In the Company of KD04 KD04

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In the Company of Kappa

no kawa nagare Even a kappa can drown

The Creation of the First Kappa

We are formed of the earth but our life comes from the water. This is the story of the first Kappa.

Suijinsama, though benevolent and kind, magnanimous and wise, was altogether bored. And this was not a good thing, for in his boredom he sent huge waves up the rivers from the sea. The Emperor of All looked down and was displeased, for the great waves were spoiling the land. "Cease this at once!" the Emperor ordered, "Find some better way to entertain yourself!"

So Suijinsama created the whales that they might sing to him. Their words rang out over

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the oceans, pleasant and melodious. Suijinsama delighted in their singing and clapped in pleasure. For a time all was well. At last though, the whales had no more new songs and Suijinsama, though benevolent and kind, magnanimous and wise, became once more altogether bored. In his boredom he stamped his feet upon the ocean floor so that the whole world shook. The Emperor of All looked down and was very displeased for the cries of men were many. "Cease this at once!" the Emperor ordered a second time, "Find some better way to entertain yourself!

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So Suijinsama created the dolphins that they might perform for him. They leapt, and they frolicked, playing in the cool ocean waters. Suijinsama delighted in their play and laughed at their antics. For a time all was well. At last though, the dolphins had no more new tricks and Suijinsama, though benevolent and kind. magnanimous and wise, became once more altogether bored. In his boredom he caused a storm from the sea to arise and sent it against the land. The Emperor of All looked down and was mightily displeased, for the storm destroyed a great shrine which had been built in the Emperor's honor. "Cease this at once!" the Emperor ordered a third and final time, "Find some better way to entertain yourself or I will remove you from your station!"

So Suijinsama thought long and hard. At the last he took a ball of clay from a river bank and began to fashion it as the whim took him. First he shaped it like a man, and then like a monkey. Neither suited him and so he made it more like his beloved turtles. At the last he had something a little like each: man, turtle, monkey, but altogether its own thing. Suijinsama made a small hole in the figure's head and into this he poured life from his rivers so that it might move. And move it did! The plucky kappa, newly born, looked about himself in amazement, delighted at the world it saw. Then, solemnly, he turned his eyes to Suijinsama, benevolent and kind, magnanimous and wise, his creator. For a moment, maker and made looked curiously at the other. Finally, with a chortle, the kappa pinched Suijinsama's nose, pulled his beard and scampered off, laughing.

And Suijinsama, rubbing his nose, grinned, for here was one who would not soon run out of entertaining tricks.

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About Kappa

What might we say about kappa to enlighten the world concerning our nature?

We are a people of laughter and good cheer. True, our humor is not always understood by others, we find the sound of breaking bones to be hilarious, but we amuse ourselves first and others second. We love loud jokes, large meals and a good wrestling match. There are many stories told of us, that we eat children, or delight in drowning swimmers. Certainly, we have had our share of villains, but, taken as a whole, we are no more wicked than any other race. Most of us want nothing more than to humble the proud and make the wise man feel foolish. We like to think we are well suited to these tasks. And let us not forget, not only did we break the first bone, but we afterward showed the man how to set it.

We are a people of stories. We love telling tales and we love having tales told of us. We know many stories about ourselves including "The Creation of the First Kappa," "The First Kappa's Wife," and "How the First Kappa drowned the Moon." We also know the less flattering stories, like "The First Kappa's First Bow." Though we don't tell it often, every kappa child has heard this one and we are not likely to fall for such a trick again; though it seems that every year some soul tries to tip our water in this way. We seldom treat such fools well. We have learned that when one is bowing, one cannot see the kick from behind.

We are a people of strength. Though we are, in the eyes of some, small of stature, we are stronger than most men. It is, perhaps, something of a vanity with us. We delight in wrestling matches and are the creators of the art of bone breaking. It is a martial form we have shared with men, but no man has mastered it as we have. We respect strength and give honor to those who are strongest, regardless of their race. Typically, we disdain complex weapons of metal, preferring unarmed combat as the true test of superiority. When we do take up arms, however, we prove capable warriors.

We are a people of the water. All know our weakness; if we lose our water we lose our strength, though it is never polite to bring this up to a kappa to his face. But our love for water goes beyond recognizing its importance to our well-being. We love to swim, almost as much as we love to wrestle and a wrestling match in the water is one of the best things in life. Though we dwell upon the land, our hearts are always beneath the waves. We have the best of both worlds and delight in both. Those that dwell upon the land give us reason to laugh. That which is below the water moves our very souls with rapture. Our homes are almost always built in or on or under the water so that we are never far from our beloved.

We are also, to the surprise of some, a people devoted to familial relations. All kappa can tell you the names of their relations backwards, forwards, inside and out. Our brother's wife's cousin's son's uncle is known to us by name, though we may have only met him once and may not even like the fellow. Though we live in small groups, even leaving home at a young age to make our own way in the world, we find a sort of peace in knowing who we can call upon in times of need. It takes a special sort of emergency to make us call in such favors, but when such a call comes, we are there. Our family gatherings are likewise well attended, though they may only occur once every ten or twenty years.

Physical Description

The kappa form has frequently been likened to that of a turtle, primarily because of our shells and the color of our skin. While there is an assumption among many that our skin is scaled, this is not actually the case, though it is frequently knobby and wrinkled. Our thick skin tends toward a green coloration, speckled and freckled with brown or dark green spots. However, yellow and even some blue kappa exist. We walk with a stooped gait and some take this to mean we are ungainly. Such is not the case. We are quite limber, both in and out of the water.

