can be) and 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 magic or ch'i is suppressed. Leaving such an area immediately allows ch'i feats to be used.

Any ch'i feat that allows the investment of ch'i points is considered to be a chakra feat.

Ch'i feats and chakra feats can be selected at 1st level in the place of a general feat.

Chakra Feats

Chakra feats are ch'i feats and work in all ways like ch'i feats, except as follows. Often, chakra feats can be used only when you are ch'i focused, others require you to expend your ch'i focus to gain their benefit, and some provide a benefit in both circumstances. Expending your ch'i focus does not require an action; it is part of another action (such as using a chakra feat).

You may only expend your ch'i focus as part of one action.

Animus Shaping (Chakra)

You can use your ch'i animus, or aura, to dodge blows as you shape the air around you to guide incoming attacks to the places where you are not.

Prerequisites: Dex 13+, Con 11+, Wis 13+, Ch'i Awakened.

Benefit: While ch'i focused, you receive a +1 dodge bonus to your Armor Class per ch'i point invested in this chakra. This bonus stacks with the bonus from the Dodge feat. You must designate a single opponent for the bonus provided by this feat.

By expending your ch'i focus, you can force your opponent to reroll a single attack roll. Use this feat at any time during the round as a free action, but ch'i points must already be invested in this chakra. For each additional point of ch'i expended in this chakra beyond the first, your opponent incurs a cumulative -1 circumstance penalty on his attack reroll.

You gain one point of ch'i.

Animus Shield (Chakra)

Your ch'i solidifies as a protective barrier in the instant before the impact from an attack. You can use the animus, or aura, of your ch'i to block attacks from your enemies.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened.

Benefit: While ch'i focused, you receive a +1 deflection bonus to AC for each point of ch'i invested.

By expending your ch'i focus, you can force your opponent to reroll a single attack roll. Use this feat at any time during the round as a free action, but ch'i points must already be invested. For each additional point of ch'i expended beyond the first, your opponent incurs a cumulative -1 circumstance penalty on his attack reroll.

You gain one point of ch'i.

Blood Fuel (Ch'i)

Blood can provide you with additional ch'i in an emergency, but at a price. You can expand your ch'i point total at the expense of your health.

Prerequisites: Con 13+, Wis 13+, Ch'i Awakened.

Benefit: Recover 2 ch'i points by taking 1 point of temporary ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution.

You can recover additional ch'i points for the same cost to Strength, Dexterity, and Constitution. These recovered points add to your ch'i point reserve as balanced ch'i points as if you had gained them by resting overnight and meditating.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

Ch'i Awakened (Ch'i)

Through intense dedication, meditation, and study given over to the pursuit of physical and metaphysical perfection, the character awakens to the presence of ch'i in the world and within his own body. The character is proficient at using and shaping ch'i and can develop and channel his ch'i to perform amazing accomplishments normally attributed to magic.

Prerequisites: Con 11+, Wis 13+

Benefit: You gain access to a personal reservoir of ch'i points, which can be invested into any chakra that you have access to. You gain a number of ch'i points equal to 1 + 1 for every two points of Constitution and/or Wisdom bonus (if any) combined. Your ch'i is considered to be balanced ch'i, unless you gain the ability to realign it from a feat or other special ability. Also, you gain the ability to achieve ch'i focus using Concentration.

Ch'i Awareness (Chakra)

Using your ch'i, you notice things that you never perceived before.

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Prerequisites: Wis 13+, Ch'i Awakened.

Benefit: You gain Blindsense out to a range of 10 feet per point of ch'i invested. Expending your ch'i focus grants the Blindsight for a number of rounds equal to your Wisdom bonus.

You gain one point of ch'i.

Ch'i-Infused Organs (Chakra)

After learning a secret technique over the course of several weeks from a master martial artist, you learn to fill your internal organs with so much ch'i that you can move them within your body to mitigate harm.

Prerequisites: Con 13+, Wis 13+, Ch'i Awakened, and base Fortitude save +6

Benefit: There is a 10% chance per ch'i point invested in this chakra that you negate a critical hit. You must be aware of the attack; this feat does not apply to damage taken from a sneak attack. You cannot stack the benefits of this feat with that of any other ability. If you succeed, your opponent rolls damage normally.

If you expend your ch'i focus, your chance to negate critical hits increases to 20% per ch'i point expended for a number of rounds equal to your Constitution bonus.

