Rite Publishing Presents

MONK ARCHETYPES











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Monk Archetypes

"Indiscriminate force leads only to more force. Force tempered with cool thought and deep spirit creates an unstoppable energy." – Kung Fu Tse

Monks are religious practitioners who use ancient methods of asceticism to hone their bodies and minds for the benefit of the spirit. Monks are not just barehanded fighters with supernatural abilities; they have a higher calling and faith that combines with discipline, special knowledge and training to guide them. The powers they gain are signposts along the way to enlightenment.

In the lands of the Jade Oath, monks and monasteries are common. They have a substantial impact on society. More religions, faiths, philosophies, paths to enlightenment, and monastic orders exist than what the core rules represent, so the new monks detail the various orders and abilities.

CONTEMPLATIVE MONK

These studious orders and sects spend a great deal of time poring over religious texts. They still train their bodies and their studies provide them with the insight to turn their faith into a tangible power. Of all the monastic orders, this one focuses on the sutras and the secrets they can provide. They believe that the sutras hold the key to escape the karmic cycle of death and rebirth. This order originally taught the demon hunters of the celestial retribution tradition the art of sutra magic.

You can recognize a monk of this sect by the smudged ink they often have on their fingers. They tend to have numerous strips of yellow and white paper and vials of ink and blood for the moments when more ofuda are needed.

Cast Sutra (Sp): At 1st level, these monks cast paper talismans with sacred writing, to combat enemies of their faith. They gain the Sutra Caster feat (see *Sutra Magic*). A contemplative monk must still meet the ability score and religious prerequisites for the feat.

The contemplative monk begins knowing two sutras and learns a new sutra at every odd-numbered level thereafter (3^{rd} , 5^{th} , 7^{h} , 9^{h} , 11^{h} , 13^{h} , 15^{h} , 17^{h} , and 19^{th} levels). The monk may learn additional sutras; the maximum number of known sutras equals his class level plus his Wisdom bonus. The monk can cast a number of sutras per day equal to his Wisdom bonus + half his class level. This ability replaces Stunning Fist.

Graceful Sutra (Sp): At 5th level, the monk no longer needs two rounds to create ofuda. He can now prepare an ofuda as a full-round action. This ability replaces *purity of body*.

Serene Sutra (Sp): At 9th level, the monk can cast an ofuda without the use of verbal and somatic components. This ability replaces *improved evasion*.



Tang Dzu-Reng A human male seng monk

Quickened Sutra (Sp): At 13th level, the monk may prepare an ofuda as a standard action. This ability replaces *diamond soul*.

Powerful Sutra (Sp): At 17th levl, the monk gains a +2 sacred bonus to his sutras' saving throw difficulty class (DC). This ability replaces *tongue of the sun and moon*.

HUASHAN

These quiet and eccentric monks spend their days contemplating the Tao in the hopes that one day they might become one with the Tao. They live simply, as required by the Tao, but they are not ascetics, nor are they required to be celibate. These monks practice the tenets of wu-wei, or non-action, and often seem to do nothing of consequence to the uninitiated. This philosophy influences their martial arts. A huashan martial artist appears to move in slow motion, never hurrying, always meeting hard, linear movements and force with soft, circular movements and leverage. They attack and fight with a relaxed stance. A huashan never overextends himself and always keeps his balance in mind.

Huashan keep the teachings of their martial arts a secret only to be shared with members of their order or descendents of those who first developed their unique martial art. Huashan wear simple, blue robes.

Vigilant Defense (Ex): At 1st level, while using the total defense action, the huashan gains the use of the Combat

Reflexes feat. Anyone attacking the huashan in melee while he uses the total defense action provokes an attack of opportunity from the huashan. This counts against the huashan's total number of attacks of opportunity.

The huashan can also make one off-hand attack of opportunity this exceeds the normal limit of one attack per provoked attack of opportunity, such as those gained from the Two-Weapon Fighting feat, against a single opponent. Any off-hand attack must use the appropriately modified attack bonus. With the first successful use of *vigilant defense*, the huashan can take a 5 foot step that does not count against his normal movement for the round. This ability, in addition to *rapidly shifting body* and *stay on target* replaces *flurry of blows*.

Rapidly Shifting Body (Su): At 5th level, the huashan knows how to roll with the impact of violent force and how to shift his internal organs with his ki in order to lessen damage. While the huashan is ki focused and not surprised or unaware of an attack, he is not subject to subdual damage. He has a 50% chance of negating critical hit damage and sneak attack damage. Furthermore, he is immune to being stunned while ki focused.

When using his *vigilant defense* ability the huashan can make a number of attacks of opportunity against a single opponent up to a number of times equal to his standard number of attacks per round as determined by his attack bonus.

Also, the huashan's circumstance penalty for using *vigilant defense* decreases to -1. This ability, in addition to *vigilant defense* and *stay on target* replaces *flurry of blows*.

Stay on Target (Ex): At 9th level, while using vigilant defense, the huashan can designate a single adjacent opponent on his turn as a free action. He then moves with that opponent whenever that opponent moves, remaining adjacent to the opponent by the end of their move. The monk can not exceed his own movement for the round. If a foe moves further, the monk stops moving. The movement from stay on target counts against the huashan's movement in the following round, except that he can continue to move with the designated opponent. When moving in this manner, the huashan does not provoke attacks of opportunity. Spaces threatened by the huashan using stay on target are considered difficult terrain for his opponents. If the opponent moves more than a 5' step this ability functions as his move action for the round, and the huashan cannot take any additional move actions while the ability is active. However if the oppoenent double move he can still take a standard action but not if he ues the run action. Ending the use of this ability is a standard action. This ability, in addition to viligent defense and rapidly shifting body replaces flurry of blows.

Blindsense (Ex): At 10th level, the huashan's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the huashan to pinpoint the location of creatures that he cannot see without having to make a Perception check, but such creatures still have total concealment from the huashan. Visibility still affects the huashan's movement and he is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. This ability replaces *slow fall 20 feet* through *slow fall 50 feet*.

River Cuts Through the Mountain (Su): At 15th level, the huashan, using a full attack action and expending his ki focus, can make a single attack roll against a single creature. With a successful strike the huashan inflicts damage as normal, but the creature must make a Fortitude saving throw (DC 10 + half the huashan's class level + the huashan's Wisdom modifier). If the target creature fails the saving throw, it receives damage on subsequent rounds as if the huashan had successfully struck it again with the same attack. This subsequent damage lasts for 1 round per four class levels plus 1 additional round per point of ki expended. If this ability is used twice on the same target, the effects are not cumulative unless the first usage has run its course. The use of this ability must be declared before the huashan's first attack of the round.

Objects can be affected by this ability, but only attended objects receive a saving throw.

When using *river cuts through the mountain*, a huashan may attack only with unarmed strikes or with monk weapons. He adds an additional one-half his Strength bonus to his damage rolls. In addition, when using this ability, the a huashan gains a +4 bonus to confirm criticals. The additional damage inflicted by the critical is not applied to the subsequent damage in following rounds caused by this ability. Likewise, sneak attack damage can only be inflicted on the initial strike. This ability replaces *quivering palm*.

Karmic Reward (Ex): At 17th level, the huashan turns a foe's attack back with a simple combat maneuver check. When an opponent successfully attacks in melee or with a combat maneuver, the huashan can make a combat maneuver check that interrupts the attack. This counts against the huashan's total number of attacks of opportunity. If the huashan would not normally have the opportunity due to a feat or ability of his opponent, he may still use *karmic reward*. If the huashan fails his combat maneuver check against the opponent's CMB, then the opponent's attack proceeds as normal; however, if the huashan succeeds at his combat maneuver check, the opponent is struck by his own attack and takes damage accordingly. This ability replaces *tongue of the sun and moon*.

Blindsight (Ex): At 20th level, the huashan becomes enlightened to the point that he is constantly aware of his surroundings, granting him blindsight out to a range of 30 feet. The huashan can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as he has line of effect to the target. This ability replaces *slow fall 60 feet* through *slow fall any distance*.

KENZA

These monks study the esoteric forms of Bodhism in the isolation of the wilderness. Their faith encourages seeking of enlightenment and oneness with the universe through the attainment of spiritual and mystical power by asceticism. They believe that enlightenment is found through isolation, study and contemplation of nature and oneself. Kenza study nature, spiritual texts and images, and the nature of magic. They seek its ties to the elements and energies that compose the universe.

Like yamabushi, kenza tend to wear white robes and a small, black hat tied to the forehead. Footwear usually consists of tabi socks and wooden clogs or straw sandals. Kenza never wear armor as it interferes with their spellcasting.

Class Skills: Add Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha) to the list of kenza class skills.

Spells: A kenza casts divine spells drawn from the inquisitor spell list (see page 42 of the *Advanced Player's Guide*). She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, a kenza must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a kenza's spell is 10 + the spell level + the inquisitor's Wisdom modifier.

A kenza can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table: Kenza Spells per Day. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

A kenza's selection of spells is extremely limited. A kenza begins play knowing four 0-level spells and two 1st-level spells of the kenza's choice. At each new kenza level, she gains one or more new spells as indicated on Table: Kenza Spells Known. (Unlike spells per day, the number of spells a kenza knows is not affected by her Wisdom score. The numbers on Table: Kenza Spells Known are fixed.)

Upon reaching 5th level, and at every third kenza level thereafter (8th, 11th, and so on), a kenza can choose to learn a new spell in place of one she already knows. In effect, the kenza "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level kenza spell she can cast. The kenza may swap out only a single spell at any given level and must choose

whether or not to swap the spell at the same time that she gains new spells known for the level. This ability replaces *flurry of blows.*

Elemental Spellcasting: At any level in which the kenza would gain a bonus feat (1st, 2nd, 6th, 10th and so on), she may instead gain the ability to learn spells from one of the following cleric domains: air, earth, fire, plant, or water. This only gives him access to the spells, he must still learn

the spells normally, and does not gain access to the domain or subdomain's associated powers.

Table: Kenza Spells per Day

Table. Reliza opens per Day						
Level	1st	2nd	3rd	4th	5th	6th
1st	1				_	
2nd	2					
3rd	3			_		
4th	3	1				
5th	4	2		—		
6th	4	3				
7th	4	3	1			_
8th	4	4	2			
9th	5	4	3			
10th	5	4	3	1		
11th	5	4	4	2		
12th	5	5	4	3		
13th	5	5	4	3	1	
14th	5	5	4	4	2	
15th	5	5	5	4	3	
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

Table: Kenza Spells Known

Level	0	la opt	2nd	3rd	4th	5th	6th
1st	4	2		_			
2nd	5	3	_				
3rd	6	4	_				
4th	6	4	2				
5th	6	4	3		_		
6th	6	4	4				
7th	6	5	4	2	—	_	
8th	6	5	4	3			
9th	6	5	4	4	_	_	
10th	6	5	5	4	2		
11th	6	6	5	4	3		_
12th	6	6	5	4	4		
13th	6	6	5	5	4	2	_
14th	6	6	6	5	4	3	
15th	6	6	6	5	4	4	
16th	6	6	6	5	5	4	2
1 7 th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
1 9 th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

SENG

These monks are among those most commonly encountered in the Lands of the Jade Oath. These Bodhists live an ascetic lifestyle, hoping to find the path to enlightenment. By escaping the bonds of this reality and the karmic wheel of birth, death, and rebirth, they become one with nirvana.