We possess webbed toes and webbed hands. The skin on our feet is quite thick and we generally eschew shoes as they interfere with our ability to swim. We do have hair, dark tones mostly, though we frequently keep our heads shaved. Our eyes are typically small, possessing a brown coloration, tinted with red (though green eyes are also common). Our noses are large, some would say almost beak-like. As can be easily seen when we laugh, we have a multitude of teeth. We are very much omnivorous in our dietary habits, though we prefer fish to red meats (and yes, our favorite vegetable is the cucumber). Our other telling feature is the "bowl" we each possess atop our heads within which we keep our life-sustaining water.

Kappa stand two to two-and-a-half feet tall, which we think is a perfect height. We typically weigh approximately twenty to fifty pounds, though as we grow older, our shells often grow harder and denser.

Society

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A kappa's immediate family tends to be small but our extended families are very large. A husband and wife will have from one to three children and children typically leave home upon reaching maturity. Despite this apparent detachment, kappa are very loyal to family, being aware of familial connections, no matter how slender. Before marriage, we sometimes form small gangs, seldom numbering more than five, with which we may travel for a time. Friendships so formed command a loyalty akin to that demanded by family ties and it is common for the children of friends to be encouraged to marry in order to strengthen these ties even further.

Besides assemblies called for serious business, we also gather with other kappa in order to hold celebrations (and sometimes the more serious meetings devolve into the less formal gatherings). At such times we feast and wrestle and tell grand stories about ourselves. Similarly, we hold infrequent family reunions which are celebratory in nature. At such reunions we remind ourselves of familial ties and learn of any new additions or marriages.

There are very few kappa villages. We prefer to live in isolated areas next to a body of water. Despite this, we know every other kappa for miles around, and we consider any kappa, no matter how distant, to be a neighbor. We have a saying concerning the waterways by which we dwell: "All water flows to the sea," which we use to mean that we are all connected. We are a rather individualistic lot. making decisions for ourselves and our spouses, and expecting others to do the same. When there is a need, a kappa can call an assembly. At such times, the one who called for the assembly is nominally in charge, though the eldest male and female kappa in such an assembly are also looked to for leadership. (And we seldom attend assemblies called by those we don't like.) We have few true laws but the decisions of an assembly, ratified by a popular vote, are generally honored.

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Though we may not see one another for years at a time, any relation formed by a kappa is a lasting relation. Reunions, whether between family or friends, are happy affairs: an excuse to shirk work and pursue fun. At such times we often seek out non-kappa for amusement and some of our best jokes are the result of such endeavors. One must not think that we actively pursue such opportunities. We say to ourselves, "Long absences foster better feelings," and "Laughter is best with distant kin."

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Relationships with Other Races

Our race has a love of laughter and practical jokes. Though we are not entirely frivolous, "Laughter scares away the fish," other might be excused for thinking such of us, for when we encounter nonkappa, we frequently seek to entertain ourselves at their expense. We especially enjoy making fools of the larger races, humans in particular. This does put a bit of a damper on the fires of possible friendship. Those who are willing to tolerate our humor nevertheless find us to be loyal friends, regardless of race.

We seldom trade with other races. Each kappa tries to live as autonomously as possible, making what he needs, taking what he can't from those too weak to hold on to it. We prefer to win such spoils in wrestling matches. Sometimes this is viewed as banditry, but we think of it as proper sportsmanship. We are not stealing; we are competing and quite willing to accept a loss in such a match. After all, "both victory and loss bring gain to the wise." However, "a kappa in water cannot be beat," and we are not above trying to make sure we have the upper hand before engaging in such sport.

We are friendliest perhaps with the hengeyokai and if we do trade, it is with them. We find their civilized ways a bit stifling and, doubtlessly, they find our lack of manners off-putting. But we keep our visits brief and there are seldom quarrels. We also revere the kami as we encounter them, though our definition of reverence is not always to their liking.

We do not war openly with any race, having neither armies nor domains. If we fight, we do so as individuals or small bands. We fight to protect family and homes, though we are pragmatists and few of our race will lay down their lives when it would be just as easy to move. We can rebuild homes. It is not so easy to rebuild lives. Nevertheless, we dislike being forced to do anything and, though we may wait years, we will have our moment of revenge.

Alignment and Religion

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We are not a people of laws. Indeed, we tend to be rather free-spirited. Likewise, while we are not a people overly concerned with virtue, neither are we overly wicked. We typically avoid Likewise, we are not an especially religious sort of race. We acknowledge the gods and all the spirits, indeed it would be folly to deny them, but we build few shrines and even fewer temples. Sometimes a kappa may find that he has built his home near to some sacred grove or shrine. When this happens, we venerate the spirits of that shrine as appropriate, knowing that "angry neighbors are a bitter stream." Otherwise we do not go out of our way to worship, though neither do we go out of our way to make the courts of heaven angry at us. We consider it a blessing to be small and overlooked, by men, gods and oni alike.

Languages

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As a race, we speak a dialect of what some men would call the goblin tongue, though we naturally think of it as kappa. We also know the tongue of men and some of us know the languages of the forest and water spirits. We are not an especially book-learned race. Though some of our race will occasionally develop a scholarly bent, for the most part, we find such pursuits to be rather tedious and unprofitable.

Kappa Adventurers

As we grow older, our shells grow thicker and we grow more settled in our ways. We desire only the comforts of a warm home and a calm river. When we are young our blood rushes like the rapids and we feel as restless as an ocean shore. It is then that we leave the comforts of our parents' dwellings and make our way out into the world, traveling to find excitement and amusement. Sometimes we will take up with those of other races, though such occurrences are rare. We simply feel more comfortable around other kappa. Nevertheless, if non-kappa are properly respectful, willing to laugh at themselves, and, above all, interesting, they make for tolerable companions. Those we adventure with, can, over time, become as close to us as family.

