



RACES REVISED

THE KITSUNE CLANS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Alex Pufnam

In elementary school, in the early 90s, far before I ever rolled a d20, fun consisted of video games, overhunting 8-bit bison, and scavenging for dog-eared fantasy books in the school library. One of my favorites was a hardcover of world mythology that went beyond dragons. It described such exotics as menhune, the manticores of East Asia, the cynocephales of John Mandeville, and even why a leaf could turn Mario into something that wasn't quite a raccoon.

It was there that I learned about the "Japanese fox," an inveterate trickster and shapeshifter like his European cousin, except that, kitsune were neither singular gods, nor folkloric figures, but individuals, like dwarves or fairies. They had flaws and grand schemes and, like any good legend, had snuck into history. Rather than living in a far-off dimension beyond mushroom rings, any mundane fox could secretly be this magical sort.

When fox folk showed up in the official rules, I was both pleased and concerned -- Asian analogues in roleplaying tend to be mentioned once, then never again. Their reprint in the *Advanced Race Guide* was great, but the fluff was still meager. Could you describe dwarven culture with just mechanical options? No, races need more room to explain who and what they are, and to provide the options needed to add them to any fantasy campaign. But the official rules don't always have the page-count to do that. That's why this book exists; to put some magic back on the numbers. Let the dwarf keep his axe and the elf his spell—we have guile. You can call me crazy, but as they say, crazy like a fox.

THE AUTHOR

Alex Putnam, who snuck into tabletop gaming in the twilight of 2e, is a freelance designer and author, having written articles in *Kobold Quarterly* and *Wayfinder* on topics ranging from the history of edged weapons to chickens. He also holds the notoriety of being the first "unestablished" author to have an adventure published in *Adventure Quarterly*. An Eagle Scout and a licensed scuba diver, he has far too many hobbies that he attempts to pay for by working as an engineer during the day.

ON KITSUNE

"Kitsune," sometimes translated as "fox folk," is a blanket term used by society to describe a number of ostensibly-related fox-like shapeshifters who settle both amongst themselves on the fringes of human societies or quietly mingle in it, in the same way that "elf" might describe a city-dwelling high elf, a forester wood elf, or their more untrustworthy subterranean drow kin.

KITSUNE IN A EUROPEAN THEMED CAMPAIGN

You Got Chocolate Foxes in my Medieval European Peanut Butter! The mythologies of real-world Asian cultures sometimes seem at odds in certain settings. Some GMs do not want elements in their game that wouldn't fit in a fantastic Medieval European analogue, despite the hobby having typically been inclusive when it came to folklore: the ogre mage ("Japanese ogre") first appeared in 1975, and snuck its way into the core game books two years later. The idea of the fox as a trickster figure (either outsmarting others or being too clever for his own good) is nearly universal, and in the form of the anthropomorphic Reynard, appears in medieval literature as a folk hero whose exploits shame the upper crust aristocracy and clergy of his day. An easy workaround to those wanting a more coherent European style may be to re flavor the kitsune linguistically: "Reynardkin" and the already-used "fox folk" are easy substitutions, along with "town foxes" and "shrine foxes" for zenko and tenko, with "fiend foxes" retooling nogitsune. If you're a player, don't be afraid to work it out with your GM; if you're the one building the world, consider giving those clever foxes another glance.

HISTORY OF THE KITSUNE

The history of the kitsune is muddled at best by a people not overly concerned with empire-building, and more than one scholar's attempts at anthropology has been derailed by the subject inquisitively asking questions back until it was the sage who was the interviewee.

Further confusing matters is that the original name for these fox folk, kitsune, literally means "fox" in its original tongue; not "fox-person," or "were-fox" or the like, but the forest animal, and many myths regarding the shapechangers make no distinction between the humanoid and the animal, and even regarded every mundane fox as a fox folk in disguise or merely one that had yet to learn the trick of transformation. Since the mystique of these wily folk relies on as much reputation as truth, the race as a whole does little to dispel this original notion, although it has led to some unfortunate pogroms against mundane canines that would rather chase after beetles and hares than swindle feudal lords and seduce farmers.

As natural shapechangers, some point to a shared origin with lycanthropes and were-beasts, but their condition is neither a disease nor a curse, nor are they subject to wild and animalistic tendencies: a kitsune might eat insects, but only because of curiosity or because they were a local delicacy in human society. Others relate the kitsune to the otherworldly fey or the kami. While kitsune do traffic with both clades, and may speak their tongue, they are true mortals and have no aversion to cold iron.

Planar travelers accustomed to the celestial realms propose a third theory and what is likely the kitsune's true origin. Untold ages ago when the guardian spirits known as the kami were first established, the upper planes sought mortal or semi-mortal intermediaries, as both kami and celestials alike were limited by divine laws from uninvited interference in most mortal affairs.

A vulpinal explorer, whose name is unfortunately lost, found an awakened fox on one her planar sojourns. The creature, who called itself "Kitsu" (a rough approximation of a fox's bark in the nearby human tongue,) longed for a human form, having once served under a druid and been spellbound by the humanoids' intricacies. The agathions, already the mediators of the upper planes, advocated transforming the fox into a native outsider capable of infiltrating human society without divinely-legal consequences. The plan was swiftly approved, with Kitsu and its kin becoming the first of the kitsune.

Exactly what happened to this arrangement in the millennia to come is questionable: most agathions today do not even acknowledge such a plan ever existed, and kitsune today have long gone "native", bearing little resemblance to their semi-divine progenitors and even splitting into different sub-races. They have thrived within and on the edges of human societies for untold centuries without dabbling in major power struggles (except by accident or as individuals), without being overly concerned about the gaps in their racial history. Instead, the best "history" of the kitsune might be one of shared folktales and a living chronicle of their current culture, rather than to attempt to decipher the motives of ancient immortals.

KITSUNE CULTURE AND SOCIETY

All kitsune (singular and plural) are humanoids with the kitsune and shapechanger subtypes, though more specific terms are used to distinguish sub-races and cultural divisions:

Zenko

Zenko (Town Foxes) kitsune are those featured in the *Pathfinder Roleplaying Game: Advanced Race Guide*, with an anthropomorphic fox form and a fixed human form. "Kitsune" without a further descriptor



often refers to a zenko, in the same way that “dwarf” by itself often refers to a hill dwarf instead of a duergar. Zenko typically live on the edges of human society in loose clans.