There are a great many different sects. They condition the mind, body, and soul in preparation for moving along the path to enlightenment. To that end, they toughen their bodies through incredible feats of conditioning for speed and endurance. Their martial arts encourage quick movement with hard, linear, rapid strikes. When these normally peaceful monks cannot avoid a fight, they will not hesitate to take the fight to their opponents. They are famous for teaching commoners the ways of the martial arts. They often wear simple, yellow or orange robes and meditation bead necklaces or bracelets.

Grace of the Crane (Ex): At 2nd level, when moving through a threatened area, the seng only provokes an attack of opportunity when he moves more than one-quarter his base speed in any threatened area.

The seng can also flank a creature on his own if he manages to maneuver around it and strike during his action. When the seng moves then makes an attack, if he occupied a space on the opposite border or corner of his opponent's square before his attack, he flanks his target. When in doubt as to whether this exception applies, pretend that an ally occupies every square the seng moved into on his action. When the seng attacks, if he would flank because of those imaginary allies, he gains the flanking bonus. This ability replaces the monk's 2nd level bonus feat.

Skin of the Dragon (Su): At 6th level, the seng's skin gains the durability of a dragon's scales. He can spend 1 point from his ki pool to gain Damage Reduction 2/– for one round. This ability replaces the monk's 6th level bonus feat.

Claws of the Leopard (Ex): At 10th level, the seng learns to strike hard and fast like a leopard pouncing upon its prey. Each successful attack on the same target during the same combat encounter increases the seng's damage against that target by +1 for up to a maximum bonus equal to the seng's Wisdom bonus (if any). For example, if a seng with a +3 Wisdom bonus strikes the same target three times over the course of the encounter, his further attacks gain a +3 to damage. This ability resets each time he expends or loses his *ki* focus. This ability replaces the monk's 10th level bonus feat.

Speed of the Snake (Su): At 14th level, can act and move faster than the eye can see; seemingly with the speed of a snake. By expending his *ki* focus as a free action the seng can take extra actions on his turn. For 1 *ki* point he gains one extra move or move-equivalent action, for 2 *ki* points he gains one extra attack action at his full base attack bonus, for 3 *ki* points he gains one extra immediate or swift action (though he cannot cast a second quickened spells). The seng must first resolve his normal actions for the turn before resolving any bonus actions acquired through the use of this

ability. His normal actions and those actions taken as a result of this ability must be resolved separately. This ability replaces the monk's 14th level bonus feat.

Strength of the Tiger (Su): At 18th level, the seng gains a +2 insight bonus to Armor Class and to Fortitude saving throws. Further, he gains a permanent, inherent +2 bonus to Strength. This ability replaces the monk's 18th level bonus feat.

SADHU

These monks are the most serene of the various monastic orders and sects. They spend a great deal of time meditating and contemplating the nature of the universe and their place in it. Their meditations have not made them soft however. They still train their bodies and their meditations reveal the masterful insight needed to turn their ki into a powerful force. Of all the monastic orders, this one is the most focused on meditation and ki. They believe that their insight into the nature of ki can provide the way to escape the karmic cycle of death and rebirth. Nuns of this order are called sadhvis. Sadhus often wear simple red or orange robes and meditation bead necklaces or bracelets.

Ki **Pool (Su):** Unlike other monks, the sadhu gains a *ki* pool (equal to 1/2 his monk level + his Wisdom modifier) at 3rd level (instead of 4th level), but he still must wait until 4th level to gain the *ki* strike ability.

Awaken Major *Chakra* (Su): At 3rd level, the sadhu starts to awaken the seven major *chakras* (see Major *Chakra* at the end of this document) that control the flow of *ki* throughout his body, gaining the powers of an awakened major *chakra* (see below). In addition, the sadhu can align the *ki* between yin, yang, and balanced. The sadhu gains an additional major *chakra* at 7th level and at every four levels thereafter. These abilities replace *still mind, wholeness of body, diamond body, quivering palm*, and *empty body*.

Bonus Feat: Beginning at 6th level, the sadhu adds all of the *ki* and *chakra* feats to his list of available bonus feats.

Awaken Soul *Chakra* (Su): At 20th level, the sadhu awakens the last of the major *chakra*, the soul *chakra*. This ability replaces *perfect self*.

SOHEI

Sohei are warrior monks and practitioners of the Bodhi faith from the island nation of Nihonshu. Unlike the solitary yamabushi, sohei organize into large groups, mobs, and even armies. Sohei do not pursue the path to enlightenment as individuals, or consider them a part of any single, smaller temple. Instead, they are a part of a larger, extended brotherhood, monastic order, or sub-sect of their faith. They draw their strength from being one part of a whole.

Any given sohei temple order contains several smaller monasteries and training halls. Occasionally, open conflict breaks out between these different orders, usually over political disagreements, spiritual appointments, the emperor's favor, and related matters. Just as often, these



Shrakvarth a neverhuman naga yamabushi Darhreth the Seventh Scholar of the Sun a male goshen contemplative monk Wu-Fang Li a human male kirin shen seng monk Sarman Uma Bhat a female mandragoran sadhvis Brightfen Waterstar the Beuatiful Mistress a female bakemono huashan monk

different sects of sohei unite against a common foe. Other forces, such as certain samurai clans, will court the favor of an order of sohei to gain the benefit of their military might. Certain of those in power in Nihonshu foresee the sohei as potential challengers to the rule of the samurai caste if the sohei were to ever unite against them.

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Sohei usually wear a series of kimono-like robes over one another with white or tan underneath and tan or saffron yellow on top. Footwear usually consists of tabi socks and straw sandals or wooden clogs. They often fold and tie a white hood-cowl to cover their head or wear a headband. Most wear some form of armor. Weapon and Armor Proficiency: Sohei are proficient with all simple and martial weapons, in addition to normal monk weapons. Sohei are also proficient with light and medium armor, but not shields. This replaces the normal monk weapon and armor proficiencies, AC bonus, and *fast movement*.

Enduring Teamwork (Ex): At 1st level, choose the Diehard feat or the rogue's Opporunist talent, even if he does not meet the normal prerequisites. This replaces the Stunning Fist feat.

Part of the Pack (Ex): Being part of a group in combat fortifies the resolve of the sohei. At 5th level, this gives him

added physical stamina to draw from. While *ki* focused, the sohei gains a temporary bonus to his hit points equal to his Wisdom bonus (if any) for each ally within 30 feet. If an ally should fall unconscious or leave the range of this ability, the sohei immediately loses any of the temporary hit points previously granted by the presence of that ally.

When flanking the same target the sohei and a number of allies equal to the number of attacks the monk can make in a single round with his Flurry of Blows Attack Bonus gain a +4 circumstance bonus to their attack rolls instead of the normal +2 bonus granted when flanking the same target. This ability replaces *purity of body*.

Shield Brother (Ex): At 9th level, the sohei can shield one of his allies from a physical or ranged melee attack by taking the damage upon himself. He must be adjacent to that ally. This ability works as a free action once per round. The sohei must use this ability after an attack strikes an ally, and before damage is rolled. The sohei cannot use this ability for spells or area effect attacks. This ability replaces *improved evasion*.

Swarm Frenzy (Ex): At 11th level, by expending his ki focus with a rallying war cry (a free action), the sohei and his allies each gain a bonus to damage as they coordinate their attacks. This damage bonus is equal to the sohei's Wisdom bonus + 2 per ki point expended. It applies against any opponent adjacent to the sohei. This ability lasts a number of rounds equal to the sohei's Wisdom bonus (minimum 1 round). This ability replaces *diamond body*.

Rally Cry (Ex): At 15th level, the sohei can rally his allies through a battle cry or stirring speech. All allies within 50 feet radius gain a +2 morale bonus to attack rolls, saving throws, and checks for 1 round per level. The sohei can use this ability once per day. This ability replaces *quivering palm*.

Rallying Effort (Ex): At 19th level, by expending his *ki* focus, and making a successful ranged touch attack as a standard action the sohei inflicts the same amount of physical melee or ranged (non-spell) damage to an opponent as one of his allies has just dealt within the last round. The damage need not be against the same opponent. The damage cannot have originally been dealt as part of a spell or spell-like ability. The sohei may deal 10 points of damage per ki point expended. If more damage was dealt than what is available as the number of ki points for the sohei to expend, then the only amount of damage the sohei can afford to inflict is duplicated for his attack. The damage type is not duplicated and is dealt as if inflicted by the sohei's unarmed attack; This ability replaces *empty body*.

THASKALOS

These strange monks from the West are a new development among the westerners that come to the lands of the Jade Oath. They profess to be philosophers and scholars with a peaceful and religious outlook. They have proven to be very proficient wrestlers and grapplers. Despite their often professed love of peace, these monks seem to thrive on conflict. Some also take a vow of silence. They come to the east to assist the missions being established by western missionaries.

They tend to wear simple brown and white robes of a plain nature and material. Footwear is often just a pair of sandals. Many shave the tops of their heads as well or they might even wear skull caps depending on their denomination.

Bonus Feat: At 1st level, the the following feat is added to the list of available bonus feats: Power Attack. At 6th level, the the following feats are added to the list: Greater Grapple, Improved Overrun, *Ki* Throw^{APG}, and Kippup^{*}. At 10th level, the following feats are added to the list: Bull Rush Strike^{APG}, Charge Through^{APG}, Disarming Strike^{APG}, and Improved *Ki* Throw^{APG}.

Feats marked with an asterisk (*) can be found in the New Feats section of this document.

Good Grappler (Ex): At 1st level, the thaskalos gains the Improved Grapple feat, even if he does not have the normal prerequisites. Furthermore, while *ki* focused, he can grapple two opponents simultaneously at a -2 circumstance penalty to grapple combat maneuver checks provided both opponents are the same size category. Both opponents must be adjacent to each other. The thaskalos can only grapple one opponent in a round for each attack. If the thaskalos uses an iterative attack action to make a grapple check, then use that attack's iterative base attack bonus for the grapple combat maneuver check instead. This ability replaces the Stunning Fist feat.

Sizable Reasoning (Ex): At 5th level, the thaskalos knows that all living creatures are connected by an intricate web of life and experiences. When he speaks, he can play on those connections to bring peace to a conflict. He gains a +2 bonus on Diplomacy checks to use words and reason to defuse a tense situation. If the monk calms a violent situation, he and his comrades gain experience as if they overcame their enemies through force of arms.

The physical training regimen of the thaskalos teaches how to function in many ways as if they were larger or smaller. Whenever the thaskalos is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, escape artist checks, throw attempts, and trip attempts), treat him as either one size larger or one size smaller if doing so is advantageous to him.

A thaskalos determines whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She is considered one size larger for such a purpose, however, hers space and reach remain those of a creature of the actual size. The benefits of this ability stack with the effects of powers, abilities, and spells that change the subject's size category. This ability replaces *purity of body*.

Perceptive Grip (Ex): At 9th level, he thaskalos learns from an opponent by wrestling with him. For every round that the thaskalos holds an opponent in a grapple without harming that opponent, he can learn any one of the following about that opponent: class, character level, any

one ability score, or any saving throw bonus. Any ability that conceals any of these things obfuscates the information obtained.