Names

Kappa are an uncomplicated race and our naming conventions show this truth. We seldom have surnames, though we might have nicknames. Our given names are short, easily said and normally monosyllabic. Male names are most often formed with either a long or short "o" sound. Female names are typically fashioned using either a short "a" or "i" sound.

Boi, Bok Chol, Lonn, Koy, Montoi, Suun, and Yom are examples of male kappa names.

Ada, Bai, Inya, Mint, Nadi, Sia and Zhai are examples of female kappa names.

Kappa Characters

Kappa are small, two-and-a-half feet tall, turtlelike humanoids, complete with a shell. They possess webbed hands and feet, and large, beaklike noses. Despite their appearance, they are warm-blooded, quasi-mammalian creatures whom some scholars speculate may be vaguely related to goblins. Their most curious feature is the bowl atop their heads which holds water within it.

Racial Traits

Kappa Racial Traits

+2 Strength Kappa are surprisingly strong for their size.

Small: Kappa are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls and a +4 size bonus on Stealth checks.

Slow Speed: Kappa have a base speed of 20 feet. **Low-light vision**: Kappa can see twice as far as humans in conditions of dim light.

Shell: Kappa have a natural armor bonus of +2.

Natural Swimmers: Kappa have a swim speed of 40 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kappa cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

Natural Wrestlers: Kappa do not suffer the normal penalties to CMB and CMD for being small. They do receive a +1 racial bonus to both CMB and CMD.

Yokai traits: Kappa always count Stealth and Survival as class skills.

Claws: Kappa have a natural claw attack which deals 1d3 points of damage.

Weapon Familiarity: Kappa treat any weapon with the word "kappa" in its name as a martial weapon.

Kappa Weakness: Each kappa has an indentation on the top of its head which holds water. This water will not tip out in the normal

course of events, including Acrobatic checks and combat. A kappa may voluntarily drain his own water, or another may force it out. Those who successfully grapple a kappa may, as a full-round action, attempt a Combat Maneuver which will drain some of the kappa's water. Each such successful check inflicts 2 points of Strength and Dexterity damage to the kappa; Strength and Dexterity may not be lowered below 6 in this way. (Disabled and otherwise helpless kappa may be drained without a check at the same rate.) A kappa can restore any ability damage inflicted in this way by submersing himself in water for one round.

Languages: Kappa begin play speaking Common and Goblin. Kappa with high intelligences can choose from the following languages: Aquan, Celestial, Giant, and Sylvan.

Alternate Racial Traits

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The following racial traits replace or complement the above kappa racial traits. Consult your GM before selecting any of these options.

Goblin Nature: Scholars think there is goblin blood in the kappa race and kappa with this trait seem to prove the theory. Kappa with this racial trait have the goblinoid subtype and the following ability adjustments: +2 Dexterity, -2 Wisdom.

Hard-Shelled: Some kappa have a harder shell. Kappa with this racial trait possess a natural AC bonus of +4. These kappa are a little less limber and suffer a -2 penalty to attack rolls.

Kami-friend: Some kappa are more attuned to the spiritual world than others. Kappa with this racial trait are able to cast the following spells 1/day: dancing lights, ghost sound, pass without trace, and prestidigitation. They have a +2 bonus to saving throws made against charm spells. This racial trait replaces the natural wrestler racial trait.

Natural Prankster: All kappa love a good practical joke but some are worse than others. These kappa have the following ability adjustments: +2 Charisma, -2 Wisdom.

Soft-shelled: Some kappa have a softer shell. Kappa with this racial trait possess a natural AC bonus of only +1. These Kappa are a little more limber than other kappa and have a +2 bonus to Acrobatic checks.

Age, Height, and Weight

Kappa live to be very old, barring accident or violence. Players may choose a starting age for their kappa character or they can use the following table. Kappa suffer the effects of aging as normal.

Kappa Random Starting Ages

Adulthood	Bone-Breaker	Ftr, Druid	Rog, Pal, Mnk
	Brb, Brd, Clr	Sor, Rgr, W	Viz
14	+2d4	+4d4	+6d4

Kappa Age Table

Middle Aged	Old	Venerable	Maximum age
100	300	500	500+7d20

Kappa are short and stooped. They are between 2 and 2 $\frac{1}{2}$ feet tall, weighing between 20 and 50 pounds. Players may choose an appropriate height and weight for their kappa character or they can use the following table. Unlike many races, male and female kappa have no discernible difference in size or mass.

Kappa height and weight table

Race, Gender	Base Ht.	Wt.	Wt. Mod
Kappa			

(male and female) 22 inches $10 \text{ lbs.+2d4} \times 5 \text{ lbs.}$

Kappa Adventurers

Kappa prefer martial classes. They are not a blood-thirsty race, but they are, as a rule, fond of physical combat. Nevertheless, kappa who pursue more academic studies throw themselves into their roles.

Alchemist (**Rentanjutsu**) Few kappa follow alchemical pursuits, though those that take up the study do so vigorously. Indeed, blowing things up is an activity well suited to the kappa sense of humor.

Barbarian (Emishi) Kappa are stereotypically uncivilized and have a love of physical activity. Despite their small size they make good barbarians and many kappa adventurers are of this class.

