Rite Publishing Presents

SUTRA MAGIC





By Frank Carr





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Sutra Magic

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Dedication: to THILO GRAF

for unending support and sacrifice that is truly appreciated.

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Sutra Magíc

"I paint the symbols heaven, earth, wind, water, mountain, fire, thunder, and lake. The ancient child asks, "What do you see?" I see a circle of jade." - From the Tao te Ching

Sutras are sacred stories, prayers, or other lessons and expressions of the universe. They are often written on paper charms, called ofuda, in order to ward against, reveal, bind, or punish otherworldly creatures referred to as infernals (see Infernals side bar). Ofuda (with the proper sutras) sanctify places and can also be used as good luck charms. The power granted to an ofuda comes from the sutra written on it by its creator. The sutra is a universal truth expressed as a prayer; as such, sutras are tied to both the runes of creation and the Green.

Ofudas let sutras draw on the power of these universal forces to produce a variety of effects. It is not enough to simply know how to write a sutra to make its power work; one must also understand it and believe in its principles and in what it teaches before the power of the sutra will empower an ofuda. What's more is that not just any believer can find themselves with the ability to use a sutra. The power of the universe reveals itself only through the self. Even then, not many sutras can be learned or comprehended until one experiences life through the fullness of time and exposure to the world.

Sutras are used by those versed in the theological practices that gave rise to them. Over time, certain religions acquired the practice from others. In the Lands of the Jade Oath, these faiths are Bodhism, Taoshidaoism, Kami-do, Upanishandism, ancestor worship, animism, and shamanism. Sutras are a cosmic truth related to the Green, the power of runes, and the ch'i that flows through the world. Those who can perceive and tap into the power of the Green (druids and rangers), and their faith (clerics, inquisitors, monks, oracles and paladins) have the potential to learn sutras (see the Sutra Caster feat in the Sutra Feats section at the end of the document). Priests, monks, and other dedicated followers of the religions use sutras as a means to teach and learn the lessons of their faith. They ward off and even combat the malicious presence and activities of mischievous spirits and the antithesis of their faiths, the infernals.

Infernal creatures and spirits cannot create ofuda or cast sutras.



Learning Sutras

To begin learning sutras, a character must first take the Sutra Caster feat. A character may learn one sutra per two sutra caster levels, with a maximum number learned equal to twice her unenhanced Wisdom bonus (minimum of 1). The character does not learn bonus sutras due to a high ability score. The character does not automatically learn new sutras; she must find them, understand them, and finally, commit them to memory. The exceptions to this rule are feats or special class abilities (such as the demon hunter's and thecontemplative monk's).

Infernal,

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 with the following types and subtypes are considered to be infernals: Aberration type Fey type Goblinoid subtype Incorporeal subtype Outsider type Undead type

Useful Names

Ghohei – A specially prepared staff consisting of a stick of wood with two strips of paper attached to it. Misogi – a purification ritual Ooharai – Exorcism Ofuda – paper that carries a sutra Norito – Shinto chant Sutra – magical prayer or invocation

Sutra Caster Level

The sutra caster level is equal to the character's total levels in any sutra casting classes. For any levels in other classes, every 3 class levels counts as a single sutra caster level. Spellcasting classes count every 2 spellcaster levels as a single sutra caster level (see chart below). If multiclassed, then add the effective sutra caster levels from each of your classes together to determine your total effective caster level

Effective spell level

The effective spell level of a sutra is bases on the character's sutra caster level (see chart below). The Save DC is 10 + effective spell level + the character's sutra casting ability score modifier (usually Wisdom). This is also important when casting a sutra defensively or in difficult circumstances. When adjudicating a Concentration check for casting a sutra, use the effective spell level in place of the spell level when determining the Difficulty Class.

Daily Sutras

A character may cast a number of sutras per day equal to her Wisdom bonus. If the character has levels in a sutra casting class, then she adds +1 for every four levels in a sutra casting class. Having the Sutra Caster feat does not make the character a spellcaster.

	Effective Sutra Caster Level		
Character Level	Sutra Caster*	Arcane Spellcaster**	Non-Spellcaster
1st	1st	1st	1st
2nd	2nd	1st	1st
3rd	3rd	2nd	1st
4th	4th	2nd	2nd
5th	5th	3rd	2nd
6th	6th	3rd	2nd
7th	7th	4th	3rd
8th	8th	4th	3rd
9th	9th	5th	3rd
10th	10th	5th	4th
11th	11th	6th	4th
12th	12th	6th	4th
13th	13th	7th	5th
14th	14th	7th	5th
15th	15th	8th	5th
16th	16th	8th	6th
17th	17th	9th	6th
18th	18th	9th	6th
19th	19th	10th	7th
20th	20th	10th	7th

* Sutra caster classes include all classes with divine spellcasting, enlightened scholars and monks.