The thaskalos can now grapple with three opponents simultaneously with a -2 circumstance penalty to his grapple combat maneuver checks, but he only suffers a -1 circumstance penalty to grapple combat maneuver checks to grapple two opponents. The rules that apply for grappling with two opponents apply equally to situations in which the thaskalos is grappling with three opponents. This ability replaces *improved evasion*.

Great Grappler (Ex): At 13th level, the thaskalos no longer suffers a circumstance penalty to grapple combat maneuver checks for grappling with two opponents simultaneously, but he still suffers a -1 circumstance penalty to grapple combat maneuver checks to grapple three opponents.

He can select another another bonus feat from the list of available bonus feats (see above). This ability replaces *diamond soul*.

Legendary Grappler (Ex): At 17th level, the thaskalos no longer suffers any circumstance penalties to grapple checks for grappling with three or less opponents simultaneously. In addition, the thaskalos gains an insight bonus to his grapple combat maneuver checks equal to his Wisdom bonus (if any). This ability replaces *tongue of the sun and moon*.

YAMABUSHI

Native to the island nation of Nihonshu, these warrior monks are ascetic practitioners of Shugendo, a religion influenced by elements of both Bodhism and Kami-do. Yamabushi, like the kenza, study the more esoteric forms of Bodhism. Though they live a solitary life in the pursuit of their religion, they have been known to ally themselves with certain temples, orders of sohei, or samurai. Their faith places a heavy emphasis on the attainment of spiritual, mystical, or supernatural abilities and enlightenment through asceticism and feats of endurance. They believe that enlightenment is found through isolation and the study and contemplation of nature and oneself. They view mountains as the ideal place for isolation and contemplation of nature. In their mountain retreats, yamabushi study not only nature and spiritual texts and images, but also a variety of martial arts.

Yamabushi tend to wear white robes and a small, black hat tied to the forehead. Footwear usually consists of tabi socks and wooden clogs or straw sandals. Most wear some form of armor and carry a conch-shell trumpet.

Alignment: A monk must be lawful good to become a yamabushi.

Weapon and Armor Proficiency: Yambushi are proficient with all simple and martial weapons, in addition to normal monk weapons. Yambushi are also proficient with light and medium armor, but not shields. This replaces the normal monk weapon and armor proficiencies, AC bonus, and *fast movement*. **Class Skills:** Add Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha) to the list of yambushi class skills.

Endurance and Spellcasting (Ex): At 1st level he yamabushi gains the Endurance feat. He need not meet the perequisites. This ability replaces the monk's 1st level bonus feat.

Spells: Beginning at 4th level, a yamabushi gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list (see page 231 of the *Pathfinder RPG Core Rulebook*). A yamabushi must choose and prepare his spells in advance.

To prepare or cast a spell, a yamabushi must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throwagainst a yamabushi's spell is 10 + the spell level + the yamabushi's Wisdom modifier.

Like other spellcasters, a yamabushi can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Yamabushi Spells per Day. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*). When Table: Yamabushi Spells per Day indicates that the yamabushi gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A yamabushi must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A yamabushi may prepare and cast any spell on the paladin spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a yamabushi has no caster level. At 4th level and higher, his caster level is equal to his yamabushi level -3.

Elemental Affinities: The yamabushi may select from one of the following four abilities at 7th 11th and 15th levels. These abilities replace *wholeness of body, diamond body,* and *quivering palm*.

Rejuvenating Winds (Su): The yamabushi gains access to the following spells: 1st-obscuring mist, 2nd-windwall, 3rd-gaseous form, 4th-air walk. By expending his ki focus, the yamabushi gains one rank of Fast Healing for every ki point expended. This lasts for a number of rounds equal to the yamabushi's Wisdom bonus (minimum 1 round). The yamabushi must be in a location exposed to the wind (up in a tree, on a mountain or hilltop, flying, etc.) for the entire duration. Once he is no longer exposed to the wind, he loses the benefits of this ability, even if the duration has not yet expired. This ability will not work underground unless the wind has a strong presence. By expending 3 ki points or more, the yamabushi can use this ability without the presence of the wind.

Stony Resolve (Su): The yamabushi gains access to the following spells: 1st—magic stone, 2nd—soften earth and stone, 3rd—stone shape, 4th—spike stones. By touching a Medium-sized or larger rock, the wall of a cavern, or a

Table. Tallbushi Spens per Day				
Level	1st	2nd	3rd	4th
1st		_		
2nd	—	_		—
3rd		_		—
4th	0	_		
5th	1	_		—
6th	1	—	—	—
7th	1	0	_	—
8th	1	1		
9th	2	1	—	—
10th	2	1	0	—
11 th	2	1	1	—
12th	2	2	1	
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

Table: Yambushi Spells per Day

mountain, and expending his ki focus, the yamabushi gains damage reduction 1/- for a number of rounds equal to his Wisdom bonus (minimum 1 round). This increases by 1 for every three additional class levels. When the yamabushi reaches 20th level the Damage Reduction granted by this ability becomes 10/-. By expending 3 ki points or more, the yamabushi can use this ability without the need to touch a Medium-sized rock.

Cleansing Water (Sp): The yamabushi gains access to the following spells: 1st—*obscuring mist,* 2nd—*fog cloud,* 3rd—*water breathing,* 4th—*control water.* By expending his *ki* focus, the yamabushi gains the ability to cast *remove break enchantment* or *restoration* as a spell-like ability, while washing the target of the spell in a pool of clean water. By expending 3 *ki* points or more, the yamabushi can use this ability without the presence of water.

Fiery Retribution (Sp): The yamabushi gains access to the following spells: 1st—*burning hands*, 2nd—*produce flame*, 3rd—*fireball*, 4th—*wall of fire*. By expending his *ki* focus at the moment he passes his hand over an open flame, the yamabushi superheats his body and possessions. Anyone touching or striking him in melee (whether unarmed or with a weapon) takes damage, unless they can make a successful Reflex saving throw (DC 10 + half the yamabushi's class level + his Wisdom modifier). The damage equals 1d6 for each *ki* point expended. The ability lasts for a number of rounds equal to the yamabushi's Wisdom bonus (minimum 1 round). The yamabushi and his possessions remain unharmed. By expending 3 *ki* points or more, the

yamabushi can use this ability without the need to touch fire.

Fiery Retribution can also be used offensively as either a touch attack or as added damage to any melee attack during the duration of this ability. Once the yamabushi uses it as part of an attack, the ability expires, even if its duration has not yet expired.

Elemental Resistance (Su): At 19th level, the yamabushi is resistant to damage from the elements. He gains Acid, Cold, Electricity, and Fire Resistance 10. This ability replaces *empty body*.

Unearthly Endurance (Su): At 20th level, the yamabushi gains enough control over his body that by expending a single ki point, he can cure detrimental effects with meditation and can eliminate the need for sleep. The yamabushi no longer needs to sleep in order to rest, heal, regain spells, or rejuvenate daily uses of special abilities, provided he can meditate for at least 10 minutes and expend 1 ki point when he would ordinarily rest. The yamabushi can immediately eliminate any diseases, ability damage, or other detrimental conditions during his meditation for a cost of 1 additional ki point per disease, ability point recovered, or other condition eliminated. This ability replaces *perfect self.*

Ki Focus

Many feats detailed below, as well as many class abilities, work either by maintaining or expending *ki* focus.

Note: In the *Lands of the Jade Oath* Ch'i and Ki are interchangeable words referring to the same game mechanic, Ch'i is the cultural term of the mainland.

Gain *Ki* **Focus:** Merely having the ability to hold a reservoir of ki points in mind gives monks characters a special energy. Characters with a ki pool can put that energy to work without actually paying a ki point cost—they can become ki focused.

If you have a *ki* pool, you can meditate to become *ki* focused. Meditating is a full-round action that provokes attacks of opportunity.

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

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

You may still gain *ki* focus only if you have 1 or more *ki* points available. Expending your *ki* focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that

require expending your *ki* focus once; each effect requires its own instance of expending *ki* focus.

New Feats

Ki Feats: *Ki* feats are only available to characters and creatures with a *ki* pool.

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

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

The following feats from the *Pathfinder Roleplaying Game Core Rulebook* and the *Advanced Player's Guide* should now be considered *ki* feats: Deep Drinker^{APG}, Extra *Ki*, and Fast Drinker^{APG}, Improved *Ki* Throw^{APG}, and *Ki* Throw^{APG}.

Chakra Feats: There is a subset of ki feats that called *chakra* feats that allow you to invest them with ki points. *Chakras* grant powers or enhanced abilities when invested with ki points. While a character is ki focused, all his *chakra* with invested ki points grant these powers or enhanced abilities. The character cannot benefit from any *chakra* if he is not ki focused.

A character can also expend his *ki* focus with a single *chakra* in order to gain a greater power or ability, but for a shorter period of time. When expending *ki* focus, the chosen *chakra* must have *ki* points invested. Only the chosen *chakra* provides special abilities and only the chosen *chakra* loses the expended *ki* points. Any *ki* points expended are lost for the day. You can invest a number of *ki* points into a *chakra* as shown in Table: *Chakra* Capacity (up to a maximum equal to your Wisdom bonus). Certain feats, prestige classes, and magic items can increase this capacity.

While *ki* focused, you can invest and reallocate *ki* into your *chakras* as a free action on your turn. Your *ki* remains where you have invested it until you reallocate it on a later turn. Any invested *ki* points remain where allocated, unless expended or reallocated.

Some *chakras* only provide a benefit or ability when they have *ki* invested and cannot provide any benefit when expending *ki* focus with them. Certain *chakras* only provide a benefit or special ability when expending *ki* focus. *Chakras* that only provide a benefit or special ability upon expending *ki* focus can be invested with *ki* prior to expending their focus. The *ki* points in that *chakra* provide no benefit until expended.

Table: Chakra Capacity

Character Level	Ki Point Capacity
1st - 4th	1
5th - 9th	2
10th - 14th	3
15th - 19th	4
20th+	5

Animus Shield (Chakra)

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

Prerequisites: Con 11, Wis 13, Concentration 7.

Benefit: While *ki* focused, you receive a +1 deflection bonus to AC for each point of *ki* infused.

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

You gain one point of ki.

Aligned Attack (Ki)

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. Your choice must match one of your alignment components. Once you've made this alignment choice, it cannot be changed.

To use this feat, you must expend your *ki* focus. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

Blood Fuel (Ki)

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

Prerequisites: Con 13, Wis 13.

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

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

You gain 1 point of ki.

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

Charging Dragon (Chakra)

Harnessing your *ki* with a burst of speed, you gain the ability to charge in a crooked line and avoid terrain effects.

Prerequisites: Con 13, Dex 13, Wis 13, Speed of the Wind.

Benefit: While *ki* focused, you ignore difficult terrain penalties in a number of spaces equal to the number of *ki* points invested in this *chakra* feat.

By expending your *ki* focus with this *chakra* feat during a charge, you can make one turn of up to 90 degrees per *ki* point invested in this *chakra*. All other restrictions to charges still apply. For instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

You gain one point of *ki*.

Dancing Prana Strike (Chakra)

Use your momentum, leverage, and *ki* in acrobatic displays of might and cunning to attack your opponents.

Prerequisites: Con 13, Dex 13, Wis 13, Concentration 4, and either Skill Application, Skill Focus, or Skill Application with at least one of the following skills: Acrobatics, Climb, Perform (Dance), Ride, or Swim.

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

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

You gain one point of ki.