Bard (**Bakushi**) Kappa bards are stereotypically loud jokesters with a knack for playing a wide variety of instruments. There are not many kappa bards but it is a respected occupation and bards are always in demand during times of celebration. Unfortunately for the kappa bards, when there is no such celebration, no one wants to feed and house them for long, so they are forced to wander in search of another gathering.

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Cavalier (Hatamoto) Although kappa legends speak of heroic kappa riding into battle atop fearsome turtle-beasts, there are no modern kappa cavalier societies and kappa cavaliers are practically non-existent.

Cleric (Kappa-kannushi) Though kappa aren't particularly religious, those with a close association to a particular shrine may adopt the veneration of the

the spirit of that shrine. Such kappa sometimes leave their shrines for some spirit quest, taking up adventuring for only a brief while.

Druid (Henge-kannushi) Kappa druids, being kannushi who focus exclusively on the veneration of nature in all her forms, are extremely rare. Adventuring kappa druids even more so.

Fighter (**Kappa-Bushi**) Kappa make excellent fighters, though as a race they disdain armor, preferring to focus on a more aggressive offense and their own natural defenses.

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Inquisitor (**Metsuki**) Few kappa take up the role of the metsuki, for doing so would require them to work for another and kappa are naturally loathe to do this. Those that do are extremely loyal to their masters and are typically good at their jobs.

Monk (Budoka) Most kappa don't have the discipline to pursue the monk class, preferring the bone-breaker paragon class instead. Kappa who become monks can be very fearsome, making use of their natural defenses even as they shatter the bones of their opponents.

Oracle (**Miko**) Kappa miko are extremely rare, as kappa prefer the older ways of venerating the kami represented by the shugenja class. Some kappa miko, however, do exist, and they adventure for the same reasons as the shugenja.

Paladin (Yamabushi) Kappa almost never belong to the paladin class. Any exceptions were probably raised by non-kappa.

Ranger (Matagi) Kappa are an independent lot and the ranger class is well suited to their sensibilities.

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Rogue (Huryo, Gorotsuki) Many kappa adventurers pursue roguish talents. Good-natured rogues are affectionately referred to as huryo. Thuggish rogues are gorotsuki.

Sorcerer (Jugondo) Kappa who show signs of sorcerous talent are seldom fully accepted by other kappa. They are treated well but encouraged to "see the world."

Summoner (Yobukami) Most kappa are leery of the idea of binding spirits. Culturally they understand spirits are meant to be placated, not summoned. Those kappa who can summon spirits are respected and feared, but seldom truly welcomed. Witch (Mahoutsukai) Few kappa take up witchcraft, though fearful respect is given to those with such skills. Wizard (Sen) Few young kappa pursue the arts of wizardry. When they grow older and more

Wizard (Sen) Few young kappa pursue the arts of wizardry. When they grow older and more settled, some seclude themselves and begin to practice magic. Such elders are highly respected

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and their advice is honored. Even though most kappa think them likely insane, it is assumed to be a benevolent sort of insanity.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a kappa has the option of choosing from a number of other bonuses, depending on his favored class. The following options are available to all kappa who have the listed favored class, and unless stated otherwise, the bonus applies each time you select the favored class reward. Fractional bonuses have no effect until enough are taken to form a whole number.

Alchemist (Rentanjutsu) Add 1/2 to bomb damage.

Barbarian (Emishi) Add 1 to the kappa's total number of rage rounds per day.

Bard (**Bakushi**) Add +1/2 to Performance checks made when performing in front of a kappa audience.

Bone-Breaker Add +1/4 to the kappa's natural Armor Class.

Bone-Breaker Add +1 to the kappa's CMD when resisting a grapple or bull-rush attempt.

Cleric (Kappa-kannushi) Add +1/2 to Diplomacy checks made when dealing with creatures possessing the kami, fey or elemental subtype.

Cleric (Kappa-kannushi) Gain energy resistance 1 against either cold or acid damage. Each time the kappa selects this reward, increase his resistance to one of these energy types by 1 (maximum 10 for any one type).

Fighter (Kappa-Bushi) Add +1/4 to the kappa's natural Armor Class

Ranger (Matagi) Add +1/2 to Stealth checks made out of doors in a natural environment. **Ranger** (Matagi) Add a +1/2 bonus to wild empathy checks to influence aquatic animals and magical beast.

Sorcerer (Jugondo) Gain energy resistance 1 against either cold or acid damage. Each time the kappa selects this reward, increase his resistance to one of these energy types by 1 (maximum 10 for any one type).

Sorcerer (Jugondo) Add +1/2 to water or cold spell damage.

Wizard (Sen) Add +1/2 to Stealth checks made out of doors in a natural environment. Wizard (Sen) Add +1/2 to water or cold spell damage



Class Archetypes

The following three alternate class archetypes are available for kappa characters. Consult your GM before choosing any of these options.

Cleric (Kappa-kannushi)

This kannushi priest seeks to promote unity and understanding between self and nature. He may serve in a remote, isolated shrine (often only reachable through exhausting physical exertion), or he may be on a quest of self-actualization, seeking to prove himself by confronting a series of challenges. The Kappa-kannushi combines an animistic world-view with a goal of self-perfection. They draw their power from both kami (naturespirits) and internal strength. While most Kappakannushi are kappa, the archetype is open to all.

A Kappa-kannushi utilizes the following class features: **Alignment:** Any non-evil

Class Skills: The Kappa-kannushi's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (nature), Knowledge (religion), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis). Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiency: Kappa-kannushi are proficient with all simple weapons, light armor and small shields. Channel energy (Su): At 3rd level, a Kappakannushi can channel positive energy as a 1st level cleric. A Kappa-kannushi always channels energy as a cleric two levels lower than her Kappa-kannushi level.