Your chance to negate critical hits never exceeds 90%.

You gain one point of ch'i.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

Ch'i Meditation (Ch'i)

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

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened.

Benefit: You can take a move action to become ch'i focused.

Normal: A character without this feat must take a full-round action to become ch'i focused.

Ch'i Rejuvenation (Ch'i)

Your ch'i automatically heals you of your most grievous injuries, but at a price.

Prerequisites: Con 13+, Wis 13+, Concentration 5, Ch'i Awakened, Healing Chakra.

Benefit: A character that is disabled or dying can automatically and immediately (free action) convert one ch'i point to two hit points, even if she is not ch'i focused. She cannot use these converted points to heal herself above 1 hp. The points used are determined just as if the character were affected by ch'i damage; the character has no choice which ch'i points will be used to save her life. This healing automatically stabilizes the character.

Ch'i Smite (Chakra)

You can charge your melee attacks with ch'i, making them into powerful kinetic blows with increasingly debilitating effects.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened.

Benefit: Expend your ch'i focus with a normal melee attack that successfully strikes a target. You force the target to make a successful Fortitude save (DC 10 + ½ your character level + your Wisdom bonus). If the save fails, the target suffers the damage from your attack plus one or more additional effects. For each point of ch'i expended, the target suffers +1 point of damage and is dazed for 1 round. For every 2 points of ch'i expended, the target is knocked back 5 feet (unless prohibited by terrain). If 3 or more ch'i points are expended, then the target is also knocked prone. The effects of this feat are cumulative.

You gain one point of ch'i.

Ch'i Spell Endowment (Chakra)

You can make your spells more difficult to resist by endowing them with ch'i.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened, ability to cast spells.

Benefit: By expending your ch'i focus, add +1 to the save DC of your spell for each ch'i point expended at the time of casting the spell.

You gain one point of ch'i.

Ch'i Spell Penetration (Chakra)

Your spells are especially potent, breaking through spell resistance readily.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened, ability to cast spells.

Benefit: Expend your ch'i focus. You get a +1 bonus on caster level checks or caster power checks made to overcome a creature's spell resistance per point of ch'i expended at the time of casting the spell.

You gain one point of ch'i.

Ch'i Sunder (Chakra)

You can sense the stress points on weapons and construction from the ch'i flowing through the environment.

Prerequisites: Str 13+, Con 11+, Wis 13+, Ch'i Awakened, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your ch'i focus. When you strike at an opponent's weapon, you ignore two points of the weapon's Hardness (round down) for every ch'i point expended. The effects of this ability also apply to any magical enhancements possessed by the weapon that increase its hardness.

You gain one point of ch'i.

Special: You can sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the total Hardness (round down) when attacking that object.

Ch'i Warrior (Ch'i)

You can sense the stress points on others from the ch'i flowing through the environment.

Prerequisites: Str 13+, Con 11+, Wis 13+, Ch'i Awakened.

Benefit: When you score a critical hit against an opponent, you gain 1 temporary point of ch'i. If you do not spend this ch'i point by the end of the current encounter, it is lost.

You gain one point of ch'i.

Dancing Prana Strike (Chakra)

Use your momentum, leverage, and ch'i in acrobatic displays of might and cunning to attack your opponents.

Prerequisites: Con 13+, Dex 13+, Wis 13+, Ch'i Awakened, and Skill Focus (Acrobatics, Climb, Perform [Dance], Ride, or Swim).

Benefit: Invest ch'i points into this chakra before making attack rolls. You may choose to subtract a number from all movement-based skill check rolls (Acrobatics, Climb, Perform [Dance], Ride, or Swim) and add it to all melee damage rolls. This number may not exceed twice the number of ch'i points invested. You must be ch'i focused and you must make a movement-based skill check in the same round. When moving through difficult terrain, you may walk or hustle through those spaces instead of suffering from hampered movement provided you successfully make the appropriate skill check (i.e. Acrobatic, Climb, Ride etc.). You still cannot run or charge through difficult terrain.

If you expend your ch'i focus before an attack, you may instead double the bonus to damage from this feat.

You gain one point of ch'i.

Enduring Ch'i (Ch'i)

Your skilled use of ch'i makes the effects of expending your ch'i focus last longer.