** Alchemists are included with arcane spellcasters for the purpose of determining your effective sutra caster level.

Sutra Caster Level	Effective Spell Level	Max Sutras Learned*
1st - 2nd	1st	1
3rd - 4th	2nd	2
5th - 6th	3rd	3
7th - 8th	4th	4
9th - 10th	5th	5
11th -12th	6th	6
13th - 14th	7th	7
15th - 16th	8th	8
17th - 18th	9th	9
19th - 20th	9th	10
* Use this value or your unenhanced Wisdom modifier times		

Use this value or your unenhanced Wisdom modifier times two, whichever is lower.

Ofuda

THAN .

Certain faiths, notably Kami-do and certain Bodhist sects, write sutras on strips of paper, wood, cloth, or metal to create an ofuda. The ofuda holds no mystical power until a sutra is written on it. When writing a sutra onto an ofuda, it is inscribed with a series of mystic runes and symbols known as "brilliant jade script". The brilliant jade script is only part of a sutra, the part that defines it as to what type it is; a sort of prefix to a mystic formulae. When the sutra is spoken aloud at the moment the ofuda is cast, investing the power of the sutra into the ofuda, is when the mystical formulae of faith and universal truth becomes complete – awakening the true power of the sutra. Sutras written on ofuda come in three general types: charm, punitive, and warding.

Omamori can also bear either the descriptor of a charm or of a warding sutra.

Charm Ofuda

Most ofuda combat the menace of infernals or evil spirits, but charms can be used for good fortune and to provide blessings to both heroes and the common folk. Charm ofudas are empowered with sutras that grant special luck, insight, or abilities to those who carry them. These ofuda are always beneficial and are carried by those who benefit from their use. They usually have a single target and seldom have area effects. The person that both bears the ofuda and is designated by name on it is alwaysthe target. These are usually, but not always, carried by someone other than the caster and activated by the bearer. Some, like the fiery pearl sutras, are only activated by the caster. The power of the sutra's effect is determined by the effective spell level invested into the charm ofuda.

Design Decision: Sutra Magic

When I started to write this setting, I wanted to have the divine magic of the sutras and ofudas from the far east in order to do the setting justice; however, I needed something more than traditional D&D spellcasting or even the spellcasting from *Monte Cook's Arcana Evolved* to simulate it. In many of those stories from Asian myth and fantasy fiction, this form of magic is the specialty of monks and priests. They use it mainly against evil spirits, ghosts, and demons, but there are the occasional martial artists or other laymen that know some as well. I wanted to have this form of magic occupy the same niche in the Jade Oath setting as well as keep it in line with the spirit of Arcana Evolved wherein magic is more common than in most settings. In Arcana Evolved there is no distinction between divine and arcane magic, but this magic is clearly divine in flavor. I knew I would have to come up with something new. I was reluctant to create classes beyond the four new ones (demon hunter, enlightened scholar, kensai, and kusa) and the classes I was modifying from the core rules.

Then the answer struck me. Make the magic system based on feats and designate certain classes as more adept with it than others. This was a chance to make a form of magic that strayed from the traditional level-based magic system. For a time, I considered making the effectiveness based on skill checks, but that proved to be needlessly complex and cumbersome. Then, I considered linking it to the ch'i magic system that simulates ch'i powers from mythology and fiction. That too proved to be too complicated and really didn't have any flavorful reason for the two magic systems to be linked together. Ch'i and sutras are two different sources of magical power. In the end, I decided to make the sutra magic system power levels dependent on the effective sutra caster level. To a small degree it is also still dependent on the skills of the caster. The sutras are written so that they have the focus of their power devoted to combating evil spirits, demons, and the undead, while still being useful against other types of opponents.

Why not make Cleric the Wizard Sutra Casters?

You may have noticed that the monk and enlightened scholar are sutra casters. The classes that were designated as sutra casting classes were chosen to set the right flavor and atmosphere. In the case of certain suitable sutra casting classes, the boost in options with the addition of sutra magic to their class abilities makes them a more desirable option.

Count the sutra that is invested into the ofuda as if cast for the day when created. An individual who receives an ofuda at the time the caster casts the sutra is the only individual who can activate the ofuda from that moment on. Charm ofuda that bestow an immediate effect typically activate by burning them or activate with a spoken prayer that causes them to be consumed in a small, spontaneous combustion. Charm ofuda granted to someone else count against the caster's daily limit. Charm ofuda always have a duration of less than 24 hours. This type of sutra will not work if the bearer is an infernal creature.

Punitive Ofuda

These ofuda punish the infernals and spirits who invade the middle kingdom by causing them damage, pain, or even inflicting special conditions. These ofuda can temporarily bind infernals or spirits as detailed in their description. Use these ofuda directly against their targets. They can have either a single target or an area effect. Punitive ofuda are empowered with sutras that have an immediate effect upon an enemy, often causing damage to their targets or otherwise acting like evocations or immediate abjuration effects. They can also have the effect of paralyzing or controlling a singular creature.

Cast punitive ofuda as a standard action to harm an opponent, usually an infernal. They take effect immediately upon being cast and thrown, when they fly towards the intended target. The paper strips resist the strongest natural winds and even circumvent obstacles in their path on their way to strike their designated target. Single target punitive ofuda require a successful ranged or melee touch attack to hit and take effect (see the description). These ofuda never have a permanent duration.