TENKO

Tenko (Shrine Foxes) are more reserved, but still wily, whose natural form resembles a human with vulpine ears and tail, and can also take the form of unusually large foxes. Tenko often dwell in small family groups attached to human religious, military, or academic institutions or to noble families.

YAKO

Yako (Wild Foxes) are the clanless kitsune of either zenko or tenko heritage. Outcasts, victims of calamity, and wanderers at best, malicious rogues and pariahs at worst, yako keep to themselves, seek adoption with other clans, or indulge in their pain, becoming...

NOGITSUNE

Nogitsune (Kitsune-oni) are an unfortunate rare few; nogitsune are those kitsune reborn as vicious, maniacal oni. It's unclear whether a kitsune's own

soul is corrupted into an oni or merely possessed by an already extant oni spirit; nevertheless, nogitsune are no longer humanoids but fiends and monsters; kitsune as a whole view them like rabid dogs: shameful creatures best given mercy at the end of a blade. In an added irony, “yako” and “nogitsune” are homographs, different pronunciations for the same characters, with the implication that unchecked, the former condition leads to the latter.

KITSUNE PHYSICAL DESCRIPTION

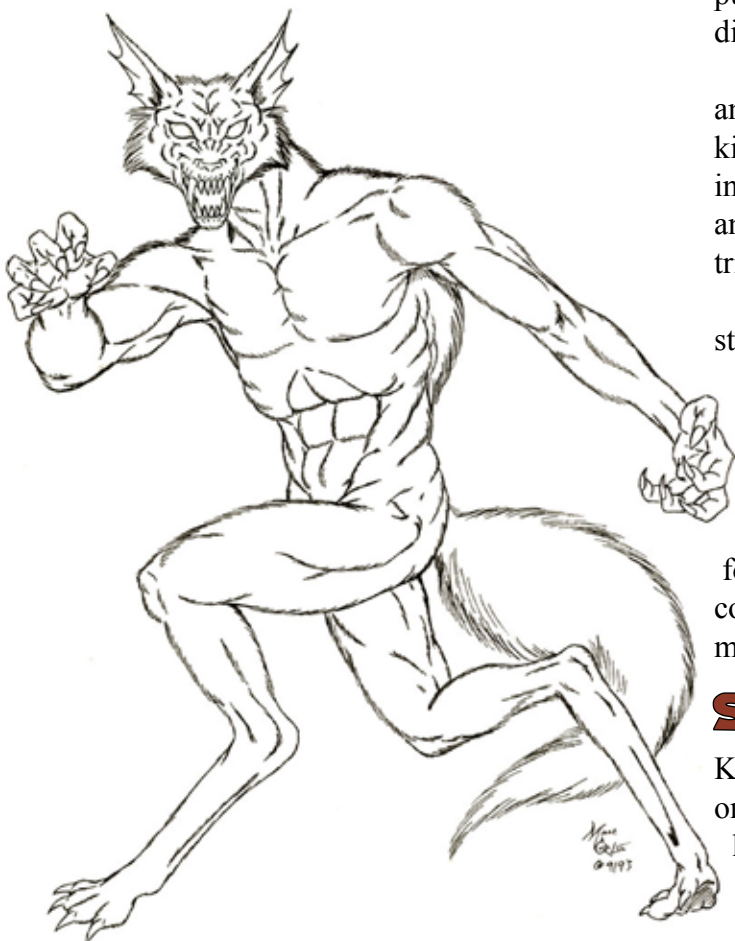
Zenko in their human form tend towards the shorter end of the human spectrum, and rarely exceed six feet in height, while tenko are rarely shorter than five feet; both tend towards slender, with slightly triangular or pointed faces. Kitsune tend to share eye colors between their forms, with amber brown, gold, deep blue, gray, or deep black being common and green, hazel, red, or violet being uncommon. Zenko tend towards unassuming brown or black hair in their human forms and more vibrant fur colors in their fox forms, while the typically fair-haired tenko share hair colors: a golden-haired shrine-sage will take the form of a golden-furred fox. Both consider pure white hair or albinism an auspicious sign of divine favor.

A zenko kitsune is typically hesitant to show its anthropomorphic form except in combat or among kin, relying on its flawless human form when interacting in society; reverting to its true form is an unspoken admission that the current endeavor or trick is up.

A tenko has no such compunctions, typically staying in its true form, although most consider showing their vulpine features poor taste, hiding the pair of fox ears on his forehead (and lack of human ears) with a hood or hat and long hair, supplemented with a long robe to conceal their vulpine tail. A tenko will shift into its fox form when it suits him, whether to listen in on a conversation or sneak through a narrow alley, or merely to relax on a warm summer's day.

SOCIETY

Kitsune as a whole reflect much of humanity's myths on the lesser fox: elusive- yet-close to civilization, harmless-yet-cunning, and mercurial-yet-steadfast when it matters. Kitsune live in partnership (some



would say “parasitism”) with larger humanocentric societies, endlessly curious about the artificialities and the falsities that grease civilization’s gears and eager to meddle, but equally eager to be distant enough to avoid consequences whenever the latest scheme crumbles. They delight in grand stories, fine art, good food, and clever tricks, and ponder the nature of enlightenment, transience, companionship, and love. Endless folktales speak of a fox’s sorcerous cunning for good or ill, and kitsune are happy to act the part, though whether art imitates life or vice versa, none can truly say.

Town foxes, the zenko, tend towards semi-sedentary rural life, settling in forested hills, small villages, or the outskirts of larger towns, in familial clans loosely led by a recognized elder spellcaster or small group of elders who act more as a source of advice gained from experience than as lawmakers. Younger groups of kitsune will often squat in abandoned property within towns, sometimes for years at a time, believing that possession constitutes most of ownership.