Prerequisites: Con 15+, Wis 13+, Ch'i Awakened, any two Ch'i or Chakra feats.

Benefit: When expending your ch'i focus, the chakra benefit lasts for an additional round. You can do this a number of times per day equal to your Wisdom bonus.

You gain one point of ch'i.

Expertise Chakra (Chakra)

By focusing ch'i on your defense for a time you can build it up for a powerful strike.

Prerequisites: Int 13+, Str 13+, Con 11+, Wis 13+, Ch'i Awakened, Expertise, and Power Attack.

Benefit: Invest ch'i points into this chakra while ch'i focused and before making attack rolls for a round. You may then subtract a number from all melee attack rolls and add an equal amount to all melee damage rolls and to Armor Class. This number may not exceed the number of ch'i points invested into this chakra. You may not use Expertise or Power Attack feats in the same round that you use this feat.

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Whenever the character's ch'i focus is expended with this chakra during an attack, you lose the above benefits, but gain a bonus equal to the number of ch'i points expended in this chakra on the next attack only.

You gain one point of ch'i.

Fertile Ch'i Flow (Ch'i)

Ch'i flows through you in an irregular fashion.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened.

Benefit: Whenever you roll a natural 1 on an attack roll or a Concentration skill check, you gain 1 temporary point of ch'i. If you do not spend this ch'i point by the end of the current encounter, it is lost.

Focus on the Path (Ch'i)

Your ability to concentrate is as sharp as a dragon's fang, allowing you to gain your ch'i focus in the most turbulent situations.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened.

Benefit: You gain a +4 bonus on Concentration checks you make to become ch'i focused.

Footsteps of the Dragon (Chakra)

Learn the mystical ability of focusing ch'i into reducing body weight to balance on tightropes, the narrow branches of a willow tree, or delicate china dishes. The character is so light that difficult climbs or jumps become easier.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened.

Benefit: While ch'i focused with this chakra, the character may reduce his body weight by 90%. Items carried or worn do not reduce their weight. Gain a +2 insight bonus to Acrobatics, Climb, and Stealth checks per point of ch'i invested. Expending ch'i focus grants a +10 enhancement bonus to Acrobatics, Climb, and Stealth checks for each point of ch'i expended in this chakra for 1 round. If the character is encumbered, the bonus to Acrobatics and Climb checks is reduced to +1 per point of ch'i while ch'i focused or +5 per point of ch'i when he expends his ch'i focus.

You gain one point of ch'i.

Restrictions: This feat can be used only if the character is wearing light armor or no armor. If the character is heavily encumbered, he is incapable of using this feat.

Improved: If you take this feat a second time, the character may walk across a pool of calm water up to 10 feet per ch'i point invested. He may not stop on the water without immediately falling in. If he expends his ch'i focus or loses his focus while crossing the water, he will fall in. The character can reduce fall damage by a number of feet equal to the number of ch'i points invested x 5. If the character has the slow fall class ability, this feat stacks with its reduction.

You gain one point of ch'i.

Healing Chakra (Chakra)

The character can channel ch'i to heal herself of physical abuse and damage.

Prerequisites: Con 13+, Wis 13+, Ch'i Awakened.

Benefit: To use this feat, you must expend your ch'i focus. Each point of ch'i expended heals 3 hit points, up to your current maximum hit points.

You gain one point of ch'i.

Heart of the Dragon (Ch'i)

Your ability with ch'i reinforces the vitality of your body.

Prerequisites: Con 11+, Wis 13+, Ch'i Awakened.

Benefit: When you take this feat, you gain 2 hit points for each ch'i feat you have (including this one and Ch'i Awakened, even though it is not technically a ch'i feat). Whenever you take a new ch'i feat, you gain 2 more hit points.

You gain +4 on saving throws against death effects as ch'i, the energy of life, infuses your body.

Hidden Dragon's Rage (Ch'i)

This technique, also known as the spirit bomb, allows you to impose an artificial limit upon your daily ch'i reservoir by withholding a

certain amount of ch'i each day in return for a big payoff.

Prerequisites: Con 13+, Wis 13+, Concentration 5, Ch'i Awakened, and must have at least 2 points of ch'i available per day.