Warding Ofuda

Warding ofuda keep evil spirits and infernals from the people, places, and things that bear them. They can bind infernals to them. Less often, these ofuda might keep something bound within a person or creature. Warding ofuda can defend against the attacks of infernals and sometimes offer protection against other mystical forces. These ofuda are defensive in nature, or keep something away, or confine things within the place or object to which it is attached. Some warding sutras act immediately, while others may not be activated until the target of the warding comes into contact with it or its area of effect.

Touch the ofuda to the surface, object, or creature that will serve as the center of the area of effect. Once touched to a surface and cast, it cannot be moved until its duration expires or it is dispelled. If a creature triggers more than one warding ofuda, only the most powerful one takes effect. The others are triggered, but have no effect.

Determine the most powerful by the effective spell level of the invested sutra. If the effective spell levels are the same, then the higher sutra caster level prevails. If the sutra caster levels are the same, then determine which caster has the higher sutra casting ability score (usually Wisdom). If the more powerful ofuda still cannot be determined, randomly determine which one takes effect first.

Omamori (Sutra subtype; Talisman Ofuda)

An omamori is a special subtype of ofuda that bears the enchantment written upon it for as long as the caster chooses to maintain it. Omamori means "honorable protector". These sutra are always charm or warding ofuda. Punitive ofuda can never be an omamori. Omamori are usually held in a cloth amulet covering that encloses papers or pieces of wood with the sutra written on it. Omamori are considered magic items and count as either an amulet or ring for the purposes of determining the magic item body slot it occupies depending on where a bearer keeps it (i.e. tied to the neck, wrist, or even tied to a held or worn item). Omamori always last for 24 hours. An omamori can be maintained by the sutra caster for as many days as he desires, but he must continue to maintain it every day. He must make the decision to maintain it every morning as he regains his allotted number of sutra castings per day. The caster need not concentrate on or touch an omamori again in order for it to continue working, as long as he has maintained it and it lasts. This type of sutra will not work if the bearer is an infernal creature.

Creating an Ofuda

Creating an ofuda requires two rounds and material components in the form of paper, ink, and brush or stylus (these materials may be substituted by a resourceful character, if they are deemed suitable by the DM). A character can have a total number of ofuda prepared and/or in effect at any given time equal to either her Knowledge (Religion) or Knowledge (Runes) skill rank, whichever is higher. This means that the character need not create an ofuda each time she casts them if she has already prepared the one she wants to cast. Ofuda do not activate until the caster properly casts the sutra into the ofuda (a standard action). Additionally, the ofuda prepared do not all have to be different; any number of those sutras written by the casting character's hand can be the same. Infernal and spirit creatures cannot create ofuda or cast sutras.

Sutra Format

Every sutra is described using a standard format. This section discusses that format, and the finer points of how sutras and the ofudas they are written on work.

Name: This is the name by which characters know the sutra.

Descriptors: First is the type of sutra. Any applicable descriptors—terms such as "sonic" or "fire" that quantify a sutra's effect—are listed next [in brackets].

Sutra Type: Charm, Punitive, and Warding. The sutra might also be of the Talisman subtype.

Descriptors: Acid, air, cold, curse, darkness, dragon, earth, electricity, fear, fire, force, giant, languagedependent, light, mind-affecting, negative energy, metal, plant, positive energy, sonic, teleportation, truename, water, and wood.

Casting Time: The time required to cast a sutra (see below).

Range: The maximum distance from the character at which the sutra can affect its target.

Target or Targets/Effect/Area: This entry lists the number of creatures, dimensions, volume, or weight the sutra affects. The entry starts with one of three headings: "Target," "Effect," or "Area." If the target of a sutra is "You," the caster does not receive a saving throw, and spell resistance does not apply. (These sutra descriptions omit the "Saving Throw" and "Spell Resistance" parameters.)

Duration: How long the sutra lasts (see below).

Saving Throw: Whether a sutra allows a saving throw, the type of saving throw, and the effect of a successful saving throw.

Spell Resistance: Whether targets resist this sutra with spell resistance (SR), a special defensive ability.

Descriptive Text: This portion of the sutra description details what the sutra does and how it works.

Casting an Ofuda

To cast a prepared ofuda requires a standard action. The character needs to say a prayer over the ofuda and make a Concentration skill check - provided the situation warrants it – while the caster calls upon the sutra that will empower the ofuda. Casting the sutra requires 5 components; being in the right state of mind is the mental component, reciting the sutra is the verbal component, using the ofuda is both the material and focus component, and touching it or throwing it at its target is the somatic component. Additionally, the character must concentrate to cast a sutra just as a spellcaster must concentrate during the casting of a spell. See below for details. If the character should ever fail her Concentration check, then she fails to cast the ofuda. Unsuccessfully cast sutras do not count against the remaining number the character can cast that day, but failure to cast a sutra does consume the ofuda it was written on.