Domains: A Kappa-kannushi has access to the following domains – Air, Animal, Death, Earth, Fire, Healing, Plant, Strength, and Water.

Eschew Focus: The Kappa-kannushi does not require a divine-focus to cast his divine spells or channel energy. He draws the power from within himself.

Spirit Empathy: The Kappa-kannushi receives a bonus equal to 1/2 his HD (minimum 1) when making a Diplomacy or Intimidate check against a creature possessing a kami, fey or elemental type or subtype.

Command Spirits: The Kappa-kannushi can cast command against kami, fey or elementals a number of times per day equal to his Charisma modifier (minimum once). Even such creatures as would normally be immune to mind-affecting effects are subject to this power.

Spirit Resistance: Starting at 2nd level the Kappa-kannushi receives a +4 bonus on saving throws against the spell-like or supernatural abilities of both kami and fey.

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Fighter (Kappa-Bushi)

The kappa fighter eschews armor, preferring to learn to use his own natural defenses, coupled perhaps with a shield. He likewise learns to use his natural weapons alongside crafted ones. Only kappa may take the kappa-bushi archetype.

A kappa-bushi utilizes the following class features: Weapon and Armor Proficiency: Kappa-bushi are proficient with all simple and martial weapons. They are proficient with all shields but not with any form of armor.

Always Armed: For the purposes of feat chains, the kappa-bushi is considered to have the Improved Unarmed Strike feat at 1st level, though the feat itself does him no good (as he possesses a natural attack).

Improved Grapple: The kappa-bushi gains the Improved Grapple feat at 1st level as a class feat.

Unarmored Dodge: At 1st level the kappa-bushi gains the Dodge feat as a bonus class feat. The kappa-bushi loses his dodge bonus should he wear armor. The kappa-bushi's dodge bonus increases by +1 at 3rd, 7th, 11th, and 15th levels. This ability replaces Armor Training.

Hardened Shell: At 2nd, 5th, 10th, and 15th levels the kappa-bushi's natural AC increases by +1. At 19th level the kappa gains DR 5/-. This ability replaces Armor Mastery.



Sorcerer (Kappa Bloodline)

Many kappa sorcerers have an elemental bloodline (typically water) but as often kappa sorcerers possess the following unique racial bloodline which emphasizes a combination of defensive strength, water and yokai tricks.

Class Skill: Knowledge (nature)

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Bonus Spells: speak with animals (3rd), fog cloud (5th), slow (7th) poison (9th), elemental body II (water)(11th), freezing sphere (13th), elemental body IV (15th), iron body (17th), shapechange (19th).

Bonus Feats: Diehard, Dodge, Endurance, Iron Will, Great Fortitude, Power Attack, Quicken Spell, Skill Focus (Knowledge [nature]).

Bloodline Arcana: Whenever you cast a spell that deals fire damage, you can change it to deal cold damage. When you cast a spell that deals cold damage it does +1 point of damage per die rolled.

Bloodline Powers:

Child of the Shell (Ex): At 1st level your natural AC increases by +1. It increases by another +1 at 9th, 15th and 20th levels. At 20th level you also gain DR 5/-. At 5th level your natural claw attack is considered a magic weapon for the purpose of overcoming damage resistance.

Child of the Water (Ex): At 3rd level you gain resist cold 5, and your swim speed increases by 5 feet. At 5th level you can breathe under water. At 9th level your resistance to cold increases to 10. At 11th level your claws become icy weapons, dealing an additional 1d6 points of cold damage. At 15th level your swim speed increases by another 5 feet.

Child of the Earth (Ex): At 9th level you gain resist acid 5. This resistance increases to 10 at 20th level. At 12th level you can speak with animals at will.

Antimagic Shell: (Su) At 15th level you gain spell resistance equal to your sorcerer level +10.

Child of the River-Dragon: (Su) At 20th level you become immune to cold and sleep. Aquatic animals will not attack you unless compelled to do so through magic. Finally you may water walk at will above any body of water (this power will not work on oil, lava or other non-water liquids).

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race.

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Levels in racial paragon classes are considered to be advancing in a favored class.

The Bone-breaker

The bone-breaker class is a racial paragon class available only to kappa. It emphasizes hard unarmed strikes and bone-shattering attacks. At the same time, the kappa's natural water-related abilities are strengthened as the kappa reconnects with his elemental heritage.

Role: Bone-breakers excel at breaking things, especially people. Especially effective in the water, the bone-breaker is most capable as a one-on-one fighter. A few well-placed blows soften up an opponent and make him more susceptible to the bone-breaker's signature joint-breaking move.

Alignment: any Hit-Dice: d8

Class Skills

The bone-breaker's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perform (Cha), Profession (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier





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E								
In	Lev	el BAB		Fort	Ref	Will Una	rmed	Natural Special
T						Damage	AC	
In The International Contraction of the International Contractional Contraction	1	+0	+2	+0	+2	1d4	+1	Improved Grapple, Shattering Strike,
13								Unarmed Fighter
1	2	+1	+3	+0	+3	1d4	+1	Improved Sunder, Tough Body I
E	3	+2	+3	+1	+3	1d4	+2	Maneuver training,
E								Stubborn Mind I
	4	+3	+4	+1	+4	1d6	+2	Fast Swimming +10 ft
, E								Ki Pool (magic)
H								Turtle Shape (1/day),
E	5	+3	+4	+1	+4	1d6	+2	Joint-breaker, Water Breathing
I	6	+4	+5	+2	+5	1d6	+3	Bonus Feat, Tough Body II
TT LELUUTIN	7	+5	+5	+2	+5	1d8	+3	Water Healing, Stubborn Mind II
1	8	+6/+1	+6	+2	+6	1d8	+3	Fast Swimming +10 ft,
H								Turtle Shape(2/day)
B	9	+6/+1	+6	+3	+6	1d8	+4	Water Shape (1/day),
13								Strength Surge I
TALAN ANDULL	10	+7/+2	+7	+3	+7	1d10	+4	Bonus Feat, Improved Joint-Breaker,
12								Tough Body III
1	11	+8/+3	+7	+3	+7	1d10	+4	Poison Immunity,
11A	1							Stubborn Mind III
1	12	+9/+4	+8	+4	+8	1d10	+5	Fast Swimming +10 ft,
13								Turtle Shape (3/day)
LAPEP PRATH	13	+9/+4	+8	+4	+8	2d6	+5	Water Healing II
日	14	+10/+5	+9	+4	+9	2d6	+5	Bonus Feat, Tough Body IV
-	15	+11/+6/+1	+9	+5	+9	2d6	+6	Shatter Vital Organ, Stubborn Mind IV
17	16	+12/+7/+2	+10	+5	+10	2d8	+6	Fast Swimming +10 ft,
西								Turtle Shape (4/day)
13	17	+12/+7/+2		+5	+10	2d8	+6	Water Shape (2/day)
JENU WATEL	18	+13/+8/+3		+6	+11	2d8	+7	Bonus Feat, Tough Body V
F	19	+14/+9/+4	+11	+6	+11	2d10	+7	Strength Surge II, Stubborn Mind V
3	20	+15/+10/+8	5 + 12	+6	+12	2d10	+7	Fast Swimming +10 ft,
E								Turtle Shape (5/day)
5								Improved Shatter Vital Organ, Water

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Weapon and Armor Proficiencies: Bonebreakers are proficient with maces (light and heavy), clubs, quarterstaffs, slings, war-hammers, great clubs and nunchaku. They are proficient with shields and light armors.

Natural Armor (Ex) As the bone-breaker advances in levels, his shell becomes harder and thicker. His natural AC improves as described on the advancement table. At 20th level the bonebreaker also gains DR 10/-.

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Improved Grapple: At 1st level the bone-breaker receives the Improved Grapple feat as a class feat.

Shattering Strike (Ex) Beginning at 1st level, as a full-round action which does not provoke an attack of opportunity, the bone-breaker can make a single powerful attack against either a person or an object. When using a shattering strike the kappa ignores an amount of damage reduction, or hardness, equal to the kappa's bone-breaker class level. So a 3rd level bone-breaker ignores up to 3 points of damage reduction or hardness. The bonebreaker can use this ability with either unarmed attacks, or with bludgeoning weapons.

Unarmed Fighter (Ex) The bone-breaker is treated as if he possessed the Improved Unarmed Strike feat, though as kappa have a natural attack the bonebreaker derives no benefit from this other than being able to take other feats. The damage the kappa is able to inflict from an unarmed attack increases as he trains, as shown on the advancement table. The bone-breaker can choose to inflict either slashing or bludgeoning damage with his unarmed attack.

Improved Sunder: At 2nd level the bone-breaker receives the Improved Sunder feat as a class feat.

Tough Body (Ex): At 2nd level the bone-breaker gains a +1 racial bonus to all Fortitude saving throws. This bonus increases by another +1 every four levels.

Maneuver Training (Ex) Beginning at 3rd level, a bone-breaker uses his bone-breaker level in place of his BAB when calculating CMB and CMD. Base attack bonuses granted from other classes are unaffected and are added normally.

Stubborn Mind (Ex): At 3rd level the bone-breaker gains a +1 racial bonus to all Will saving

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throws. This bonus increases by another +1 every four levels.

Fast Swimmer: Every four levels the swim speed of the bone-breaker increases by an additional 10 ft.

Ki Pool (Su): At 4th level, the bone-breaker gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in the bone-breaker's ki pool is equal to 1/2 his bone-breaker level + his Constitution modifier. So long as the bone-breaker has 1 ki point in his pool, his unarmed attacks are treated as magic weapons for the purpose of overcoming damage reduction.

By spending 1 point from his ki pool as a swift action, the bone-breaker can do the following:

Add 20 feet to his swim speed.

Increase the effectiveness of his shattering strike by adding +1 to the amount of damage reduction or hardness the bone-breaker can ignore. Add +2 to CMD and +4 to CMB for one round.

Turtle Shape (Ex): At 4th level the bone-breaker gains the ability to shapeshift into a Small or Medium sized turtle once a day (+2 natural armor, speed -10 feet, swim speed +10 feet, bite damage equal to unarmed attack, duration 1 hour/level; otherwise as beast shape I). As the bone-breaker increases in level, the number of times he can do this a day also increases.

Joint Breaker (Ex): At 5th level, in place of a melee attack, the bone-breaker can attempt a special combat maneuver to damage one of his opponent's joints (or similar biological feature). This maneuver does not provoke an attack of opportunity and the bone-breaker gains a + 4competence bonus to the attempt. The bonebreaker can attempt this maneuver as an unarmed attack, or he may employ a bludgeoning weapon. He may also choose whether to inflict lethal or nonlethal damage on a successful strike. If the maneuver is successful, roll for damage as for a normal attack, but if the bone-breaker is inflicting lethal damage, the target takes only half damage. The target of the maneuver must also succeed at a Reflex save, where the DC is $10 + \frac{1}{2}$ bone-breaker class level + the bone-breakers Strength modifier. If the target fails this save they suffer ability damage to either Strength or Dexterity (the bonebreaker may decide which ability is targeted). The amount of ability damage inflicted is equal to 1 + 1for every four levels of the bone-breaker class possessed by the attacker. If the bone-breaker's

combat maneuver check exceeded the CMD of the target by 10 or more, the ability damage increases an additional +2.