Benefit: To gain the benefits of this feat, the character must impose a limit on his daily use of ch'i. His ch'i reservoir is permanently reduced by 1; he can no longer use that ch'i point. In exchange, the character gains a temporary burst of increased ch'i points. The ch'i points increase by 1 ch'i point per 2 character levels, but they go away when the Hidden Dragon's Rage is over. (These extra ch'i points are not lost.) Hidden Dragon's Rage lasts for a number of rounds equal to the character's Wisdom modifier + 1 for every 3 levels the character has. The

character may prematurely end use of the feat at any time during his turn as a free action. The character then loses the ch'i points he had gained. He becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Aside from becoming fatigued, the character suffers no penalties or drawbacks for having such a large amount of ch'i at one time.

Restriction The character can unleash the Hidden Dragon's Rage once per day. A character can do it only during his action as a free action, not in response to someone else's action.

Item Activation Chakra (Chakra)

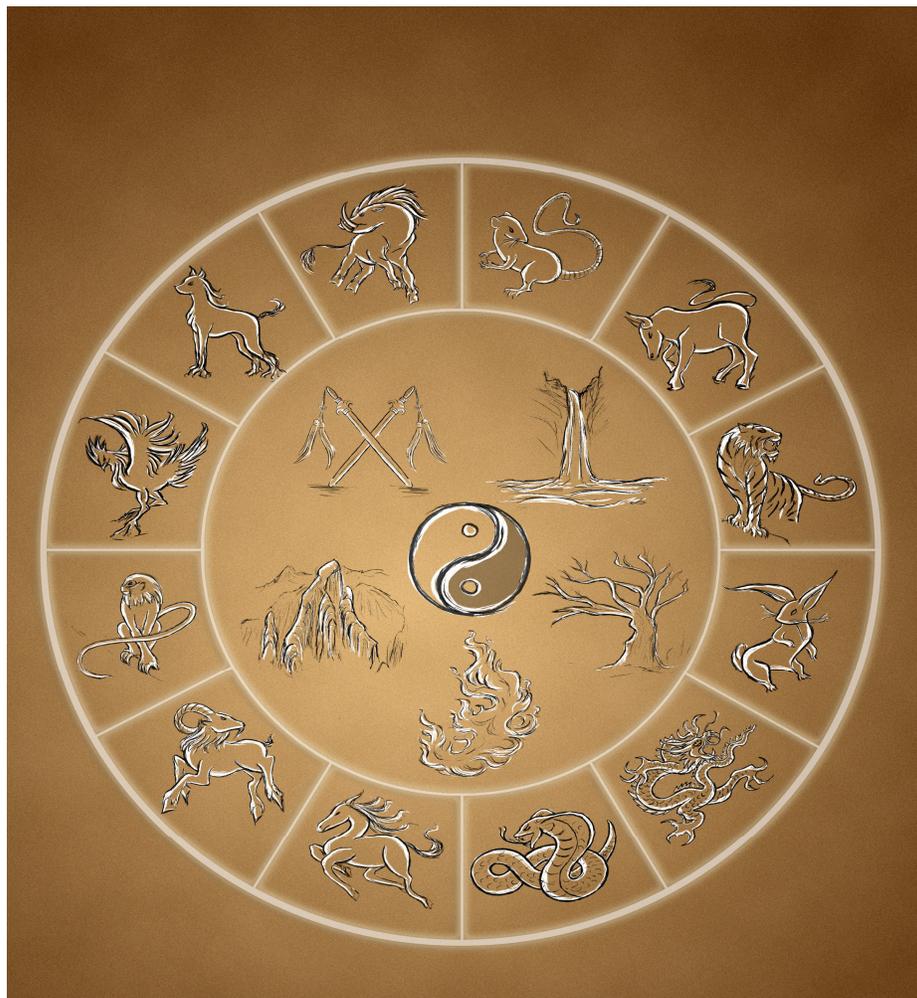
Your ch'i grants you a special insight into the workings of magic items.

Prerequisites: Con 11+, Wis 13+, Knowledge (Arcana) 4, Ch'i Awakened.

Benefit: You must be ch'i focused to use this feat. For every 3 caster levels of the creator of the magic item, you can invest 1 ch'i point in order to activate a magic item as a move action rather than as a standard action. All of the ch'i invested in this chakra must remain invested the entire time the item is in use or this feat will not work.

Expending ch'i focus with this chakra allows you to activate a magic item as a free action.

You gain one point of ch'i.



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