Enduring Ki (Ki)

Your skilled use of *ki* makes the effects of expending your *ki* focus last longer.

Prerequisites: Con 15, Wis 13, any two *ki* or *chakra* feats.

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

You gain one point of ki.



Expertise Chakra (Chakra)

By focusing *ki* on your defense for a time you can build it up for a powerful strike.

Prerequisites: Int 13, Str 13, Wis 13, Combat Expertise, Power Attack.

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

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

You gain one point of ki.

Exploding Tiger Eye (Ki)

Your ranged attacks inflict damage on nearby opponents when the primary target falls from your attack.

Prerequisites: Wis 13, Point Blank Shot, Tiger Eye Chakra.

Benefit: When using your Tiger Eye *Chakra* feat to deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points, killing it, etc.), your excess damage against that creature is immediately applied against another creature within 5 ft. of the target creature. The attack roll that felled the first creature must be high enough to hit the second creature. Damage reduction and other special abilities apply as normal.

You gain one point of ki.



Exploding Tiger Fist (Ki)

You can charge your unarmed strike or natural weapon attacks with force that inflicts damage on nearby opponents when the primary target falls from your attack.

Prerequisites: Str 13, Wis 13, Tiger Fist *Chakra*, either Improved Unarmed Strike or a natural weapon.

Benefit: When using your Tiger Fist *Chakra* feat to drop a creature below 0 hit points, or kill it, etc.) your excess damage against that creature is immediately applied against another creature within 5 ft. of you or the target creature that just fell to your attack. The attack roll that felled the first creature must be enough to hit the second creature. Damage reduction and other special abilities apply as normal.

You gain one point of ki.

Exploding Tiger Weapon (Ki)

You charge your melee weapon attacks with force that inflicts damage on nearby opponents when the primary target falls from your attack.

Prerequisites: Str 13, Wis 13, Tiger Weapon Chakra.

Benefit: When using your Tiger Weapon *Chakra* feat to deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points, killing it, etc.), apply your excess damage another creature in the immediate vicinity (i.e. within 5 ft. of you or the target creature that just fell to your attack). The attack roll that felled the first creature must be high enough to hit the second creature. Damage reduction and other special abilities that can affect the amount of damage the creature ultimately takes apply as normal.

You gain one point of ki.

Fertile *Ki* Flow (*Ki*)

Ki flows through you in an irregular fashion.

Prerequisites: Wis 13.

Benefit: Whenever you roll a natural 1 on an attack roll or a Concentration check, you gain 1 temporary point of *ki*.

If you do not spend this *ki* point by the end of the current encounter, it is lost.

Flight of the Dragon (Chakra)

The character learns to channel his *ki* to provide the mystical ability of flight for brief periods.

Prerequisites: Wis 13, Footsteps of the Dragon.

Benefit: While *ki* focused with at least 2 points of *ki* in this *chakra*, the character can fly with perfect maneuverability a number of feet equal to his base movement once per round. The character must begin and end movement on a solid surface or he will fall.

Investing a single point of *ki* in this *chakra* is not enough to allow the character to fly. If 3 *ki* points are invested in this *chakra*, the character may perform a double move action while flying, but he must still end his movement on a solid surface. With 4 *ki* points invested, the character can stay aloft for the entire round until the beginning of his next turn; he must land before performing any more movement or other actions for that turn. If 5 *ki* points are invested, the character can stay aloft until he completes his actions in the second round, at which point he must land. This feat can be used only if the character is wearing light armor or no armor.

If the number of *ki* points invested in this *chakra* should be reduced (whether voluntarily or involuntarily) or the character loses his *ki* focus and the character's flight movement is not yet complete, he immediately falls.

You gain one point of ki.

Footsteps of the Dragon (Chakra)

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

Prerequisites: Wis 13.

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

You gain one point of ki.

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

Fortitude Chakra (Chakra)

You can use *ki* to resist effects that would adversely affect your health.

Prerequisites: Con 13, Wis 13, Great Fortitude.



Benefit: While maintaining your *ki* focus, you gain an insight bonus on Fortitude saves equal to the number of *ki* points invested in this *chakra*.

Expending your *ki* focus grants you an insight bonus on Fortitude saves equal to twice the number of *ki* points expended. This lasts for a number of rounds equal to your Constitution bonus (minimum 1).

You gain one point of *ki*.

Gather the Dragon's Breath (Ki)

You can replenish your *ki* more quickly.

Prerequisites: Con 13, Wis 13.

Benefit: You can replenish a single ki point by mediatating as a full-round action that invokes attacks of opportunity. You can use this ability a number of times per a day equal to your Wisdom modifier.

Normal: Characters can replenish their *ki* pool each morning after 8 hours of rest or meditation.

Ghostly Prana Strike (Chakra)

Your deadly strikes against incorporeal foes always find their mark.

Prerequisites: Wis 13, base attack bonus +3.

Benefit: When you make a melee attack or a ranged attack against an incorporeal creature, you infuse your weapon or natural weapon with your *ki*. It becomes briefly incorporeal as the attack is made. You make two rolls to check for the miss chance when attacking incorporeal creatures. If either is successful, the attack is treated as if it were made with a *ghost touch* weapon for the purpose of affecting the creature. For each point of *ki* invested beyond the first, you gain +1 points of damage against the incorporeal creature.

By expending your ki focus, you gain the benefits outlined above, except that the damage bonus is +1d6 points of damage against the incorporeal creature for every point of ki expended.

You gain one point of ki.

Greater Chakra Capacity (Ki)

You are among the best of the best when it comes to investing *ki* into your *chakra*s.

Prerequisites: Wis 13, Improved Chakra Capacity.

Benefit: You are considered to be 2 character levels higher than you are for the purposes of investing *ki* into a *chakra*. Now, you can invest a number of *ki* points into a *chakra* as shown in Table: Greater *Chakra* Capacity.

Normal: You can only invest 1 point of ki + 1 for every five character levels into any single *chakra*.

Table: Greater Chakra Capacity

Character Level	Ki Point Capacity
1st - 2nd	1
3rd - 7th	2
8th - 12th	3
13th - 17th	4
18th - 20th	5

Greater Ki Capacity (Ki)

Your strong aptitude with *ki* increases your capacity to invest *ki* with a selected *chakra*.

Prerequisites: Wis 13.

Benefit: When performing your daily meditation, select one *chakra*. Your *ki* capacity for that *chakra* increases by 1 (up to a maximum number equal to your Wisdom bonus.

Special: A character can take this feat multiple times. Each time, you apply its effects to one additional *chakra* during your daily meditation. This feat cannot be applied more than once to the same *chakra*.

Healing Chakra (Chakra)

The character can channel *ki* to heal herself of physical abuse and damage.

Prerequisites: Con 13, Wis 13.

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

You gain one point of ki.

Heart of the Dragon (Ki)

Your ability with *ki* reinforces the vitality of your body. **Prerequisites:** Wis 13.

Benefit: When you take this feat, you gain 2 hit points for each ki feat you have (including this one). Whenever you take a new ki feat, you gain 2 more hit points.

In addition, while ki focused, you gain +4 on saving throws against death effects as ki, the energy of life, infuses your body.

Hidden Dragon's Rage (Ki)

This technique, also known as the spirit bomb, allows you to impose an artificial limit upon your daily *ki* reservoir by

withholding a certain amount of *ki* each day in return for a big payoff.

Prerequisites: Con 13, Wis 13, must have at least 2 points of *ki* available per day.

Benefit: To gain the benefits of this feat, the character must impose a limit on his daily use of ki. His ki reservoir is permanently reduced by 1; he can no longer use that ki point. In exchange, the character gains a temporary burst of increased ki points. The ki points increase by 1 ki point per 2 character levels, but they go away when the Hidden Dragon's Rage is over. (These extra ki points are not lost.) Hidden Dragon's Rage lasts for a number of rounds equal to the character's Wisdom modifier + 1 for every 3 levels the character has. The character may prematurely end use of the feat at any time during his turn as a free action. The character then loses the ki points he had gained. He becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. Aside from becoming fatigued, the character suffers no penalties or drawbacks for having such a large amount of ki at one time.

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

Improved Align Ki (Ki)

You are so adept at aligning *ki* that you can align without having to balance it first.

Prerequisites: Wis 13, 10th-level sadhu.

Benefit: You can realign *ki* directly from yin to yang or yang to yin without having to realign *ki* into a state of balance first. In addition, you can realign two chakras simultaneously.

You gain one point of ki.

Improved Chakra Capacity (Ki)

You are so adept at channeling *ki* that you can invest more *ki* into your *chakra*s.

Prerequisites: Wis 13.

Benefit: You are considered to be 1 character levels higher than you are for the purposes of investing *ki* into a *chakra*. Now, you can invest a number of *ki* points into a *chakra* as shown in Table: Improved *Chakra* Capacity.

Normal: You can only invest 1 point of ki + 1 for every five character levels you have into any single *chakra*.

Table: Improved *Chakra* Capacity

Character Level	Ki Point Capacity
1st - 3rd	1
4th - 8th	2
9th - 13th	3
14th - 18th	4
19th - 20th	5

Improved Footsteps of the Dragon (Chakra)

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

Prerequisites: Wis 13, Footsteps of the Dragon.

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

You gain one point of ki.

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

Improved Kippup (General)

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

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

Improved Lightning Step (Ki)

Call upon your inner power to move with an incredible swiftness that can surprise even the quickest of opponents.

Prerequisites: Wis 13, Lightning Step.

Benefit: Gain a 1 round temporary bonus to speed when using this ability that is equal to 5 feet per point of Wisdom bonus that you have.

You gain one point of ki.

Improved Raging Chakra (Chakra)

You use *ki* to harness your rage into a powerful force.

Prerequisites: Con 13, Wis 13, Raging *Chakra*, base attack bonus +1.

Benefit: Improved: You gain *fast healing* while using Raging *Chakra*. You regain a number of hit points at the end of your turn equal to the number of *ki* points expended in this *chakra*.

You gain one point of *ki*.

Improved White Hair of the Deadly Lotus (Chakra)

You can animate your extraordinarily long hair with your *ki*, treating it as a *chakra*, making it like another limb to you. It can even provide you with a longer than normal Reach as you learn to magically stretch your hair to reach a short distance away and make attacks, eventually even learning to manipulate objects with it.

Prerequisites: Wis 13, Dex 13, Improved Unarmed Strike, White Hair of the Deadly Lotus.

Benefit: You can use your hair to attack with a light weapon as if it was one of your hands (only light weapons, anything heavier incurs the -4 nonproficiency penalty to

attack even if the character is proficient with the weapon) or to manipulate objects. You do so with with less dexterity (-4 penalty to use Alchemy, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Sleight of Hand, and Use Rope checks). You inflict lethal damage with unarmed strikes made by your hair and can now use the Hands as Weapons feat in conjunction with this feat. To make multiple attacks with weapons using your hair, you must have Multiweapon Fighting.

You gain one point of *ki*.

Item Activation Chakra (Chakra)

Your *ki* grants you a special insight into the workings of magic items.

Prerequisites: Wis 13, Knowledge (arcana) 1 rank.

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

Expending *ki* focus with this *chakra* allows you to activate a magic item as a swift action.

You gain one point of ki.

Ki Awakened (General)

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

Prerequisites: Wis 13.

Benefit: You gain a *ki* pool of 2 *ki* points and can take *ki* feats and *chakra* feats.