Shrine foxes, the tenko, tend towards smaller near-nuclear family groups, though several such groups in a region might collectively consider themselves a clan, visiting each other infrequently. Tenko are at the other end of the spectrum of societal involvement, and almost always a tenko family is attached to a human group in some way, be it ancestral servants to a feudal lord or guild, caretakers of a temple or arcane school, or merely servants of a family (noble or otherwise) that their ancestors saw fit to serve for their own reasons. In such arrangements, at least one “servant” tenko follows the bride when a human family marries another.

Beyond the above, most kitsune seem to adhere to a loose unwritten code, though the specifics vary:

- Social classes exist, but are based on one’s achievements, not one’s birth. Even highborn tenko chafe at human notions of caste, and are eager to see haughty nobles humbled and clever common-born merchant princes praised, but there is something of a pecking order. At the bottom are the bumbling would-be thieves chased out of town by a peasant’s broom for stealing rice balls, and the top the clever scholars and refined courtesans whose words fluster archwizards and divert wars. Somewhere in-between the peasants and the plutocrats are the vast majority, from the love-struck kitsune girl who marries a human farmer happily, to the

clever kitsune swashbuckler who swindles trolls out of their treasure and lives to tell the tale over drinks with his trusted companions.

- Property, especially money, is merely a thing. Kitsune gifts or trades typically include some item of junk, often a leaf, as a sort of “calling card”. A bag of coins might have a single illusory coin that turns into a leaf some minutes later, while more malicious fox folk might have most or all of their trades as rubbish. Kitsune instead tend to value intangibles: favors, knowledge, spellcasting, or sworn oaths.
- Illusions without legitimacy ultimately fail. With the right deception, a kitsune can pretend to be anyone of any class or station, but without the legitimacy built through trust or hard work, any such lie will eventually be found out. That said, the best lies are often based on truths.
- Avoid physical confrontation if possible. To most kitsune, this is mere practicality, a reflection of their slight builds. To some tenko, this is a social more, and attacking a human with a heavy blade is almost a taboo. That said, even tenko have no such compunctions against knives, trickery, spells, alchemy, verbal goading, or simple arson if required.

RELATIONS

As a whole, much of kitsune lore is rampant exaggeration. Not every fox folk is a nine-tailed celestial demigod capable of invisibly bewitching peasants in the same way that not every elf is a centuries-old archmage, but for the most part, kitsune are happy to let the tall tales stand and co-opt them to their advantage when it suits them.

As for the other common races, most kitsune see dwarves and elves as two halves of the same coin: dwarven society mired in written traditionalism and elven society fixated on the pecking order of society, with both missing out on the zest of life. Gnomes and halflings have the whimsy and



wanderlust the fox folk appreciate, but their small size makes it harder for the kitsune to blend with them. Kitsune understand the liminality that follows half-orcs and half-elves and have on occasion adopted both, but the fox folk see humanity as a whole as having the widest range of engaging virtues and vices, with a bravado and energy to match their own.

The quintessential kitsune myth involves the tragic marriage of a fox maiden to a human man, fleeing when she is found out, and similar tales are told and retold in numerous cultures. Such tales seem to reflect the edge-of-society/transitory natures of zenko clans, and are meant as warnings even in kitsune society of the truth, trust, and work that marriage requires; that said, such tales discount all the interracial marriages that have gone splendidly. Similarly, male kitsune are often overlooked in folklore, despite being earnest mages, benefactors, tricksters, thieves, cutthroats, or lovers in their own right, in much the same way that female orcs or male merfolk don't exactly stick in myth.

Kitsune in their humanoid forms are capable of interbreeding with humans and near-humans, though the resulting offspring are always physically the race of the other parent, albeit with unusual qualities or quirks presumably inherited from the kitsune parent. Several noteworthy sorcerers and mystics claim (correctly or otherwise) lineage from powerful kitsune.

ALIGNMENT AND RELIGION

The vast majority of kitsune are non-evil, with leanings towards the chaotic, and an aversion to physical labor opting for what can be won, swindled, or if necessary, earned through scholarly or mental work. Zenko tend the most towards chaos, while tenko are more reticent and orderly, though even a tenko known for subtlety and poise will lose all tact when her curiosity is piqued. Clanless kitsune can be of any alignment, though most still avoid outright cruelty without reason, and might focus their nastier schemes on those that “deserve it.”

Despite having no singular deity as progenitor or patron, kitsune are often seen as religiously gifted, whether as intermediaries to spirits or as priests and shamans in their own right, and most are happy to live up to the expectation. Those kitsune associated with religious bodies often ally themselves with gods of agriculture, nature, farming, or other locally popular religions, though adventuring kitsune might simply devote themselves to whatever divine patron best satiates their unquenchable curiosity.

INTRODUCING A KITSUNE INTO A CAMPAIGN

Even if it's an option available in the campaign world, published adventures tend not to include kitsune unless the material is Asian-influenced as a whole, which might make introducing a kitsune character into a more “traditional” party seem more difficult than it is. The following suggestions are designed to help justify adding a vulpine adventurer into the narrative.

BON VIVEUR

Just as halflings or elves might leave a close-knit community to explore what life offers, individual kitsune might eventually find themselves halfway around the world in the pursuit of what they find interesting or engaging. Many kitsune clans include a year or two's sabbatical as part of a coming of age, to allow a youth a chance to see the world outside their region while relying on their own wits and choices, either as a small group or individually. It's an entirely acceptable choice for kitsune to settle somewhere else as the result of their travels or if mostly self-reliant, even continue traveling indefinitely, enjoying life as it comes. The trope of “Walking the Earth” by choice is an old one, from Homeric Greece, to the Old West, to the traditions of the Australian Walkabout, and appears in both myth and real life even today, and can make for a simple-but-worthy motivation for an adventuring kitsune.

REFUGEE

The right to travel elsewhere for asylum is an ancient tradition, and war, changes in politics or rulers, or prejudice can displace communities entire. A kitsune clan might exist hundreds or thousand of miles from others of their race simply because they could no longer reside in their original homeland. Kitsune might leave after being mistaken for lycanthropes, after mass accusations of witchcraft, or when a benevolent or indifferent feudal lord is replaced by one less tolerant of the lax kitsune view of land rights.