Effective Spell Level	Rate of Recovery
1	Add Constitution modifier (if any)
2	Add Constitution modifier (if any) + 3
3	Add Constitution modifier (if any) + 6
4	Add Constitution modifier (if any) + 9
5	Add Constitution modifier (if any) + 12
6	Add Constitution modifier (if any) + 15; heal 1 point of ability damage
7	Add Constitution modifier (if any) + 20; heal 2 points of ability damage
8	Add Constitution modifier (if any) + 25; heal 3 points of ability damage
9	Add Constitution modifier (if any) + 30; heal 4 points of ability damage

Casting Time

The casting times for sutras work like a spell or spelllike ability.

Range

A sutra's range indicates how far from the character it can reach, as defined on the "Range" line. The range works in the same manner as that of any spell or spell-like ability. A sutra with range "Touch" only requires a touch attack (see Touch Sutras below).

Aiming an Ofuda

Aiming an ofuda requires a ranged touch attack with the following exceptions. Ofudas can strike incorporeal creatures that are considered to be infernals or spirits. Unless specified otherwise, sutras cast against creatures that are not infernals or spirits do only half damage before saving throws (halved again if saving throws are successful). Non-infernal and non-spirit creatures receive a +5 bonus on saving throws against sutras. Undead with Turn Resistance that are aware of the attack can add it to their touch attack AC to dodge the ofuda; they may also add their Turn Resistance to any saving throw to resist the effects of the sutra. This represents their resistance to the divine power of the sutra as the imbalanced nature of their ch'i repels it.

Line of Effect

When thrown, an ofuda mystically flies to strike its target. The character must have a clear line of effect to any target or to any space in which she wishes to create an effect. This works the same as for any spell or spell-like ability that requires a line of effect.

Saving Throw

Most harmful sutras allow an affected creature to make a saving throw to avoid some or all of the effect. The "Saving Throw" line defines the type of saving throw the sutra allows (if any) and describes how saving throws against the sutra work. This works the same as with any spell or spell-like ability and applies equally well to saving throws made for items.

Spell Resistance

Spell resistance applies to sutras, so a caster must succeed on a caster level check to overcome the spell resistance of the target creature. Sutras have an effective caster level equal to the caster's sutra caster level.

The Sutra's Result

Once the character knows which creatures, objects or areas are affected, and whether successful saving throws (if any) were made, she can apply the sutra results. Many sutras affect particular sorts of creatures, such as infernals.

Duration

Duration for sutras vary. They may use the same increments as spells, or they may use variable increments called Time Units (see chart below). The duration for a sutra using Time Units add the sutra's effective spell level plus the character's casting ability score modifier (usually Wisdom) and multiply it by the Time Unit appropriate for their sutra caster level. For example, a 7th level monk with a Wisdom modifier of +3 would cast a Grounding Charm for 6 minutes (effective spell level is 4 + 3 from the sutra casting ability score modifier times).

Casters determine some durations by effective spell level at the time the sutra is cast. Punitive sutras typically have a short or instantaneous duration. Warding and charm ofuda have a longer duration, sometimes just short of a day in length. Omamori last as long as the caster expends the required daily castings of his sutras to maintain them, though he need not concentrate on the omamori afterward.

Sutra Caster Level	Sutra Duration (Time Units)
1st - 6th	rounds
7th - 12th	minutes
13th - 18th	10 minute increments
19th - 20th	hours

Touch Sutras and Holding the Charge

If the character doesn't discharge a touch sutra on the round she casts it, she can hold the discharge (called "hold the charge") indefinitely. If the character touches anything with her hand or an ofuda while holding a charge, the sutra discharges. If the character casts another sutra, the touch sutra dissipates. This works just like using a touch spell, except that the sutra charge is contained within the ofuda it is cast upon and not within the caster himself. It is possible to disarm the caster if it can be done without touching the ofuda directly. The creature making the disarm attempt will activate the sutra and suffer any effects generated by that sutra if they fail a disarm attempt. The caster cannot give the sutra to another to activate it. As soon as the caster releases the sutra or ofuda for any reason prior to touching it to a target, then the power contained within immediately dissipates.

Caster Level Checks

Some sutras may require the caster to overcome some force—usually another sutra, spell, or caster. Caster level checks work the same for sutra casters as they do for spellcasters. Use the sutra caster level when determining the result of a caster level check.

Concentration

Casting a sutra is similar to casting a spell, though how powerful the sutra is depends upon the sutra's effective

spell level. If the character is threatened while casting the sutra, she may cast defensively. Sutra casters suffer from the same penalties that spellcasters do when making Concentration checks. Use the effective spell level in place of spell level when determining the DC for any Concentration checks.

Truenames

Like certain spells, some sutras have special effects that occur if the caster knows the target's truename. Other sutras require the use of the target's truename. Anytime a sutra-caster incorporates a target's truename, the saving throw DC (if any) for the sutra increases by +1. Furthermore, incorporating the truename of the intended target into the making of the ofuda grants a +2 insight bonus to any Concentration check made to cast the sutra. That particular ofuda can only be used against the intended target whose truename is written on it.