Ki Awareness (Chakra)

Using your *ki*, you notice things that you never perceived before.

Prerequisites: Wis 13, Perception 5 ranks.

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

You gain one point of ki.

Ki-Infused Organs (Chakra)

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

Prerequisites: Con 13, Wis 13, base Fortitude save +6

Benefit: There is a 10% chance per *ki* point invested in this *chakra* that you negate a critical hit. You must be aware of the attack; this feat does not apply to damage taken from a sneak attack. You cannot stack the benefits of this feat

with that of any other ability. If you succeed, your opponent rolls damage normally.

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

Your chance to negate critical hits never exceeds 90%.

You gain one point of *ki*.

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

Ki Meditation (Ki)

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

Prerequisites: Wis 13, Knowledge (religion) 4 ranks.

Benefit: You can take a move action to become *ki* focused.

Normal: A character without this feat must take a fullround action to become *ki* focused.

Ki Rejuvenation (Ki)

Your *ki* automatically heals you of your most grievous injuries, but at a price.

Prerequisites: Con 13, Wis 13, Healing Chakra.

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

Ki Smite (Chakra)

You can charge your melee attacks with *ki*, making them into powerful kinetic blows with increasingly debilitating effects.

Prerequisites: Str13, Wis 13.

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

You gain one point of ki.

Ki Spell Endowment (Chakra)

You can make your spells more difficult to resist by endowing them with *ki*.

Prerequisites: Wis 13, Knowledge (arcana) 1 rank, ability to cast spells.

Benefit: By expending your *ki* focus, add 1 to the save DC of your spell for each *ki* point expended at the time of casting the spell.

You gain one point of ki.

Ki Spell Penetration (Chakra)

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

Prerequisites: Wis 13, Knowledge (arcana) 1 rank, ability to cast spells.

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

You gain one point of ki.

Ki Sunder (Chakra)

You can sense the stress points on weapons and construction from the *ki* flowing through the environment.

Prerequisites: Str 13, Wis 13, Power Attack, Improved Sunder.

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

You gain one point of *ki*.

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

Ki Void (General)

You are anathema to *ki*-using creatures and characters as you siphon away their innate reservoir of *ki*, nearly taking away their breath.

Prerequisites: Wis 15

Benefit: When a foe strikes you in melee combat, the foe immediately loses ki focus, if any. If you touch anyone with ki points, they lose 1 ki point per round they are in contact with you. They are allowed a Will saving throw (negates) each round (DC 1 + $\frac{1}{2}$ your character level + your Wisdom bonus).

Special: You cannot take or use this feat if you have the ability to manipulate *ki* (if you have a *ki* pool).

Ki Warrior (Ki)

You can sense the stress points on others from the *ki* flowing through the environment.

Prerequisites: Str 13, Wis 13, Critical Focus.

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

You gain one point of ki.

Kippup (General)

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

Prerequisites: Dexterity 13, Acrobatics 3 ranks.

Benefit: If the character is thrown or knocked down to a prone position in melee combat, she immediately recovers and stands up as a free action, though she still takes damage (if any).

Leopard Jump (Chakra)

The character can channel *ki* in a burst of energy to make amazing jumps.

Prerequisites: Wis 13, Acrobatics 3 ranks.

Benefit: By maintaining your *ki* focus, you gain a +5 bonus on an Acrobatics check to jump per *ki* point invested in this *chakra*.

Expending your ki focus grants you a +10 bonus on an Acrobatics check to jump per ki point invested in this *chakra*.

You gain one point of ki.

Lightning Step (Ki)

Call upon your inner power to move with an incredible swiftness that can surprise even the quickest of opponents.

Prerequisites: Wis 13.

Benefit: A number of times per day equal to your Wisdom bonus, you gain a temporary bonus to your Initiative equal to your character level. This lasts for 1 round, but only while ki focused. You must declare your use of this ability at the beginning of your turn for the round. If your initiative total then exceeds an opponent, then he is flatfooted against your attack, and only your attack, until you act.

You gain one point of ki.

Living Cloth (Chakra)

Those who bond with their flowing robes or scarves or billowing cloaks find that they can animate the article of clothing with their *ki* and treat the bonded cloth as a *chakra*. The article of clothing becomes like a living part of the wearer and can magically stretch a short distance.

Prerequisites: Wis 13, Improved Unarmed Strike, Exotic Weapon Proficiency (whip).

Benefit: Strike and grasp with your clothing. While *ki* focused, you gain an extra 5 foot of reach for your unarmed attacks per point of *ki* invested. You do not threaten the area beyond your reach as a result of this feat. You are proficient with using your loose clothing as an unarmed attack in combat and, unless your living clothing is bound, you are always considered armed while *ki* focused. Your clothing is considered a light weapon.

Attacks with your clothing deal non-lethal damage. You suffer a cumulative -2 penalty to Strength- and Dexteritybased checks and attack rolls targeting creatures or objects for each 5 foot increment that you can reach with the clothing. You can use your living cloth to grasp and retrieve

items, grapple, or to perform trip or disarm attempts, but you cannot wield weapons with it.

The Weapon Finesse feat allows you to apply your Dexterity modifier instead of your Strength modifier to attack rolls with this feat. You can initiate a grapple combat maneuver, but you suffer a -2 circumstance penalty when grappling with just your living cloth. When making a trip combat maneuver at reach with this feat, if you fail you cannot avoid being tripped if your target attempts to trip you. When using this feat, you get a +1 bonus on combat maneuver rolls made to disarm an opponent (including the roll to keep from being disarmed). Since the living cloth is infused by your *ki* it, it may heal damage just as you do. Any time you are healed it may heal just as much damage to itself.

Using this feat provokes an attack of opportunity, just as if you had used a ranged weapon.

You gain one point of *ki*.

Special: The Deflect Arrows and Snatch Arrows feats can be used with this feat.

Phoenix Eye (Chakra)

Utilizing your *ki* to guide your aim, you can strike your foe with a ranged weapon more accurately or even resolve your attack as a touch attack.

Prerequisites: Dex 13, Wis 13, base attack bonus +5, Point Blank Shot.

Benefit: Your ranged attack gains a +1 insight bonus to hit for every 2 *ki* points invested in this *chakra*.

By expending your *ki* focus with a ranged attack, you can resolve it as a ranged touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your *ki* focus.

You gain one point of ki.

Phoenix Fist (Chakra)

Use your *ki* to guide your blows to make an unarmed strike or use a natural weapon against your foe more accurately or as a touch attack.

Prerequisites: Str 13, Wis 13, base attack bonus +5, either Improved Unarmed Strike or a natural weapon.

Benefit: While maintaining ki focus, your unarmed strike or attacks with a natural weapon gains a +1 insight bonus to hit for every 2 ki points invested.

By expending your *ki* focus with a single unarmed strike or attack with a natural weapon, you can resolve it as a touch attack. You must decide to expend your *ki* focus prior to making the attack. If your attack misses, you still expend your *ki* focus and any *ki* points invested.

You gain one point of ki.

Phoenix Weapon (Chakra)

Ki guides your hand to strike your foe with a melee weapon more accurately or to resolve your attack as a touch attack.

Prerequisites: Str 13, Wis 13, base attack bonus +5, and Weapon Focus.



Benefit: While maintaining your ki focus, your melee weapon attack with which you have the Weapon Focus feat gains a +1 insight bonus to hit for every 2 ki points invested in this *chakra*.

By expending your *ki* focus with a single melee weapon attack, you resolve it as a melee touch attack. You must decide to use this feat prior to making the attack. If your attack misses, you still expend your *ki* focus and any *ki* points invested.

You gain one point of ki.

Potent Ki Focus (Ki)

Your *ki* can be more powerful when you expend your *ki* focus.

Prerequisites: Wis 13.

Benefit: Whenever you expend your *ki* focus, if you deal damage, you increase the size of the die type rolled by one step. For example, if you have this feat and use Tiger Fist *Chakra*, when you expend your *ki* focus in an attack, you roll 1d10 instead of 1d8 for the damage.

Raging Chakra (Chakra)

You use ki to harness your rage into a powerful force.

Prerequisites: Con 13, Wis 13, base attack bonus +1.

Benefit: You fly into a *ki*-empowered rage when you expend your *ki* focus. In a rage, you temporarily gain a bonus to Strength, Constitution, and Will saves, but you take a penalty to Armor Class as well. Your Strength and Constitution increase by +1 for each point of *ki* you expend in this *chakra*; your Will gains a bonus of +1 for every 2 points of *ki* you expend in this *chakra*. Every two points of increased Constitution raises your hit points by 2 points per level, but these hit points go away at the end of the Raging *Chakra* when your Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While using Raging *Chakra*, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require

patience or concentration such as gaining ki focus. Nor can you cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. You can use any feat you have except Expertise, ki feats, *chakra* feats, item creation feats, and metamagic feats. Raging Charka lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier. You may prematurely end use of the feat. At the end, you lose the Raging *Chakra* modifiers and restrictions and become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

You can use this feat only once per encounter and during your action, not in response to someone else's action. You gain one point of *ki*.

Reflex Chakra (Chakra)

You can use ki to avoid harm.

Prerequisites: Dex 13, Wis 13, and Lightning Reflexes.

Benefit: You gain an insight bonus on Reflex saves equal to the number of *ki* points that you invest in this *chakra*.

Expending your *ki* focus grants you an insight bonus on Reflex saves equal to twice the number invested in the chakra. This lasts for a number of rounds equal to your Dexterity bonus.

You gain one point of ki.

Resilience of the Dragon (Chakra)

You can feel the forces of life invigorating you as ki helps you to overcome the inherent frailties of the physical body. Minor wounds heal quickly and even greater wounds soon heal.

Prerequisites: Con 13, Wis 13, Healing Chakra.

Benefit: You can convert 1 point of damage you receive per attack into non-lethal damage for each point of *ki* invested.

When you expend your *ki* focus, you receive 1 rank of fast healing per point of *ki* expended. This lasts for a number of rounds equal to your character level.

You gain one point of *ki*.

Resistance Chakra (Chakra)

You align your *ki* with the elements and energies, allowing you to develop a harmonious resistance to these same energies.

Prerequisites: Con 13, Dex 13, Wis 13, Concentration 4, and either Align *Ki* or Gather the Dragon's Breath.

Benefit: Every 2 points of balanced *ki* invested in this *chakra* provides a cumulative resistance of 5 to either earth elemental damage or sonic energy damage. Every 2 points of yang-aligned *ki* invested in this *chakra* provides a cumulative resistance of 5 against electricity, fire, or sonic energy type damage. Every 2 points of yin-aligned *ki* invested in this *chakra* provides a resistance of 5 against acid or cold damage. You can designate a different element or energy that you are resistant against each round as a free action, but only on your turn.

Expending your *ki* focus provides you with immunity to damage from certain elements and/or energies. This lasts for a number of rounds equal to the number of *ki* points expended. Balanced *ki* expended provides immunity against earth or sonic damage. Yang-aligned *ki* expended in this *chakra* provides immunity against air, electricity, or fire damage. Yin-aligned *ki* expended in this *chakra* provides immunity against acid, cold, or water damage.

You gain one point of ki.

Resolute Ki (Chakra)

You are proficient at using aligned ki to fight against detrimental effects. You can use yang-aligned ki to suppress the effects of poisons and diseases upon the body, while using yin-aligned ki to reach a sanguine state of mind that resists detrimental emotions.