Wilderness clan kitsune typically do not intercede when a noble seeks to “purchase” or assume control of “their” lands, but if he does not consult them or get their blessing, the clan is likely to redirect irrigation, poke holes in dikes, or cut holes in pens to let livestock loose—such retribution is typically not enough to endanger starvation for the peasantry, but enough to

get across that the clan has been wronged. Wise lords might come to the bargaining table thereafter, but all too often, a kitsune clan has had to move elsewhere in the night at the threat of the lord's soldiery.

FIELD FOX

The yako, or "wild foxes" are the truly dispossessed among the fox folk. Clanless for any number of reasons, yako might be individual survivors of genocide or war, foundlings raised by others, "humans" that live in their assumed forms for years in deathly fear of being discovered, or at worst, the sociopaths and murderers of a clan, branded and exiled as punishment for their cruel excesses. Some clanless kitsune adapt well to their situations through either self-sufficiency or a blissful ignorance of their kin. Others used to the warmth of their kin are tortured in the search for love, family, and legitimacy, seeking other kitsune to join, a foster family to serve, or an adventuring party to join as a valued companion. The worst revel in their shattered bonds, living as manifestations of the cruelest of the myths regarding their kind, some sliding into the accursed nogitsune over the course of decades or even months.

NOMAD CLAN

Not all kitsune groups are sedentary. Some follow and mingle with roving human groups such as nomads and herders, shadowing herds of wild beasts or roaming seasonally between regions in transhumance; others may wander as an entire clan and organize elaborate cons, moving on when the new town's purses and patience are spent. Still others might be small families attached to mercenary bands or adventuring companies, and where they go, the kitsune follow.

RETAINER

Some kitsune, especially tenko, avoid the stigma of perpetual transience by finding legitimacy and social stability on the coattails of the well-to-do. Humans have long appreciated the mythological cleverness of the kitsune and some long ago understood the value of being on the other end of the con. Whether retinue to feudal lords, military leaders, guilds, nobles, or commoners whose ancestors were worthy or earned such a grand favor, kitsune serve as trusted advisors, companions, spymasters, house mages, learned scribes, or majordomo to numerous groups, even in those areas where kitsune might not otherwise be common.

Traditionally, retainer kitsune eat first at the major meal of the day (unlike hired servants), either silently alongside their employers or in different rooms—ostensibly to check for poison, but connotatively that even as servants, they are given a certain measure of respect and honor. Even where kitsune are known of and held in fear or suspicion, the knowledge that a lord or clan has a family of kitsune on staff is a sign that they are not to be crossed or taken lightly.

That said, the only thing worse than a curious kitsune is a bored one. Fox folk have a way of absorbing and redistributing gossip, and while adults and elders typically have the wisdom to tell harmless rumor from destructive secret, bored youth have a knack for brewing scandal by making public things that should have stayed private. More than one kitsune kit has found themselves politely-but-firmly ousted (at least temporarily) to live as an adventurer for a social indiscretion before the full impacts of their gaff hits.

CURATE

Myth paints the kitsune as favored by gods and spirits, or outright divine messengers in some cultures, and just as some kitsune vow themselves to temporal institutions, many find security under the wing of temples, monasteries, and shrines. The term "tenko" used to describe the longer-lived branch of the kitsune presumably derives from this tradition. Foxes associated with a temple are rarely the high or head priests, often settling into roles as assistant priests, caretakers, archivists, or sacred mages for generations of clerics or other priests, caring little for the day-to-day politics but keenly observant of everyone who walks through the church's gates. Others may be the sole custodians of smaller shrines and pilgrimage sites, lay druids assisting a forest circle, or assistants to small-town apothecaries, folk healers, or prophets. The actual religion in question varies greatly, from major gods of agronomy, foresting, and community loved by commoners, to more obscure or limited religions that only nobility or a select few might honor—one traditional joke involves a tenko family with a vow against striking humans that found themselves monastic instructors to a priory of war-priests.

While tenko are overwhelming portrayed (even stereotyped) to this role, not all temple-bound kitsune are tenko, clerics, or even have any divine abilities at all. More than one zenko has earned a position of religious prestige for possessing a modicum of knowledge regarding ceremonial practices...and quietly operating a very effective spy network for

their church on the side. Curate kitsune may be called to adventure to recover abandoned holy sites, escort other priests or pilgrims, or to find a new place to call home when the resident clan grows too large for the grounds.

KITSUNE NAMES

Kitsune names run the gamut from the traditional and exotic to the translated and commonplace epithets of clans and individual attempting to blend with society. Nevertheless, there are trends worth discussing.

Personal/given names are typically given by parents and retained throughout life, most kitsune opting for nicknames, pseudonyms, or nom de guerre instead of outright changing their name. Two notable exceptions are for those kitsune so famous as to become legendary, who might adopt the alias that

propelled them to fame, and those formally exiled, who have their given name stricken from record as a final act of separation.

Surnames proper are uncommon among kitsune except where they are near- universal or mandatory among the local human society; clan names or family names predominate and used by multiple family branches and members adopted into a clan. Those with similar names sometimes use epithets to differentiate themselves, though it's considered amateurish to use an elaborate title unless others of the clan would agree that an individual has earned it. Unless switched to match local tradition, kitsune names are generally given clan or surname first, then given or personal name.

Nicknames vary from diminutives and pet names amongst friends or lovers or to assumed names used while meddling in society. It's traditional for the latter to be occupational or self-referential in jest, even if the elements comprising the name's meaning are archaic: a kitsune pretending to be a peasant might call himself Joji ("farmer"), and one disguised as a priestess might go by "Augusta" (Augustus, "venerable"). That such names might clue the more linguistically educated in as to their true identity is considered a worthy handicap. Those kitsune engaged in legitimate espionage for a lord (and not merely out on a lark) choose less tongue-in-cheek pseudonyms.

The traditional logographs used in kitsune names often have several pronunciations or meanings for the same character or two wildly differing meanings might be homophones. Clan names often involve archaic or otherwise idiosyncratic characters.

NOTABLE NAME AFFIXES:

-ri: Often within part of a larger character, names ending with "ri" have holy or divine connotations, and are common among tenko.

-ko: A feminine diminutive meaning "little" or "child," the character shares its pronunciation with the older reading of "fox," which can be pronounced as "ko" or "kitsune."