Alternatively, instead of inflicting ability damage, the bone-breaker may choose to damage his opponent's ability to move using natural appendages. If used in this way, the bone-breaker chooses one of his opponents method of locomotion (burrowing, climbing, flying, swimming, walking) when beginning the maneuver. With a successful maneuver, the bonebreaker deals half damage (full damage if non-lethal) and the opponent must make a successful Reflex save or suffer a reduction in their speed as it relates to the method of movement targeted by the bone-breaker. The reduction is equal to 5 ft. + 5 ft. for every four levels of the bone-breaker class possessed by the attacker. The chosen speed cannot be reduced below 5 ft. using this attack. A flying creature drops one maneuverability category for every 10 ft. of speed it loses, to a minimum of clumsy. If it drops below its minimum forward speed while in the air (or to less than half speed, if its maneuverability is average or worse), it immediately falls and takes damage as normal. Note that this effect reduces a target's base speed as well as its speed after accounting for armor and encumbrance. The effects of this maneuver do not stack with other effects that reduce speed. The penalty to movement last until the creature receives magical healing or, as a standard action, makes a successful Constitution check where the DC is equal to 10 + the bone-breaker's Strength modifier. Creatures who move without the aid of anatomical appendages (such as a Wizard using a fly spell) are immune to this effect.

Creatures who are immune to critical hits are immune to the Joint Breaker ability.

Water Breathing: At 5th level the bone-breaker learns to breathe underwater.

Bonus Feat: At 6th, 10th, 14th, and 18th levels the bone-breaker receives a bonus class feat. The feats available at 6th level must be taken from the following list: Catch Off-guard, Dodge, Great Fortitude, Improved Bull Rush, Iron Will, Improved Disarm, Power Attack, Throw Anything and Toughness. At 10th level Improved Critical is added to this list.

Water Healing (Su): At 7th level, the bonebreaker's connection to water is strengthened so that when submersed in water, his rate of natural healing is doubled. At 13th level the rate of the

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healing again doubles so that now the bonebreaker heals at 4 times the natural rate when submersed in water. At 20th level the bonebreaker gains fast healing 1 so long as he is at least standing in a body of water.

Water Shape (Su): At 9th level the bone-breaker gains the ability to change shape into a Small or Medium sized water elemental once a day (+4 natura armor, swim speed +20 feet; duration 10 minutes/level; otherwise as elemental body I or II). As a bone-breaker increases in level, the number of times he can do this a day also increases.

Strength Surge I (Su): At 9th level the bonebreaker can spend a ki point to add 4 to his Strength for 1 round. At 19th level, the amount of the Strength increase goes up to 8.

Improved Joint Breaker (Ex): At 10th level, when the bone-breaker has succeeded at a joint-breaking Combat Maneuver, he can now choose to inflict both Dexterity and Strength damage when his opponent fails their Reflex save. Alternatively, if using the maneuver to reduce movement, the bone-breaker can now inflict ability damage (either Dexterity or Strength) in addition to the movement reduction when the opponent fails their Reflex save. Those who suffer ability damage from this maneuver must also make a successful Will save, where the DC is equal to $10 + \frac{1}{2}$ bone-breaker class level + the bone-breakers Strength modifier, or be dazed for 1d4 rounds. Creatures immune to critical hits are immune to this effect.

Poison Immunity (Ex): At 11th level the bone-breaker is immune to all poisons.

Shatter Vital Organ (Ex): At 15th level, when the bonebreaker has succeeded at a joint-breaking Combat Maneuver which would inflict Strength or Dexterity damage, or both, he can choose to instead inflict Constitution damage. The amount of ability damage inflicted is equal to 1 + 1 for every four levels of the bonebreaker class possessed by the attacker. Those who suffer ability damage from this maneuver must also make a successful Will save, where the DC is equal to $10 + \frac{1}{2}$ bonebreaker class level + the bone-breakers Strength modifier, or be stunned for 1d4 rounds. Those who succeed at the Will save are instead dazed for 1 round. Creatures immune to critical hits are immune to this effect.

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Improved Shatter Vital Organs (Ex): At 20th level, when the bone-breaker attempts a joint-breaking Combat Maneuver, if the d20 Combat Maneuver roll is a natural 20, the bone-breaker may choose to inflict a massive amount of bludgeoning damage to their



opponent in addition to the ability damage they would normally inflict. The opponent must succeed at Reflex save, as normal, but if the reflex save fails, in addition to ability damage inflicted, the opponent also suffers 200 points of bludgeoning damage (10 points per bonebreaker class level). If the target makes a successful save, they still suffer an additional 10d6 points of bludgeoning damage.

Kappa Feats

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Greater Shell and Shield

You always have cover against ranged attacks when using a shield.

Prerequisite: Kappa, Greater Shield Focus, Shell and Shield

Benefit: When equipped with a shield, you gain cover against ranged attacks (+4 AC and +2 Reflex save), so long as you are not in melee. When in melee, and equipped with a shield, you gain partial cover against ranged attacks (+2 AC and +1 Reflex saves). These bonuses do not stack with the bonuses granted by Greater Shield Focus and Shield Focus.