Prerequisites: Con 13, Wis 13, Concentration 5, Align *Ki*.

Benefit: When you are *ki* focused with yang-aligned *ki*, you receive a +2 to your saving throws against any poison or disease (including magical diseases) for each point invested. When you are *ki* focused with yin-aligned *ki*, you receive a +2 to your saving throws against any fear, despair, rage, or other emotion-based effect for each point invested.

Expending *ki* focus with yang-aligned *ki* grants immunity to diseases and poisons for a number of minutes equal to the number of points expended. Expending *ki* focus with yin-aligned *ki* grants immunity to any fear, despair, rage, or other emotion-based effect for a number of minutes equal to the number of points expended. Expending *ki* focus cannot dispel or purge any diseases or poisons already in the body. Likewise, it does not dispel any fear, rage, despair, or other emotion-based effects that the character may already be suffering from.

You gain one point of ki.

Restorative Chakra (Chakra)

You resist and heal ability damage rapidly with the expenditure of *ki*.

Prerequisites: Con 13, Wis 13, Concentration 5.

Benefit: You resist taking ability damage at a rate of 1 for every 2 ki points invested.

By expending your *ki* focus, you heal ability damage and ability burn damage more quickly than normal. You heal 1 ability point for every *ki* point expended.

You gain one point of ki.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

Speed of the Wind (Chakra)

The breath of the wind provides the vitality and force needed for your body to reach greater speeds.

Prerequisites: Wis 13.

Benefit: As long as you are *ki* focused and not wearing heavy armor or carrying a heavy load, you gain an insight bonus of 5 feet to your speed per point of *ki* invested in this *chakra*.

When you expend your *ki* focus and are not wearing heavy armor or carrying a heavy load, you gain an insight bonus of 15 feet to your base speed per *ki* point expended in this *chakra* for one round.

You gain one point of ki.

Spiritual Pressure (Chakra)

While *ki* focused, this technique causes your spiritual animus to forcibly weigh down on others and can even attack those around you by building up and releasing your *ki* animus in a sudden explosion of spiritual energy.

Prerequisites: Wis 13, any other Chakra or Ki feat.

Benefit: The character can cause any creature within range to move more slowly, treating all spaces as difficult terrain unless they can make a Will saving throw (DC 10 + half character level + Wisdom modifier). The range of this ability is a 5 foot radius for every point of ki the character has available in his total ki reservoir.

Expending your ki focus causes all creatures within range to suffer 1d6 points of force damage per point of kiexpended, unless they can make a Will saving throw (DC 10 + half character level + Wisdom modifier); in which case, they suffer only half damage.

You gain one point of ki.

Striking Dragon (Ki)

Your devastating blows can knock your opponents to the ground.

Prerequisites: Str 15, Wis 13, Power Attack, any *ki* feat that expends *ki* focus to inflict damage on an opponent.

Benefit: During any successful attack the character makes in which he expends his ki focus, the blow may knock the target creature prone. If the character hits a corporeal opponent the same size or smaller than himself while expending his ki focus, whether for this feat or for another, his opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking character's choice and fall prone. The character can only push the opponent in a straight line, and the opponent can't move closer to the character than the square it started in. If an obstacle prevents the move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent.

You gain one point of *ki*.

Tiger Eye Chakra (Chakra)

You can charge your ranged attacks with *ki*, giving them additional damage potential.

Prerequisites: Wis 13, Point Blank Shot.

Benefit: While *ki* focused, your ranged attacks deal an extra +1 point of damage per *ki* point invested.

Expend your ki focus with a single ranged attack to deal an extra +1d6 points of damage per ki point. You must decide to expend your ki focus prior to making an attack. If your attack misses, you still expend your ki focus and any kipoints used.

You gain one point of ki.

Tiger Fist Chakra (Chakra)

You can charge your unarmed strike or natural weapon with *ki*, granting it additional damage potential.

Prerequisites: Str 13, Wis 13, either Improved Unarmed Strike or a natural weapon.

Benefit: Your unarmed strike or attack with a natural weapon deals an extra +1 point of damage per *ki* point invested in this *chakra*.

By expending your *ki* focus with a single unarmed strike or attack with a natural weapon, your attack deals an extra +1d6 points of damage per *ki* point expended. You must decide to expend your *ki* focus prior to making an attack. If your attack misses, you still expend your *ki* focus and any *ki* points used with this *chakra*.

You gain one point of ki.

Tiger Weapon Chakra (Chakra)

You can charge your melee weapon with *ki*, giving it additional damage potential.

Prerequisites: Str 13, Wis 13, Weapon Focus.

Benefit: Your attack with a melee weapon deals an extra +1 point of damage per *ki* point invested in this *chakra*.

By expending your ki focus and attacking with a melee weapon with which you have the Weapon Focus feat, your attack deals an extra +1d6 points of damage per invested kipoint expended. You must decide to expend your ki focus with this feat prior to making an attack. If your attack misses, you still expend your ki focus and any ki points.

You gain one point of ki.

Vertical Prana (Chakra)

You can run on walls or other vertical surfaces for brief distances by gathering and holding your *ki* and using it to propel your movements to keep you temporarily free of gravity.

Prerequisites: Wis 13.

Benefit: While you are ki focused, you can traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. You can move up to 30 feet per point of ki invested. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate. Treat the wall as a normal floor for measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move within their threatened areas.

By expending your *ki* focus, you can end your movement on a vertical surface, but only by 5 feet above a horizontal surface for each *ki* point expended. By the end of your next turn, if you have not moved to a horizontal surface, you fall.

Alternately, by expending your *ki* focus you can move on a surface while upside down, with the same restrictions as when moving on a vertical surface: your movement must end on a horizontal surface.

You gain one point of ki.

Kwan Lyan-Ran the Ghost Witch with her White Hair of the Deadly Lotus

Special: You can take other move actions moving along a wall; however, if you are prevented from completing your move, you fall. You can make an Acrobatics check to move through a threatened area along the wall to avoid attacks of opportunity.

White Hair of the Deadly Lotus (Chakra)

You can animate your extraordinarily long hair with your *ki*, treating it as a *chakra*, making it like another limb to you. It can even provide you with a longer than normal Reach as you learn to magically stretch your hair to reach a short distance away and make attacks, eventually even learning to manipulate objects with it.

Prerequisites: Wis 13, Dex 13, Improved Unarmed Strike, see Special.

Benefit: You can animate your hair to extend the Reach of your attacks. While *ki* focused, you gain an extra 5 foot of Reach for your unarmed attacks per point of *ki* invested, though you don't threaten the area into which you can make an attack beyond the 5 foot area closest to you as a result of this feat. You are proficient with using your hair as an unarmed attack in combat. Unless your hair is bound, you are always considered armed while *ki* focused (your hair is considered a light weapon). Your attacks with your hair may only deal non-lethal damage. For every attack, you suffer a cumulative -2 penalty to Strength- and Dexterity-based checks and attack rolls targeting creatures or objects up to 10 ft. or more away from you.

You can use your hair to grasp and retrieve items or perform combat maneuvers, but you cannot wield weapons with the hair. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with this feat. You can use the Agile Maneuvers feat in conjunction with this feat to use your Dexterity instead of Strength for initiating a combat maeuver when attack at reach. You suffer a -2 circumstance penalty to a grapple combat maneuver with just your hair no matter which modifier is used. When you fail to make a successful trip combat maeuver at reach with your hair, you cannot avoid being tripped by your target. You get a +1 bonus on combat meauvers made to disarm an opponent (including the roll to keep from being disarmed if the attack fails should there be a weapon held by your hair with the improved version of this feat).

Using this feat provokes an attack of opportunity, just as if you had used a ranged weapon.

Expend your ki focus to attack many foes at once with your hair. When you perform the full-attack action, you can give up all regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. It requires at least 1 point of ki just to expend your ki focus, but an additional 2 points of ki for each additional 5 ft. in Reach. For example, you can attack all foes within 5 ft. after expending your ki focus with 1 point of ki in this *chakra*, all foes within 10 ft. for 3 ki points, all foes within 15 ft. for 5 ki points, and all foes within 20 ft. for 7 ki points.

You gain one point of ki.

Special: You can only take this feat if your character has long hair. This feat does not replace the Multiweapon Fighting or Multiattack feats. To make additional attacks utilizing your hair, either one of those feats must be acquired separately. For the prerequisites of Multiweapon Fighting, your hair may be considered to be an extra hand. To make multiple unarmed strikes using your hair, you must have Multiattack.

Will Chakra (Chakra)

You can use ki to increase your willpower.

Prerequisites: Wis 13, Iron Will.

Benefit: While maintaining your *ki* focus, you gain an insight bonus on Will saves equal to the number of invested *ki* points.

Expending your *ki* focus grants you an insight bonus on Will saves equal to twice the number of *ki* points expended for a number of rounds equal to your Wisdom bonus.

You gain one point of ki.

Major Chakra

Each major *chakra* grants certain abilities. Like any other *chakra*, the major *chakra* can be invested with *ki*. However, Major *chakra*s provide additional special abilities when the *ki* invested is aligned. All *ki* is balanced *ki* until you realign your *ki*. Realigning changes it from its balanced state to either a positive state, called yang, or to a negative

state, called yin. As a swift action, you can realign all the ki within a single *chakra* while ki focused. Each turn, you may only realign your ki into a single type: yin or yang. Realigned points cannot be reallocated in the same turn. You can realign yin or yang ki points by realigning them into balanced ki points first.

Major *chakra* can have different types of aligned *ki* invested at one time, though the maximum *ki* point capacity of the *chakra* is still the same. For example, a 10th level sadhu can invest three points of *ki* into any *chakra*. He has access to one major *chakra*, which he can invest with a single point of yang-aligned *ki*, a single point of balanced *ki*, and a single point of yin-aligned *ki* at the same time, or any combination that does not exceed three points of *ki*.

Like expending the *ki* within a *chakra*, doing so for a major *chakra* with differently aligned *ki* expends all the points within that *chakra*, but only activates a single special ability.

Unless specified otherwise below, the sadhu's caster level for any major *chakra* ability is equal to his class level.

Air Chakra

The Anahata *chakra*, the "Unstruck Note", is located just to the right of the physical heart. It is the middle *chakra* in the system of seven and as such is the integrator of opposites; male and female, mind and body, ego and unity, light and shadow, good and evil, life and death. This *chakra* governs respiration and promotes feelings of love, compassion, and a sense of peace and centeredness. It has power over charisma, balance, the element of air, and can also influence social acceptance and relationships.

The common symbol of this *chakra* is twelve petals of a red or white hue, while the center point is a smoky color. The color associated with harnessing this *chakra* is green. The sounds associated with harnessing this *chakra* are "Yam" and "Ay". The somatic mudra for this *chakra* is pressing the pads of the middle fingers together. Those who harness this *chakra* focus on deep breathing.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Very Subtle Wind (Su): By subtly influencing the wind with his ki, the sadhu can enhance certain of his skills. While ki focused, the sadhu gains a +2 bonus to Acrobatics, Preception, and Sense Motive checks per point of ki invested.

Balanced Ki Expended – Subtle Charm (Sp): By expending his ki focus, the sadhu gains the use of the spell, *charm monster*, except that the duration is 10 minutes per point of balanced ki expended.