Counterspelling and Dispelling

Sutras cannot be counterspelled; however, sutra effects with ongoing durations can be dispelled normally using *dispel magic*. Use the sutra caster level as the spellcaster level for the caster level check.

Ofuda as Magic Items

Ofuda created by a sutra caster with an appropriate item creation feat (any except that ofuda can never be crafted as arms or armor) can create longer lasting effects. Creating an ofuda as a magic item does not count against the sutra caster's daily limit of sutras. When creating ofuda with item creation feats, the following exceptions apply: Ofuda always have the x2 item creation modifier. Punitive ofuda can never be made as a constant item. Treat the sutra caster level as the spellcaster level for the purposes of creating and pricing the item. The effective spell level equals the spell level for the purposes of creating and pricing the item.

Positive Energy Sutras

Sutras that deal positive energy damage heal creatures with the Positive Energy Subtype.

Sutra Ability Score

Usually this is the character's Wisdom bonus, but the inquisitor, oracle, paladin and demon hunter (forthcoming) classes use Charisma.

Evil Descriptor Option:

If a target creature has the Evil subtype, the blessed energy of the sutra burns into its vile flesh. It takes a number of points in sacred damage equal to the caster's sutra casting ability modifier every round after the first that a sutra affects it (such as Celestial Bindings).

Good Descriptor Option:

Any Good subtype creature heals from a positive energy sutra used on it.

Sutras

Celestial Bindings Punitive Casting Time: 1 standard action **Range:** close (25 ft. + 5 ft./2 sutra caster levels) Target: one creature **Duration:** 1 round/effective spell level or discharged (D) Saving Throw: Reflex negates; Spell Resistance: no Descriptive Text: This ofuda multiplies into many separate papers just before it strikes. As they strike, the papers grow longer, thicker, and stronger while they wrap around the target. The target is entangled and can't move from its space (anchored). Those that fail their save must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the sutra.

This sutra has duration in rounds equal to its effective spell level.

Celestial Blades

Punitive Casting Time: 1 standard action Range: 60 ft. Area: cone-shaped burst Duration: instantaneous

Saving Throw: Reflex half; Spell Resistance: no

Descriptive Text: The paper of the ofuda becomes as rigid as steel and multiplies into a storm of blades as the paper flies out in a 60 ft. cone to strike at the infernals within the area. The knife-like edges of the multiplying papers inflict 1d6 points of damage per effective spell level + sutra casting ability modifier to all infernals. Any creature in that makes a successful Reflex saving throw takes only half damage (Save DC is equal to 10 + effective spell level + the sutra casting ability modifier of the caster). Creatures resistant to piercing and slashing weapons are resistant to the effects of this sutra. Any characters casting this ofuda against infernal creatures on their favored enemy list can re-roll 1s and 2s when calculating damage. If the caster so chooses, the celestial blades fly around a number of allied creatures caught within the area of effect, leaving them unharmed. The caster may choose a number of allies equal to the caster's sutra casting ability score modifier.

Celestial Flame

Punitive [Cold, Fire, Mind-affecting] **Casting Time:** 1 standard action **Range:** medium (100 ft. + 10 ft./sutra caster level) **Target:** one creature **Duration:** instantaneous **Saving Throw:** none; **Spell Resistance:** yes

Descriptive Text: This of uda flies towards its target, shrouded in blue flames. It burns with an icy, divine fire. The attack deals energy damage equal to 1d8 per effective spell level + sutra casting ability modifier. It forces the target to relive the memories of the pain it inflicted on others from the point of view of its victims. Because damage from this sutra counts as both fire and cold energy damage, it can overcome energy resistance to one of these energy types, but not both. This damage is also a mindaffecting effect; the damage is negated if the target is immune to mind-affecting effects. If the target has a bonus to save against mind-affecting effects, treat the bonus as damage reduction against this sutra. For example, a creature with a +2 to save against mind-affecting effects is treated as having damage reduction 2/- against this sutra.

Celestial Fury

Punitive [Electricity] **Casting Time:** 1 standard action **Range:** close (25 ft. + 5 ft./2 sutra caster levels) **Area:** spread (5 ft + 5 ft/5 sutra caster levels radius) **Duration:** instantaneous

Saving Throw: Reflex half; Spell Resistance: yes Descriptive Text: This ofuda shoots up into the air above the head of the caster and explodes into a ball of divine, blue, electrical energy. The screaming thunder of the heavens strikes a number of designated targets within its radius. The maximum number of creatures within the sutra's area of effect is equal to the caster's sutra casting ability modifier. The radius is 5 feet plus an additional 5 feet for every 5 sutra casting levels. Those hit by this ofuda receive electrical damage equal to 1d6 per effective spell level + sutra casting ability score modifier.