-no-: A preposition when used in the middle of a name, it means "of," similar to the aristocratic "van" or "von," with the clan name first: e.g. Tamamo-no-Mae ("Mae of the Tamamo").

-mo: Antiquated, used on the end of a name to designate it as the name of a clan or family.

-to/-hito: A masculine suffix meaning literally "person."



EXAMPLE TRADITIONAL NAMES

D12 Female Given Names

1. Akari: crimson village/lands
2. Eikiko: diviner + -ko
3. Hikari: light, shining
4. Hoshiko: star
5. Inori: prayer
6. Juko: servant/follower + -ko
7. Kagami: mirror, reflection
8. Miwa(ko): beautiful + peace/serenity
9. Nori/Noriko: M/F, ceremonial, admired
10. Satomi: wisdom + beautiful
11. Setsu(ko): period/rhythm
12. Yumi(ko): longbow OR reason + beautiful

D12 Male Given Names

1. Akiyusha: bright + hero/warrior
2. Eisho: glory/honor + sound/music
3. Hayabusa: falcon
4. Hikaru: M/F, light, radiance
5. Kenja: sage
6. Koryo: skillful + hunter
7. Seimyo: clear weather + bright
8. Taiki: great radiance/shine
9. Takashi: noble/reverent OR warrior
10. Toshiro: wise/agile son
11. Yori: trust
12. Yuto: gentle + person

D12 Clan Names

1. Anshoka: peaceful + calligrapher/scribe
2. Hakurin: white + woods/copse
3. Izumi: wellspring (to come out + water)
4. Jisha-no-: shrine + attendant or company/association
5. Jushin: servant + divinity/deity
6. Kanamori: gold + forest/grove
7. Mukeimo: intangible/incorporeal + mo
8. Otomo: great + attendant/companion + mo
9. Saishi: purification + court/temple
10. Shintaku: oracle (divinity/deity + entrusted OR pretend)
11. Tamamo-no-: splendid/magnificent + jewel/precious stone/gem
12. Yukimura: snow + village

EXAMPLE TRANSLATED NAMES

D12 Female Given Names

1. Ancilla: servant, attendant
2. Ardath: flowering field
3. Eir(a): peace, mercy
4. Galya: bright, shining
5. Lanette: image
6. Mireille: admired
7. Metis: wisdom, skill
8. Selah: (musical) pause
9. Sibella: prophet
10. Svetlana: starlight
11. Yashna: prayer
12. Yvonne/Yvette: yew (kenning ~bow)

D12 Male Given Names

1. Aylward/Aegelward: noble guardian
2. Berthold: bright strength/ruler
3. Einion/Eynon: anvil, steadfast
4. Gareth: gentle
5. Haytham: young + eagle
6. Jair/Yair: shining
7. Kavi: sage, poet
8. Lucius/Lugus: light
9. Mislav: thought + glory
10. Pravin: skilled
11. Theron: hunter
12. Vedran: clear, cheerful

D12 Clan Names

1. Agnos/Hagno(s): pure, sacred
2. Casutai: snow-covered
3. Cohaner/Kagedan: priest
4. Collete/Gillecleir: acolyte, church attendant
5. Drahokam: precious stone
6. Gulthwald: gold forest
7. Nabi/Novi: oracle, prophet
8. Sinagra/Xenagra: honored stranger/foreigner
9. Thain/Thane: retainer, noble attendant
10. Whithyrst/Whitehurst: white woods
11. Wilshed/Wilstead: well + source/place, wellspring
12. Zettler: scribe

KITSUNE RACIAL RULES

The following game rules apply to kitsune, including those depicted in the *Pathfinder Roleplaying Game: Advanced Race Guide*, referred to in this book as “zenko” or “town foxes.”

ZENKO (TOWN FOX) RACIAL TRAITS

+2 Dexterity, +2 Charisma, –2 Strength: Zenko are agile and companionable, but tend to be physically weak.

Medium: Zenko are Medium creatures and have no bonuses or penalties due to their size.

Kitsune: Zenko are humanoids with the kitsune and shapechanger subtypes.

Normal Speed: Zenko have a base speed of 30 feet.

Low-Light Vision (Ex): Zenko can see twice as far as humans in conditions of dim light.

Change Shape (Su): A zenko can assume the appearance of a specific single human form of the same sex. The zenko always takes this specific form when she uses this ability. A zenko in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except that the zenko does not adjust her ability scores.

Agile (Ex): Zenko receive a +2 racial bonus on Acrobatics checks.

Kitsune Magic (Ex/Sp): Zenko add +1 to the DC of any saving throws against enchantment spells that they cast. Zenko with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—dancing lights.

Natural Weapons (Ex): In her natural form, a zenko has a bite attack that deals 1d4 points of damage.

Languages: Zenko begin play speaking Common and Sylvan. Zenko with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu.

TENKO (SHRINE FOX) RACIAL TRAITS

+2 Wisdom, +2 Charisma, –2 Strength: Tenko are astute and poised, but physically slight.

Medium: Tenko are Medium creatures and have no bonuses or penalties due to their size.

Kitsune: Tenko are humanoids with the kitsune and shapechanger subtypes.

Normal Speed: Tenko have a base speed of 30 feet.

Low-Light Vision (Ex): Tenko can see twice as far as humans in conditions of dim light.

Change Shape (Su): A tenko can assume the form of an astral fox (as dog, *Pathfinder® Roleplaying Game: Bestiary*) whose appearance is static and cannot be changed when she uses this ability. A tenko in astral fox form cannot use her claws, but instead has a single bite attack at the same damage. Changing shape is a standard action. This ability otherwise functions as *beast shape I*, except that the tenko does not adjust her ability scores or gain a natural armor bonus.

Fox-Tongued: Once per day, a tenko can roll twice when making a Bluff or Diplomacy check and take the better roll.

Kitsune Magic (Ex/Sp): Tenko add +1 to the DC of any saving throws against divination spells that they cast. Tenko with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—dancing lights.

TENKO RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 2 in.	+2d8 in. (5 ft. 4 in. - 6 ft. 6 in.)	100 lbs.	+(2d8x5 lbs.) (100 - 180 lbs.)