Yang Ki Focused – Life Against Death (Su): The sadhu knows that life cannot exist without death and death cannot be without life. He draws on this to fuel his battle against the dying of life. While ki focused and below 0 hit points, the sadhu gains a +2 morale bonus on melee attack rolls, melee damage rolls, and Fortitude saving throws for each point of yang-aligned ki invested.

Yang Ki Expended – Gale Force (Sp): The sadhu learns how to manipulate the winds through the use of this *chakra*. By expending his *ki* focus, the sadhu gains the use of the spell, *telekinesis*, except that the duration is 1 round per point of yang-aligned *ki* expended.

Yin Ki Focused – Very Subtle Conditioning (Su): While ki focused, the sadhu becomes immune to one of the following effects or conditions for each point of vin-aligned ki invested: diseases (except for supernatural and magical diseases), fear effects, fatigue (though he must still rest for 8 hours), blinding attacks, and deafening attacks. For every two points of yin-aligned ki invested the sadhu becomes immune to one of the following effects or conditions: exhaustion, paralysis, and daze effects. For every three points of yin-aligned ki: death from massive damage (only the need for making the saving throw), poisons, nausea, sickened, or stunning. Finally, for every four points of yinaligned ki invested: ability score damage, energy drain, or negative energy effects. These temporary immunities can be combined provided the cost is paid for each and that the sadhu has enough ki points.

Yin Ki Expended – Serene Presence (Su): By expending his ki focus as a free action that may be used out of turn when attacked, the sadhu uses the force of his presence, personality, compassion, and sense of peace to shield himself from an attack. The decision to use this ability must be made before damage is rolled. When the sadhu expends his ki focus, he can oppose any attack made against him with a Diplomacy check for the next round. If his Diplomacy check result meets or exceeds the attack roll, the attack misses regardless of the sadhu's Armor Class. For every point of yin-aligned ki beyond the first that he expends, the sadhu gains a +5 insight bonus to his Diplomacy check.

Brow Chakra

The Ajna *chakra*, "Command", is often thought to be located in the brow region in the body of a humanoid, but is actually in the middle of the brain behind the brows. It is sometimes called the "third eye", "square inch", "ancestral cavity", "heavenly heart", or the "crystal palace". This *chakra* relates to percipience, both the physical and intuitive means of perception. It governs the intellect, promotes seeing clearly and provides an understanding of the "big picture". The brow *chakra* is a subtle consciousness center that serves as the central governing center of the other head *chakra*s. It has power over intelligence, perception, light, electricity, divination, and understanding.

The colors associated with harnessing this *chakra* are indigo or white. The sounds to harness this *chakra* are "Om" and "Mmm". The somatic mudra requires pressing the pads of the thumbs together. Those wishing to harness this *chakra* focus on internal sight, imagination, and the visualization of moving energy.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Percipient Sight (Su): The sadhu can see and hear nature spirits otherwise imperceptible to mortals (unless a spirit wishes to show itself). The character finds this ability disconcerting at first, because it makes him realize how pervasive spirits are: They are everywhere, all the time— although only rarely do they pay attention to the actions of mortals. Sadhus sometimes become alerted to danger when the nature spirits of an area are upset or absent. The range at which the sadhu can see these spirits is 5 feet per point of ki invested + 5 feet per point of Wisdom bonus (if any). The sadhu gains a +2 bonus to Perception checks per point of balanced ki invested.

Balanced Ki Expended – Clairaudience/Clairvoyance (Sp): The sadhu gains the ability to concentrate upon some locale and hear or see almost as if he were there. This functions as per the spell, *clairaudience/clairvoyance*, except that the range of this ability is 100 feet per point of ki expended.

Yang Ki Focused – Body of Light: The sadhu's body glows softly with the light of a torch, shedding illumination in a 10-foot radius plus 10 additional feet for each additional point of ki invested. If three or more points of ki are invested, when the sadhu comes into contact with any area of magical darkness, he dispels it if comes from a lowerlevel effect. The numbers of ki points invested are the equivalent spell level of this ability. If five or more points are invested into this ability, then the light generated is considered to be sunlight.

Yang Ki Expended – Third Eye (Su): As the sadhu develops his mind and ability with his ki, he learns to peer into the minds of others to untangle the thoughts and emotions that lurk there. The sadhu can sense the thoughts of others and use that information to guide his actions. By expending his ki focus, the sadhu can focus his attention upon one creature with an Intelligence of 6 or higher. The target of this ability makes a Will save (DC 10 + half the sadhu's level + his Wisdom modifier) to resist. On a failed save, the sadhu gains a +2 bonus on Sense Motive checks against the target per point of ki expended in this *chakra* for the duration of this ability. The sadhu can automatically detect the target's lies as he reads the target's intentions.

In combat, the sadhu gains an intuitive sense of his target's maneuvers and actions, gaining a +1 insight bonus per point of ki expended to attack and damage rolls against the target. The sadhu also gains a +1 insight bonus on saves against the target's spells, spell-like abilities, or supernatural abilities.

If the sadhu has expends 3 or more yang-aligned ki points in this *chakra*, he gains the ability to disrupt his target's efforts at any point during the duration. To do this, the sadhu makes a melee attack. Should this attack hit and deal damage, the target takes a -1 penalty per point of yang-aligned ki expended on all skill checks, attack rolls, and saves until the beginning of her next action. In short, the sadhu, anticipating his foe's actions, makes an attack that is timed to disrupt his opponent's plans.

The sadhu must see his target to use this ability. It lasts a number of rounds equal to the sadhu's Wisdom bonus +the number of yang-aligned *ki* points expended.

Yin Ki Focused – Lightning Strike: he sadhu strikes with the power of lightning. His fists, weapons, and ammunition charge with electricity. It is not harmful to the sadhu or his equipment. While ki focused, the sadhu can inflict +2 points of electrical damage with any melee attack for each point of ki currently invested into this ability the sadhu makes.

Yin Ki Expended – Chain of Lightning (Sp): The sadhu can unleash a ranged electrical touch attack that deals 1d6 points of damage +1d6 per additional ki point expended plus 1d6 per point of Wisdom bonus (if any). Targets may make a Reflex saving throw (DC 10 + half the sadhu's level + Wisdom modifier) to take half damage. This attack can strike at a total number of targets equal to the number of ki points spent. Each target may be up to 10 feet away from a previously struck target. With each additional target the damage decreases by -5 points and each additional target must be within 10 feet of the previously struck target. If at any point the attack misses a target in the, then any additional targets designated to be struck after that one cannot be struck by the chain of lightning either. The total range of the chain of lightning is 10 feet per class level. A 5th level sadhu's chain of lightning cannot progress beyond 50 feet. After the lightning travels that far, it cannot strike any more opponents regardless of the sadhu's expended of *ki* points.

Earth Chakra

This *chakra*, the Muladhara *chakra*, is located at the base of the spine and is the foundation of the *chakra* system within the humanoid body. It is related to survival instincts, material drive, and a connection to the physical plane. This *chakra* governs passion, prosperity, and security, while promoting dynamic presence, natural pleasure, controlled passions, and the divine within the physical body. Awakening this *chakra* means that the character has realized that one of the most complete forms of spirituality has nothing to do with rejecting the body, but rather that it is a vehicle for the transmutation of the body, mind, and spirit together. This *chakra* has power over constitution, health, the element of earth, material prosperity, personal presence, and passion.

The color associated with harnessing this *chakra* is red. The sounds associated with harnessing this *chakra* are "Lam" and "Oh". The somatic mudra of this *chakra* requires pressing the pads of the little fingers together. Those wishing to harness this *chakra* focus on moving slowly in order to feel all aspects of the body.

Benefit: The sadhu gains these abilities while *ki* focused or when expending aligned *ki* as indicated.

Balanced Ki Focused – Earthly Resilience (Su): While ki focused, the sadhu gains 5 points of resistance to acid damage per point of balanced ki invested. He gains a +2 bonus to Heal checks per point of ki invested.





Balanced Ki Expended – Healing of Body (Su): By expending his ki focus, the sadhu can heal his own wounds. He heals 1d10 per balanced ki expended + his Wisdom bonus (if any) in hit points of damage.

Yang Ki Focused – Earthly Presence (Su): By tapping into this *chakra*, the sadhu learns to be confident in his body and in his presence amongst others. By investing yang-aligned ki into this *chakra*, the sadhu gains a +2 insight bonus on Bluff, Diplomacy, Handle Animal, and Perform checks for each point invested.

Yang Ki Expended – Healing of Others (Sp): By expending his ki focus and placing his hands upon the injured, the sadhu can heal the wounds of others. He heals 1d10 per yang-aligned ki expended + his Wisdom bonus (if any) in hit points of damage.

Yin Ki Focused – Armor of Earth (Su): As his skin takes on the hardness of stone, the sadhu gains a +1 natural armor bonus per point of yin-aligned ki invested.

Yin Ki Expended – Constitution Boost (Sp): The sadhu temporarily increases his Constitution score by 1 for every point of yin-aligned *ki* he expends. This ability lasts 10 minutes for every two class levels.

Fire Chakra

The Manipura *chakra*, or the "Place of Gems", is located along the spine behind the navel in the body of a humanoid. The power *chakra* is the seat of willpower and the drive for power. It governs will, autonomy, ego, selfdefinition, strength, metabolism and digestion, and the ability to influence the environment through personal power. This *chakra* promotes energy, effectiveness, spontaneity, and non-dominating power. It has power over strength, the element of fire, willpower, hunger, and accuracy.

The symbol of this *chakra* is often ten red petals with a downward pointing triangle. The color associated with harnessing this *chakra* is yellow-gold. The sounds associated

are "Ram" and "Ah". The somatic mudra requires pressing the pads of the ring fingers together. Those wishing to harness this *chakra* focus on moving with a will and a purpose that energizes the limbs and torso.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Freedom From Death (Su): When reduced to the disabled condition, the sadhu may act normally without penalty or restriction to his actions.

When reduced to the dying condition while ki focused, the sadhu automatically becomes stable and may continue to act normally on his turn. He may take a full action instead of being restricted to taking a single action each round. If the sadhu surpasses his Constitution score in negative hit points, he immediately dies. Each point of balanced ki invested adds 3 to the sadhu's Constitution score solely for the purpose of determining the how many negative hit points he can sustain before dying. *Example:* Han Su invests 3 points of ki. He has a Constitution of 14. When a demon strikes him, bringing him to -2 hit points, he has an effective Constitution of 23 for determining how many negative hit points he can sustain before he dies, but his hit points and other Con-based benefits do not increase.

If the number of *ki* points invested in this *chakra* should be reduced (whether voluntarily or involuntarily), the sadhu's effective Constitution score decreases by 3 per point lost. If the sadhu's current negative hit point total is at or below the newly adjusted Con, he immediately dies.

Balanced Ki Expended – Aura of Fire (Su): The sadhu can manifest an aura of flame to defend himself against the attacks of his foes. By expending his *ki* focus, the sadhu inflicts 1d6 points of damage on any creature striking him in melee or that performs a combat maneuver against him. This fiery aura lasts for a number of rounds equal to the number of *ki* points expended.

Yang Ki Focused – *Strength Boost (Sp):* The sadhu temporarily increases his Strength by 1 for every point of invested *ki*.