Charm of Recovery

Charm [Positive energy] Casting Time: 1 minute Range: touch Target: one creature Duration: 24 hours Saving Throw: none; Spell Resistance: no Descriptive Text: This sutra increases the bearer's rate of recovery for a single day's rest based on the *charm of* *recovery's* effective spell level as indicated on the table below. This sutra will heal hit points and, at higher levels, ability damage. The bearer adds the indicated bonus to his level to determine his rate of recovery when resting.

Fiery Pearl of the Perceptive

Charm [Light] **Casting Time:** 1 standard action **Range:** personal **Target:** you **Duration:** 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; Spell Resistance: no

Descriptive Text: Also, known as the "Pearl of Wisdom", this ofuda transforms into a fiery pearl that floats near the head of the caster, always moving with the creator. It, grants the caster the abilities of the Sense the Unseen feat. Furthermore, it casts a blue light in the equivalent radius of a torch (20 feet). At higher caster levels, this sutra grants the caster additional abilities as indicated on the table below. These abilities are cumulative. Treat *see invisibility* as a spellcaster of the sutra caster level. Also granted is a temporary insight bonus to Wisdom that can be gained by higher level casters (this bonus is non-cumulative – i.e. grant the higher bonus rather than adding them together).

This sutra has a duration measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Sutra Caster Level	Ability Granted
1st - 5th	Blind-Fight feat, 20 ft. radius light
6th - 20th	see invisibility
	+2 enhancement bonus to
11th - 15th	Wisdom
	+4 enhancement bonus to
16th - 20th	Wisdom

Fiery Pearl of Truth

Charm [Light] **Casting Time:** 1 round **Range:** personal **Target:** you **Duration:** 1 time unit/(effective spell level + ability modifier) or discharged (D) **Saving Throw:** none; **Spell Resistance:** no **Descriptive Text:** This ofuda transforms into a fiery pearl that floats near the head of the caster, always remaining the same distance and moving with the caster, granting the caster the abilities of the *see invisibility* spell as a

spellcaster of her sutra caster level. Furthermore, it casts light as per the *daylight* spell for the equivalent radius of a torch (20 feet).

This sutra has a duration measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Fire Charm

Charm [Fire] Casting Time: 1 standard action Range: touch Target: one creature Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D) Saving Throw: none; Spell Resistance: no

Descriptive Text: The paper of this ofuda sticks to the body of the bearer to provide protection against fire. This charm bestows 5 points of fire resistance +1 fire resistance for every sutra caster level. *Fire charms* created by characters with a sutra caster level of 20th or higher provide immunity to fire.

This sutra has a duration measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Flames of Jade

Punitive [Positive energy] Casting Time: 1 standard action Range: medium (100 ft. + 10 ft./sutra caster level) Target: one creature Duration: instantaneous

Saving Throw: none; Spell Resistance: yes

Descriptive Text: Enchant the ofuda with this sutra. It flies toward its target shrouded in the jade-green flames of the Green, burning with the pain of overflowing life. This attack deals positive energy damage to its target equal to 1d8 per effective spell level + sutra casting ability modifier. Reroll all 1s and 2s rolled for damage against undead.

Ghostflame Retribution

Warding [Fire, Incorporeal, Positive energy] Casting Time: 1 standard action

Range: see text

Target: see text

Duration: 1 round/effective spell level or discharged (D) **Saving Throw:** Reflex half; **Spell Resistance:** yes **Descriptive Text:** During the duration of this sutra, if struck by a creature in melee, ghostly green flames shoot out from the point of impact to envelop the attacking creature with the power of the Green. The green flame burns the creature with intense, positive energy that deals 1d6 fire and positive energy damage per effective spell level + sutra casting ability score modifier. Any enemies within 5 feet of the discharge suffer fire and positive energy damage equal to the caster's sutra casting ability score modifier. These flames inflict this damage through obstacles and cover without damaging nonliving materials or constructs. Reroll all 1s and 2s rolled for damage against



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undead. Any creature that is not an infernal or a spirit suffers only half damage (minimum 1), whether they are the primary or secondary targets of this sutra. Because damage from this sutra counts as both fire and positive energy damage, it can overcome energy resistance to one of these energy types, but not both.

This sutra has a duration in rounds equal to its effective spell level.

Good Joss

Charm [Positive energy] Casting Time: 1 standard action Range: touch

Target: one creature

Duration: 1 round/effective spell level or discharged (D) **Saving Throw:** none; **Spell Resistance:** no

Descriptive Text: The bearer of this sutra receives a +1 luck bonus with an additional +1 per 5 sutra caster levels. At the time the ofuda is crafted, determine one type of d20 roll. Apply the bonus to those rolls. The bonus can be applied to attack rolls, saving throws, skill checks, or ability checks. Unlike other ofuda, this one can be activated only by the bearer; even if the bearer is not a sutra caster. Activating this sutra requires a standard action by the bearer.

This sutra has a duration in rounds equal to its effective spell level.