TENKO RANDOM STARTING AGES

	Adult	Intuitive ¹	Self-Taught ²	Trained ³
	20 years	+2d4 years (22 - 28 years)	+3d6 years (23 - 38 years)	+4d6 years (24 - 44 years)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Natural Weapons (Ex): In her natural form, a tenko has two claw attacks that deal 1d4 damage each.

Languages: Tenko begin play speaking Common and Celestial. Tenko with high Intelligence scores can choose from the following: any human language, Aklo, Elven, Gnome, Sylvan, and Tengu.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing kitsune racial traits. Players should consult their GMs before selecting any of the new options.

Agathion Ancestry (Su/Sp): Your magic calls back to a mingling with a vulpinal or other agathion. You add +1 to your effective paladin level to determine the number of uses and the damage of your lay on hands ability. If you have a Charisma score of 11 or higher, you gain the following spell-like ability: 1/day—cure light wounds (self only). This racial trait replaces Kitsune Magic.

Atavistic Bloodline (Ex): Some kitsune exhibit ancient celestial traits, seemingly apart from the modern world. You are an outsider with the native and shapechanger subtypes instead of a humanoid and do not have the kitsune subtype; you also have darkvision 60 ft. instead of low-light vision. This racial trait replaces the Kitsune and Low-Light Vision racial traits.

Fast Shifter (Su): You were born with an innate talent for switching between your natural forms. Using your racial change shape ability is a move action instead of a standard action. This racial trait replaces kitsune magic.

Gregarious (Ex): Even among your own kind, your gift for making friends stands out. Whenever you successfully use Diplomacy to win over an individual, that creature takes a –2 penalty to resist any of your Charisma-based skill checks for the next 24 hours. This racial trait replaces agile or fox-tongued, as appropriate.

THE ATAVISTIC BLOODLINE AND LOSING A SUBTYPE

Kitsune with this racial trait are still treated as kitsune for the purposes of qualifying for feats, archetypes, or prestige classes, but not for other purposes: they cannot make use of kitsune-specific equipment or magic items without the Use Magic Device skill. In exchange, they are unaffected by effects that are specifically targeted against humanoids with the kitsune subtype, such as bane or favored enemy.

Suspicious (Ex): Having spent their lives on the road with few or no kin to rely on, some kitsune are wary and observant to the motivations of others. Once per day, you can reroll a Sense Motive check as a free action. You must take the result of the reroll, even if it's worse than the original roll. This racial trait replaces agile or fox-tongued, as appropriate.

Sharp Claw, Dull Spell (Ex/Sp): Some kitsune rely on cold steel rather than inherent magic, letting the latter languish. Kitsune with this racial trait receive Martial Weapon Proficiency with one light weapon as a bonus feat at 1st level, and if they have a Charisma of 11 or higher, can cast dancing lights as a spell-like ability once per day. This racial trait replaces the kitsune magic racial trait.

RACIAL SUBTYPES

KIKO (SPIRIT FOX)

Every few generations, a tenko or zenko is born with relict celestial traits. Such individuals typically have silver, golden, or white hair and make powerful spellcasters, but tend to be distant, lacking the normal physical or social acuity of their peers. These kitsune have the agathion ancestry and atavistic bloodline alternate racial traits.

YAKO (WILD FOX)

Wanderers and clanless vagabonds, yako have traded whimsy for a jaded outlook on life and a cunning that helps them survive. These kitsune have the suspicious and sharp claw, dull spell alternate racial traits, along with the following modification:

Ability Scores: A yako loses their racial ability score bonus to Charisma, instead gaining +2 Int. A yako otherwise has the ability score bonuses of a tenko or zenko.

FAVORED CLASS OPTIONS

The following options are available to kitsune who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Options marked with an asterisk (*) first appeared in the Pathfinder® Roleplaying Game: Advanced Race Guide™ and are identical in their appearance here.

Alchemist: Add +1/2 to the alchemist's bomb damage.

Antipaladin: Add a +1 bonus on concentration checks when casting antipaladin spells.

Barbarian: Add +1/2 on critical hit confirmation rolls for attacks made with light or natural weapons (maximum bonus of +4). This bonus does not stack with Critical Focus.

Bard*: Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

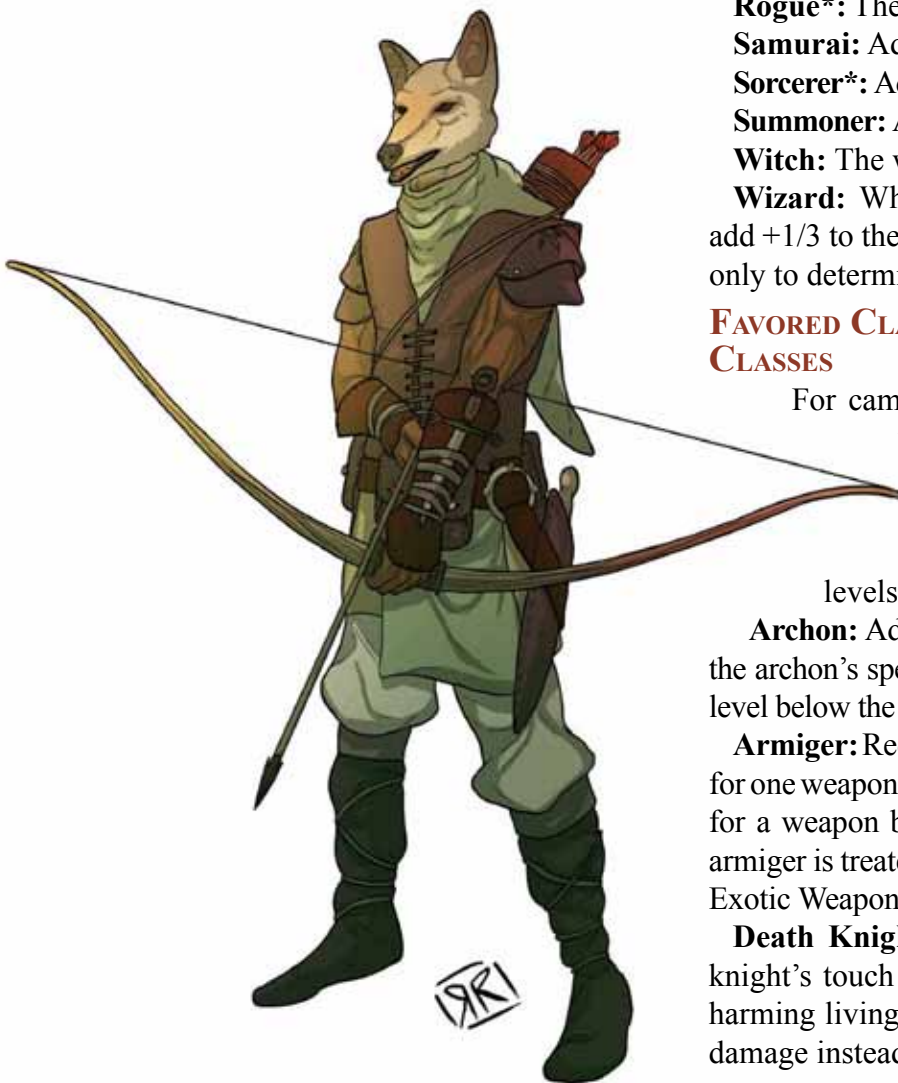
Cavalier: Add +1/2 to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