Yang Ki Expended – Fiery Strike (Su): The sadhu calls upon the power of fire that clears the way for new life when the old life is destroyed. He can surround his fists, feet, weapons, and ammunition in flame. It is not destructive to the sadhu or his equipment. For each point of ki the sadhu expends, he inflicts +1d6 points of fire damage with any and all of his attacks for 1 round.

Yin Ki Focused – Eschew Hunger (Ex): As long as the sadhu has one point of unexpended ki, he no longer needs to eat to survive. He refuses to let his body be bound to such requirements. To survive he needs only water and air to breathe. Unlike other uses of ki, the sadhu must have one point of unexpended ki available at the end of every day. If he expends it, which breaks with this routine, he feels hunger. If he has not eaten food within the last 3 days, he immediately starts to suffer from starvation and all associated ill effects.

If the sadhu invests 2 points of yin-aligned *ki* into this *chakra*, he no longer needs even water to survive. Other than air to breathe, the sadhu requires nothing.

Yin Ki Expended – Fire Lights the Way (Su): The sadhu strikes with the light of fire as his fists, feet, weapons, and ammunition burn with flames of inspiration. For each point of ki expended, the sadhu gains a +1 morale bonus to his attack rolls for a number of rounds equal to his Wisdom bonus (if any).

Soul Chakra

The Sahasrara *chakra* or "thousand petaled lotus" is at the crown point at the very top of the head. This crown *chakra* relates to consciousness as pure awareness. It is the connection to the greater world beyond, to a timeless, spaceless place of all-knowing. When developed, this *chakra* brings knowledge, wisdom, understanding, spiritual connection, and bliss. It governs thought, transcendent or cosmic consciousness, unity, universal identity, and is oriented to self-knowledge. It has power over all the elements and the formless supreme light of the mind and soul as well as magic.

The color associated with this *chakra* is violet or white. The sound is "Nnggg" (as in sing). The somatic mudra requires pressing the pads of the thumbs together. Those wishing to harness this *chakra* focus on a thousand petaled lotus, awareness of body, awareness of awareness, witnessing consciousness, and releasing attachment.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused – Still Mind (Ex): For each point of ki invested, the sadhu gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Balanced Ki Expended – Ki Soul Orb (Sp): The sadhu can gather his *ki* into a ball of energy that he can throw at his opponents. As a full round action, the sadhu delivers a



ranged touch attack that inflicts 1d8 points of force damage per each point *ki* expended + the sadhu's Wisdom modifier. This has a range of 10 feet per class level of the sadhu.

Yang Ki Focused – Will to Live (Su): The sadhu can summon an extraordinary drive and willpower to stay alive. When below 0 hit points, the sadhu gains a +2 morale bonus to Armor Class and Reflex saving throws for each point of ki invested.

Yang Ki Expended – Indomitable Soul (Su): Through sheer force of will the sadhu can endure the effects of tremendous damage. When he expends his *ki* focus, the sadhu can choose to take an immediate free action to delay the effect of a single attack, spell, or ability used against him. The damage or effect does not happen until the end of the sadhu's next round's action. The duration of this ability extends by 1 round for each additional point *ki* expended.

Yin Ki Focused – Adamatine Soul (Su): The sadhu additional spell resistance equal to 2 per point of *ki* invested.

Yin Ki Expended – Spelltwisting Soul (Su): With a powerful expenditure of ki, you turn a spell or spell-like ability back upon the caster. When targeted by a spell or spell-like ability, you can expend your ki focus as an immediate free action to reflect the spell or spell-like ability back upon the originating caster. This ability does not turn back area spells unless the sadhu is the center or target (example: *fireball*). The cost to reflect a spell or spell-like ability is 1 point of ki per two levels of a spell (round down, minimum one ki).

You may partially turn spells as well. For each two points of *ki* expended, subtract one from the spell level of the incoming spell. Divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be affected.

You must decide whether or not to expend your *ki* focus with this *chakra* after you have been hit by the

attacking spell, but before any saving throws are rolled and before any effects are determined.

If you and the spellcaster both have active spell turning effects, they cancel each other out.

Sound Chakra

The Vishuddha *chakra*, or the communication *chakra*, is located in the throat and relates to communication and creativity. Through this *chakra* the world is experienced symbolically with vibration of the sounds of language. This *chakra* governs self-expression, spiritual drive, the ethereal, and the akashic memory. It has power over the energy of sound, language, communication, the ethereal, and the akashic memory.

The symbol that commonly depicts this *chakra* is sixteen smoke-colored petals with a sky-blue center. The color associated with harnessing this *chakra* is bright blue. The sounds associated with harnessing this *chakra* are "Ham" and "Eee". The somatic mudra required to harness this presses the pads of the index fingers together. Those wishing to harness this *chakra* focus on moving with sound, feeling sound move the body, and releasing energy with sound.

Benefit: The sadhu gains these abilities with the appropriately aligned *ki* while *ki* focused or when expending *ki* as indicated.

Balanced Ki Focused –Collective Knowledge (Su): The sadhu can access knowledge from the collective memory. Each point of *ki* invested grants the sadhu a +2 insight bonus on all Knowledge skill checks.

Balanced Ki Expended – Contact Other Plane (Sp): The sadhu gains the ability to contact entities on other planes of existence to answer his questions. This functions as the spell, contact other plane, except that the sadhu can only ask one question per balanced ki expended. Yang Ki Focused – Creature Creation (Sp): The sadhu gives life to a creature, or creatures, of his own creation. With a powerful shout, the sadhu creates a monster out of pure sonic energy and ambient ki. It appears where the sadhu designates and acts immediately, on the sadhu's turn. If the sadhu does not give it a command, it attacks his opponents to the best of its ability. The sadhu can communicate with it and can direct it not to attack, to attack particular enemies, or to perform other actions.

This functions as the spell, *summon nature's ally X*, where X is both the enumerator of the spell and the number of yang-aligned *ki* points that must be invested to create the creature and it cannot be used to create a creature with an elemental subtype. The creature, although composed of sonic energy, is nevertheless corporeal and solid. It is not real. It is a creation of magic. Alternately, the sadhu can create multiple creatures by investing separate amounts of yang-aligned *ki* points per creature created (i.e. A 10th level sadhu can create an eagle with *summon nature's ally I* and a giant spider with *summon nature's ally II* by investing 3 yang-aligned *ki* points, or he could create a monitor lizard with *summon nature's ally III* by investing 3 yang-aligned



ki points). Use the statistics of the creature(s) of your choice, except for the following:

- It's type changes to construct (see page 307 of the *Bestiary*)
- It gains the sonic subtype (see sidebar below).
- It has no Intelligence score. If it has no opponents to attack and no commands to follow, it stands motionless.
- If it has more than 3 HD, it gains DR 5/magic. If it has more than 10 HD, it gains DR 10/magic.
- It inflicts additional sonic damage equal to its Hit Dice (maximum +10) with each attack.

Sonic Subtype:

A creature with the sonic subtype has immunity to sonic damage.

The sadhu provokes an attack of opportunity on his turn in the round in which the creature(s) is created. He does not provoke attacks of opportunity on following rounds while maintaining this ability with his concentration. If he should expend or lose his ki focus, the creatures disappear. Once a creature is created, none of that ki energy can be reallocated or realigned, unless the sadhu wills the creature to disappear. At that point the sadhu can use those ki points as normal. When one of the sadhu's creatures dies, the sadhu loses any ki points that were invested to create the creature.

Yang Ki Expended – Sonic Kiai (Sp): By expending his ki focus, the sadhu can emit a sonic energy bolt from his mouth that blasts his enemies. This functions as the spell, *lightning bolt*, except that the damage inflicted is sonic. The sadhu's effective caster level equals to his sadhu level. Expending 1 point of yang-aligned ki with this chakra casts a diminished version of the spell that inflicts 1d4 points of damage per caster level (maximum 5d4). Expending 2 points



of yang-aligned ki with this *chakra* casts the normal version of the spell. Expending 3 points of yang-aligned ki with this *chakra* casts a heightened version of the spell that has the additional effect that it knocks creatures prone and dazes them for 1 round.

Yin Ki Focused – Sonic Resilience (Su): The sadhu gains 5 points of resistance to sonic damage per point of yinaligned *ki* invested. He gains a +2 bonus to Diplomacy and Perception checks per point of balanced *ki* invested.

Yin Ki Expended – *Empty Body (Su):* The sadhu may assume an ethereal state for 1 round per yin-aligned *ki* point expended plus 1 additional round per point of Wisdom bonus (if any), as though using the spell *etherealness*.

Water Chakra

The Swadhisthana *chakra*, the "Self Abode" or "Own Abode" *chakra* is located in the lower back just above the genitals. This *chakra* relates to emotions, sensual drive, the element of water, and it connects us to others through feeling, desire, sensation, and movement. This *chakra* governs emotions and movement, while it promotes fluidity and grace, depth of feeling, fulfillment, and the ability to accept change. The water *chakra* has power over dexterity, movement, and the element of water.

The symbol of this *chakra* is six white petals with a crescent in the center. The color associated with harnessing this *chakra* is orange. The sounds required for this are "Vam" and "Ooo". The somatic mudra presses the pads of

the little fingers together. Those who harness this *chakra* often focus on moving fluidly, while taking notice of the sensations in their body and in their environment.

Benefit: The sadhu gains these abilities with the appropriately aligned ki while ki focused or when expending ki as indicated.

Balanced Ki Focused – Fluid Freedom (Su): The sadhu gains the ability to breathe under water as long as he has at least a single point of balanced ki invested. The sadhu gains base swimming speed of 10 feet per point of balanced kiinvested. He does not need to make a Swim check to swim normally. The sadhu gains a +2 insight bonus to Swim checks per point of balanced ki invested. He can always choose to take 10 on these checks, even when threatened or rushed. Provided he can swim in a straight line, the sadhu may use the run action.

Balanced Ki Expended – Fluid Mind (Sp): By expending his ki focus, the sadhu gains the ability to use *telepathy*, as the spell of the same name, with a duration of 1 round per sadhu level. The communication includes pictures, concepts, and emotions, so this ability is not strictly language dependent. The target creature must remain in sight.

Yang Ki Focused – Yang Prana (Su): For every point of yang-aligned *ki* invested, the sadhu increases his base movement rate by 5 feet. He also gains a +1 insight bonus to initiative for each point of yang-aligned *ki* invested.

Yang Ki Expended – Dexterity Boost (Sp): The sadhu temporarily increases his Dexterity by 1 for every point of yang-aligned *ki* expended. The duration is 5 minutes for every sadhu level.

Yin Ki Focused – Yin Prana (Su): The sadhu uses his animus to decrease the base movement rate by 5 feet and inflict a -1 penalty to initiative for every point of yinaligned ki invested to those around him. The ability is a continuous burst with a 5 feet radius for every 5 sadhu levels. Targets may attempt a Will saving throw (DC 10 + half sadhu level + Wisdom modifier). Those who fail the saving throw drop in the initiative order by a number equal to the number of yin-aligned ki points invested. Once a creature has successfully saved against this ability, it cannot be affected by this sadhu's yin prana again for 24 hours. If it leaves the range of this ability, its movement, but not initiative, returns to normal.

Yin Ki Expended – Fog Cloud (Sp): By expending his *ki* focus, the sadhu dispserses his yin-aligned *ki* into a concealing cloud. This ability functions as the spell, *fog cloud*, except that the duration is a number minutes equal to the number of yin-aligned *ki* expended.

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