Grounding Charm

Punitive

Casting Time: 1 round

Range: touch **Target:** one creature (see below) **Duration:** 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: Will negates; Spell Resistance: yes

Descriptive Text: When the caster touches the paper of the ofuda to the target, the ofuda holds the target immobile as though he were affected by paralysis. This sutra is a paralysis effect that uses positive energy to ground outsider and undead targets in one place. At 10th level, it affects any goblinoid or fey creature. At 19th level, the sutra can affect any creature.

Duration for this sutra is measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier; though target creatures are entitled to a new save every hour.

Heaven's Fury

Punitive [Electricity] **Casting Time:** 1 standard action **Range:** medium (100 ft. + 10 ft./sutra caster level) **Area:** line 5 feet wide, 10 feet long per sutra caster level **Duration:** instantaneous

Saving Throw: Reflex half; Spell Resistance: yes

Descriptive Text: This ofuda flies at its targets with the divine scream of thunderous wrath. The ofuda turns into a bolt of lightning. All creatures within the line of its attack

receive electric damage equal to 1d6 per effective spell level + sutra casting ability modifier.

Paper Armor

Warding

Casting Time: 1 standard action Range: personal Target: you

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; Spell Resistance: no

Descriptive Text: The paper of the ofuda grows to wrap around the body of the caster to provide armor. The character gains Damage Reduction 1/- with an additional +1/- per 3 sutra caster levels against infernals. Against non-infernals, the bearer of the ofuda gains Damage Reduction 1/- plus 1/ per 6/- sutra caster levels.

Duration for this sutra is measured in Time Units equal to the effective spell level plus the sutra caster's sutra ability modifier. **Paper Shields** Warding

Casting Time: 1 standard action

Range: personal

Target: vou

Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D)

Saving Throw: none; Spell Resistance: no

Descriptive Text: The paper of the ofuda multiplies. The individual sheets hover about the caster to act as miniature shields that protect the caster against ranged attacks. This ofuda grants a deflection bonus to AC of +1 against ranged attacks with an additional +1 granted for every four caster levels. Against melee attacks, this sutra grants a deflection bonus to AC of +1 with an additional +1 per every eight caster levels.

Duration for this sutra is measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier.

Roar of Heaven

modifier

Punitive [Sonic]

Casting Time: 1 standard action

Range: close (25 ft. + 5 ft./2 sutra caster levels) **Target**: one creature per point of sutra caster ability score

Area: spread (5 ft + 5 ft/5 sutra caster levels radius) **Duration:** instantaneous **Saving Throw:** Fortitude half; **Spell Resistance:** yes

Descriptive Text: This ofuda disappears with the screaming thunder of the heavens and generates a shockwave that strikes all designated targets within its radius. The radius is 5 feet plus an additional 5 feet for every 5 sutra caster levels the character has. Those hit by this ofuda receive 1d6 sonic damage per effective spell level. Furthermore, all targets are knocked back 5 ft. for each point of the caster's sutra casting ability modifier and knocked prone. With a successful Fortitude save, targets are not knocked prone or

Creating New Sutras

If a DM or player wishes to create a new sutra for an ofuda, three key points to remember when creating sutras is that they should be primarily useful against infernals and spirits, all sutras should be made to be useful at all levels, and that it should be equivalent in power to spells of its effective spell level. Scaling the damage, duration and its primary effects are the primary means of accomplishing this.

The first step is to decide its type: punitive, charm, or warding. Warding ofuda are usually meant to be set up for use later – a trap or a defensive field or ability. These are almost never offensive. Punitive ofuda are always offensive and take effect right away, usually targeting only creatures; specifically infernals and/or spirits. The effectiveness and general power level of a sutra is based on the effective spell level that is derived from the sutra caster level of its caster. The effective caster level is often used to determine one aspect of the sutra's variables at the time of casting; usually damage or duration. Other variables are decided by the sutra caster level of its caster and/or the caster's sutra ability modifier.

Damage

If the sutra inflicts damage, how much damage the sutra causes should always be the variable determined by the effective spell level. Charm ofuda never inflict damage.

Punitive ofuda that target a specific target with a melee touch attack should inflict damage equal to 1d8 per effective spell level + sutra ability modifier. Punitive ofuda that target a specific target with a ranged touch attack inflict damage equal to 1d6 per effective spell level + sutra ability modifier. Punitive ofuda that inflict damage to all targets within an area, but allow a saving throw for partial damage should inflict damage equal to 1d8 per effective spell level + sutra ability modifier. Punitive ofuda that inflict damage to all targets within an area, but allow a saving throw for partial damage to all targets within an area, but do not allow a saving throw for partial damage should inflict damage equal to 1d4 per effective spell level + sutra ability score modifier.

Warding ofuda only inflict damage when certain conditions are met. Warding ofuda that inflict damage upon an area should inflict damage equal to 1d6 per effective spell level + sutra ability score modifier. Warding ofuda that can inflict damage on only one, specific target should inflict damage equal to 1d8 per effective spell level + sutra ability score modifier.

A higher die of damage may be used to affect only a certain type of opponent or has some other type of restriction (such as when used against infernals), but damage against other creatures should be two steps lower than that damage or even nonexistent. (For example, an area-effect attack that inflicts 1d8 against all infernals in the area of effect, but only inflicts 1d4 or just half damage against all other creatures in the area.)