Cleric: Add +1 to the caster level of any channeling feat used to affect outsiders.

Druid*: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or trip.

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +2) or +1/4 to the AC bonus gained when using the gunslinger's dodge deed.



Inquisitor: Add +1 to the inquisitor's total number of discern lies rounds per day. An inquisitor must be at least 5th level to select this benefit.

Magus: Add a +1/2 bonus on concentration checks made to cast defensively.

Monk: Add a +1/2 bonus on Acrobatics checks to move through threatened squares without provoking attacks of opportunity (maximum bonus of +4) or to Bluff checks to feint.

Ninja: Add +1/4 point to the ninja's ki pool.

Oracle*: Reduce the penalty for not being proficient for one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Ranger: Add a +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Rogue*: The rogue gains 1/6 of a new rogue talent.

Samurai: Add +1/4 to the samurai's banner bonus.

Sorcerer*: Add +1/4 to the DC of enchantment spells.

Summoner: Add +1/4 to the eidolon's evolution pool.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: When casting wizard divination spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

FAVORED CLASS OPTIONS FOR ROGUE GENIUS CLASSES

For campaigns using classes taken from the various Genius Guide series released by Super Genius Games, the following favored class options are available to kitsune that take levels in these classes.

Archon: Add one spell from the archon spell list to the archon's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

Armiger: Reduce the penalty for not being proficient for one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the armiger is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Death Knight: Add +1/2 hit point to the death knight's touch of corruption ability, but only when harming living creatures. This bonus damage is fire damage instead of negative energy.

Death Mage: Add a +1/2 bonus on concentration checks made to cast defensively.

Dragonrider: The dragonrider gains 1/6 of a new draconic training feat. The dragonrider must meet all the feat's normal prerequisites.

Godling, Adept: Add one spell known from the adept godling's chosen spell list. This spell must be at least one level below the highest spell level the godling can cast.

Godling, Clever: Select one lineage power that is normally useable a number of times per day equal to 3 + the appropriate ability modifier. The clever godling adds +1/2 to the numbers of uses of per day of that power.

Godling, Eldritch: Add a +1/2 bonus on concentration checks when casting eldritch godling spells.

Godling, Mighty: The mighty godling gains 1/6 of a new scion talent.

Hellion: The hellion gains 1/6 of a new hellion hex.

Magister: Add 1/2 a bonus spell known from the druid class spell list (regardless of the magister's selected spell list). This spell must be at least one level below the highest level spell the magister can cast.

Mosaic Mage: The mosaic mage gains 1/6 of a new white spectrum power (regardless of the mosaic mage's own spectrum).

Riven Mage: Add +2 points to the riven mage's flux pool.

Shadow Assassin: Add a +1/2 bonus to attack rolls made to confirm critical hits with light blade shadow weapons.

Shaman: Add DR 1/magic to the shaman's spirit companion. Each additional time the shaman selects this benefit, the DR/ magic increases by +1/2 (maximum DR 10/ magic). If the shaman ever replaces his spirit companion, the new companion gains this DR.

Templar: Add +1/2 to the templar's caster level when determining the duration of recited mantras.

Time Thief: Add +1/6 point to the time thief's aevum pool.

Time Warden: Add +1/6 of an additional d4 when using a mote to add a bonus to an initiative check or a dodge bonus to your Armor Class for 1 round.

Vanguard: Add +1/6 to the vanguard's bonus to caster level checks made to penetrate spell resistance when wielding a bonded weapon.

War Master: Add a +1/2 bonus to all Diplomacy and Knowledge (geography) checks.

Witch Hunter: Add +1/2 to the number of daily uses of devoted strike.