Improved Natural Armor

Your shell is tougher, your bones are thicker and you absorb blows easier

Prerequisite: Natural armor bonus **Benefit:** Your natural armor bonus increases by +1. **Special:** You may take this feat more than once and its effects stack.

Kappa Crawl

You can walk on all fours without penalty Prerequisites: Acrobatics +2, Kappa Benefit: When prone, you may move at your full walking speed without having to stand. Your AC penalty against melee attacks in this position is reduced to -2. You may not run in this position. Normal: When prone, a character's speed is normally 5 feet and the character takes a -4 penalty to AC against melee attacks.

Kappa Kiyup

Up or down, it's all the same to you.

Prerequisites: Acrobatics +4, Kappa, Kappa Crawl **Benefit:** While prone you suffer no AC penalty against melee attacks. Moving from a prone position to a standing position is a free action which provokes no attacks of opportunity. **Normal:** When prone, a character normally suffers a -4 penalty against AC. Moving from a prone position to a standing position is normally a move action which provokes attacks of opportunity.

Master Shrine-keeper

Your attachment to your shrine is stronger **Prerequisite:** Shrine-keeper

Benefit: When you are within a mile of your shrine, any dice you roll in connection with channeling energy receive a +1 bonus per dice roll. Furthermore, the DC of any spell you cast increases by +1. This bonus stacks with that granted by Shrine-keeper.

Practiced Swimmer

You have spent many hours practicing your swimming, proving faster as a result

Prerequisite: Skill Focus (Swim)

Benefit: Your swim speed increases by 1 ft. for every rank of the Swim skill you possess. You must possess 5 ranks (or a multiple thereof) to increase your speed in combat. For example a kappa with a swim speed of 22, in combat, would have an effective speed of only 20 ft.

Shell and Shield

You can use your shell and shield together to grant yourself cover against ranged attacks.

Prerequisite: Kappa, Shield Focus

Benefit: When equipped with a shield you gain partial cover (+2 AC and +1 Reflex saves) against ranged attacks, including spells, so long as you are not in melee. This bonus does not stack with the bonus provided by Shield Focus.

Shrine-keeper

You have a particular attachment to a kami shrine. **Prerequisite:** Henge-kannushi or Kappa-kannushi **Benefit:** You may choose a single shrine. When within a mile of this shrine, the DC of any spell you cast increases by +1.

Swimming Jump

You have learned to make tremendous leaps from the water. **Prerequisite:** A natural swim speed

Benefit: When swimming, you may make jump attempts to leap up from the top of the water. Jump checks are made as normal but you may use either your Swim skill or your Acrobatic skill to make the leap. Moreover, when making the skill check, you benefit from a +4 competence bonus to the attempt.

Special: You may use a Swimming Jump to charge a foe who is not in the water. The distance of the target from the water must be equal to or less than 5 ft. + distance leaped. The intent to charge must be declared before the Acrobatic skill check is made. If the leap falls short of the target, the charge fails, but you still suffer a -2 pnealty to your AC until your next turn.

Turtle Speed

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You may switch between moving on four "legs" and two legs, even at a run.

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Prerequisites: Acrobatics +4, kappa, kappa crawl **Benefit:** You may, when prone, now move at a running speed. Furthermore, when walking or running, you may move from two legs to four or from four to two as a free

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action without reducing your speed. When moving on all four limbs, you enjoy a +4 AC bonus against ranged attacks but may not use any weapons requiring hands, nor may you carry anything in your hands while running in

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this position. Your height, on four legs, is 1/3 your height when on 2 legs. You may thus freely go under some obstacles that might otherwise provide obstruction to movement.

Kappa Weapons								
Exotic Weapons	1							
	cost	Dmg(S)	$Dmg\left(M ight)$	Critical	Type	Weight	Special	
One handed								
Kappa Dagger	10 gp	1d3	1 d 4	x2	\mathbf{S}	$2 \ \rm lbs$	underwater	
damage								
Two handed								
Kappa Net	25 gp	-	-	-	-	10 lbs	entangle	

Kappa Dagger: This wavy dagger is designed in such a way as to be more effective underwater. Those proficient in its use suffer no penalty to damage when using it underwater.

Kappa Net: A net on two stout poles, this weapon can be used to ensnare creatures the same size as the user or smaller. The kappa net follows much the same rules as a thrown net but is used to make touch attacks against adjacent opponents and the poles are the limiting factor in the ensnared creature's movement (replacing the rope). Additionally, the net does not need to be folded in order to be used. Those not proficient in the use of the kappa net suffer a -6 penalty to attack rolls when using it. Those proficient in its use suffer a -2 penalty to attack rolls when using it. the same rules as a thrown net but is used to make touch attacks against adjacent opponents and the poles are the limiting factor in the ensnared creature's movement (replacing the rope). Additionally, the net does not need to be folded in order to be used. Those not proficient in the use of the kappa net suffer a -6 penalty to attack rolls when using it. Those proficient in its use suffer a -2 penalty to attack rolls when using it.



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IN THE COMPANY OF KAPPA

We are a people of laughter and good cheer. True, our humor is not always understood by others, we find the sound of breaking bones to be hilarious, but we amuse ourselves first and others second. We love loud jokes, large meals and a good wrestling match. There are many stories told of us, that we eat children, or delight in drowning swimmers. Certainly, we have had our share of villains, but, taken as a whole, we are no more wicked than any other race. Most of us want nothing more than to humble the proud and make the wise man feel foolish. We like to think we are well suited to these tasks. And let us not forget, not only did we break the first bone, but we afterward showed the man how to set it.

> A player character race designed for use with the Pathfinder Roleplaying Game

> > Jonathan McAnulty

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