Duration

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If damage is not an effect, then duration is the best variable to use. If the duration should be short because the sutra would be too powerful with a long duration, then give the sutra a duration in rounds equal to its effective spell level. Otherwise, use Time Units (see above) plus the sutra caster's ability score modifier.

Saving Throws

All saving throw Difficulty Classes to avoid or reduce the effects of a sutra are 10 + effective spell level + the sutra caster's sutra casting ability modifier.

These are only the broadest of guidelines. Use the existing sutras as examples.

knocked back. If a target is knocked back further than it can be moved, then it suffers 1d4 points of impact damage for each 5 ft. increment it could not move.

Targeting Ofuda Warding Casting Time: 1 standard action Range: long (400 ft. + 40 ft. per sutra caster level) Target: one creature Duration: 1 round per effective spell level



Saving Throw: none; Spell Resistance: yes

Descriptive Text: The ofuda flies off and attaches to the target to actually help guide attacks on the target with magical ch'i energy. It grants a +1 insight bonus to attack to any creature attacking the target of this ofuda. Against infernals, attackers gain an additional +1 for every four sutra caster levels. Against other creatures, attackers gain an additional +1 for every four sutra is only half as effective against any non-infernal creature targeted by this sutra (minimum attack bonus of +1). This sutra lasts for a number of rounds equal to its effective spell level; the caster may voluntarily dismiss it as a free action.

Ward Against the Infernal

Warding Casting Time: 1 round Range: see text Area: see text Duration: 1 time unit/(effective spell level + ability modifier) or discharged (D) Saving Throw: none; Spell Resistance: yes

Descriptive Text: The ofuda glows a deep red whenever an infernal approaches within 30 ft. of the ofuda. The power of the sutra holds any infernal at bay as long as the creature has less hit dice than the caster's character level. The caster need not hold the ofuda after activation, unless he does not have a Charisma bonus. He must remain within 30' from the ofuda, or it will immediately cease working. Infernals affected by this sutra cannot approach the ofuda and must stay outside their Reach.

Duration for this sutra is measured in Time Units equal to the effective spell level + the sutra caster's sutra ability modifier. For example, a 7th level contemplative monk with a Wisdom bonus of +3 that casts this sutra would cast it for 6 minutes (effective spell level is 4 + 3 from the sutra casting ability score modifier).

Sutra Feats

Sutra Caster (Sutra)

You are versed in the lore of sutras, the lessons and principles of your religion. You can write these sutras on sacred strips of paper, called ofuda, to ward away, bind, or even combat infernals and other threats. Some are used as talismans for luck, to temporarily provide magical insight, or to temporarily empower al-lies.

Prerequisites: Wisdom 13, Knowledge (religion) 2 ranks.

The character cannot be a follower or disciple of any of the Western religions in the setting and must be a follower of Bodhism, Taoshidaoism, Upanishadism, or an animist religion, such as shamanism, ancestor worship, or Kami-do.

Benefit: Characters create an ofuda by inscribing the mystic runes of a sutra, also called brilliant jade script, onto the strip of paper (ofuda), which they can then cast. A character begins knowing 1 sutra only. The character

can acquire and learn more sutras equal to twice her Wisdom bonus (minimum of 1). If she belongs to a class that is considered to grant sutra caster levels she is limited to learning no more than half her total combined sutra caster levels, whichever is higher.

Special: Demon hunters of the Celestial Retribution tradition automatically receive sutra caster as a bonus feat at certain levels; they need not select it.

Demon hunters, inquisitors, oracles and paladins may substitute their Charisma bonus for use with this feat when casting a sutra instead of using their Wisdom bonus.

Gifted Omamori (Sutra)

Your generous nature rewards your efforts in the forging of omamori for others. You find the making of omamori less of a drain than other sutra casters do.

Prerequisites: Wisdom 13, Knowledge (religion) 2 ranks, Sutra Caster, and the ability to cast sutras as effective 2nd level spells.

Benefit: Once per day, when creating an omamori that you then give away to another to bear and benefit from, you do not have to count it against the number of sutras you can cast per day. You must create it at half the effective sutra level that you normally provide to your omamori. For example, if you are a 7th level sutra caster, normally able to create effective 3rd level spell sutras, then once per day, you can create an omamori that is an effective 1st level spell sutra. You then provide it to an ally; and the omamori does not count against the daily number of sutras that you can cast.

Ofuda Specialist (Sutra)

You are well-versed in a particular type of ofuda, making them more difficult to resist.

Prerequisites: Wisdom 13, Knowledge (religion) 2 ranks, and Sutra Caster

Benefit: Choose one type of ofuda: Charm, Punitive, or Warding. Your sutra caster level is considered to be 1 higher than normal for these type of ofudas that you cast. You gain a +1 bonus to any caster level checks you might have to make with ofudas of that type.

Special: You can take this feat multiple times. Each time you must choose a different type of ofuda.



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