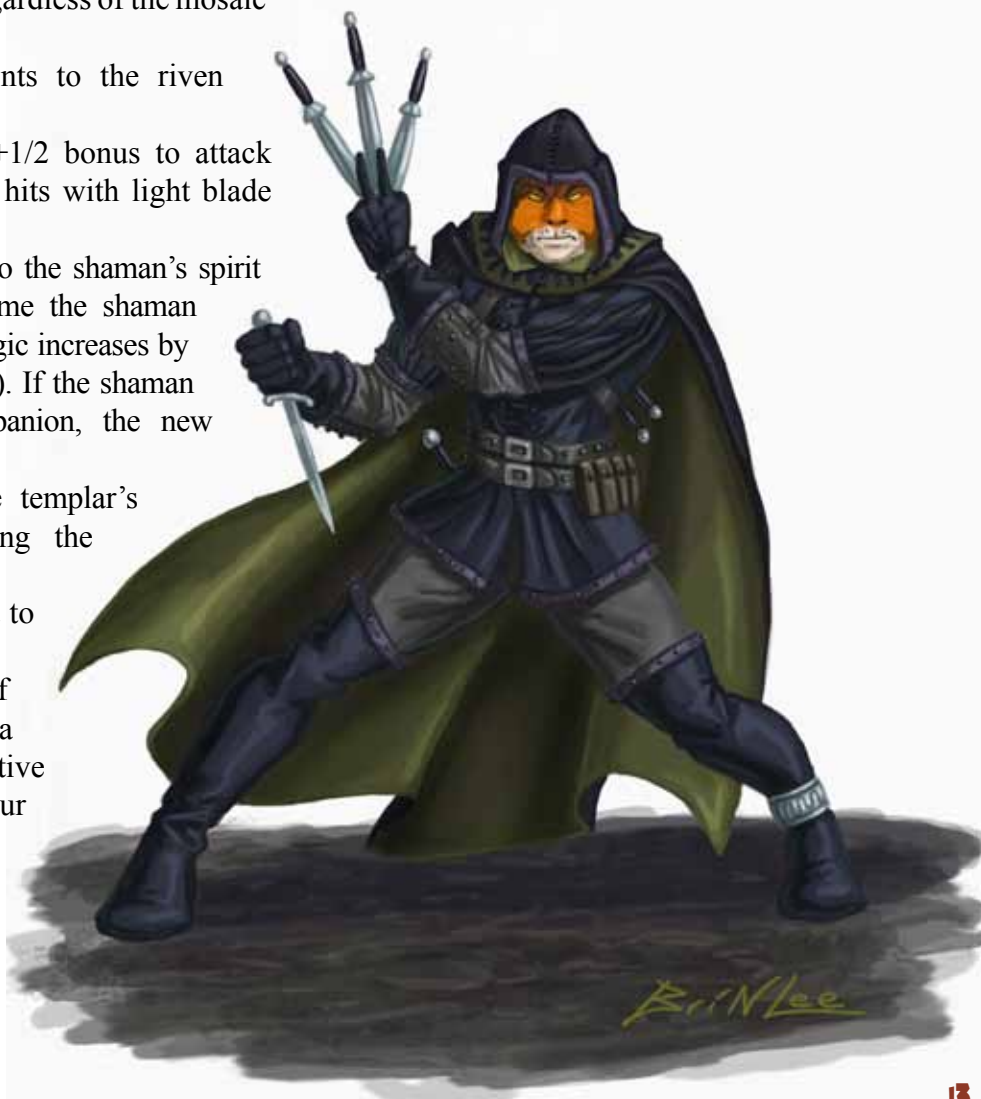
KITSUNE ARCHETYPES & BLOODLINE

Along with the Kitsune Trickster for the rogue, the following racial archetypes and sorcerer bloodline are available to kitsune. At the GM's discretion, other appropriate races may also make use of some of these.

ARSONIST (ALCHEMIST)

Fire is fickle, transient, and powerful, and one of the simplest metaphors of divinity. To kitsune it is a majestic and more importantly, indirect, tool for avenging wrongs.

While yako have no qualms over direct physical violence, most zenko and especially tenko prefer indirect means of shaming or harming their opponents; the latter seem to relish the implicit anonymity of



an uncontrolled fire's destruction—a sworn servant could never lash out in public, but a mysterious blaze can bring ruin without harming reputation. Some kitsune arsonists are clever and precise Robin Hoods, using distracting fires that only harm the guilty; others alternate between euphoric madmen at night and unassuming servants during the day.

Precise Bombs (Ex): At 2nd level, an arsonist gains the precise bombs alchemist discovery as a bonus discovery. This ability replaces poison use.

Firewalker (Ex): At 2nd level, an arsonist gains fire resistance 5. At 6th level, this improves to fire resistance 10, then 20 at 10th level, and at 14th level, it becomes immunity to fire. This ability replaces poison resistance.

Incendiary Rote (Su): At 6th level, an arsonist can transmute even brick and stone into incendiary kindling. Applying an incendiary rote is a standard action that provokes attacks of opportunity, though the action can be disguised as casual contact with a successful Bluff check. The rote modifies the terrain of a single 5-foot square, and can't be placed in the same space as a trap, another rote, or magic trap. The terrain affected remains physically identical, except that fire damage deals full damage to that terrain (ignoring 10 points of the terrain's hardness). If ignited, it combusts like dry wood or oil, burning for 1d6 fire damage plus the alchemist's intelligence modifier for one round per two alchemist levels, and possibly catching nearby objects on fire. Creatures in the square when it ignites or otherwise starting their turn in a combusting square may make a Reflex save equal to the alchemist's bomb DC to negate the

damage. Creating an incendiary rote uses up two of the alchemist's bombs per day, and lasts for 1 hour per alchemist level, or until triggered, whichever comes first. Dispel magic can neutralize a square affected with an incendiary rote, as can a successful Disable Device check (DC equals 10 + alchemist's level + alchemist's Intelligence modifier) by a creature capable of disabling magic traps. This ability replaces swift poisoning.

Master's Rote (Ex): At 10th level, an arsonist's expertise in applying her incendiary rotes allows her to apply them with minimal effort. Creating an incendiary rote uses up only one of the alchemist's bombs per day. This ability replaces poison immunity.

YOUKO (BARBARIAN)

While kitsune barbarians are uncommon, some overcome their physical weakness by tapping into primal supernatural powers, becoming monstrous beasts that can rip apart their foes with tooth and claw.

The actual otherworldly source of a youko's power is rarely beneficent, and while most of these feral barbarians are not outright evil, it's all too easy for one to become addicted to the high of primordial savagery. Any tenko that becomes a barbarian, let alone a youko, risks castigation or exile. Zenko tend to be more open-minded of such things, and give due respect those who walk the path of the demon-fox, though from a safe distance.

Fox's Frenzy (Su): A youko's fury combines with her inherent powers to physically become a vicious canine entity. Starting at 1st level, a youko can frenzy for a number of rounds per equal to 4 + her Constitution modifier, gaining 2 additional rounds at each

level after 1st. Temporary increases to Constitution do not increase the rounds per day of frenzy. A youko can enter frenzy as a standard action that does not provoke an attack of opportunity.

The total number of rounds of frenzy is renewed after resting 8 hours, though these hours need not to be consecutive.

While in frenzy, a youko shapeshifts into a monster resembling a wolf-sized fox, gaining scent, a primary bite attack that deals 1d6 damage, and two primary claw attacks that deal 1d4 damage, as well as a +4 profane bonus to



her Strength and Constitution, and a +2 natural armor bonus. A youko making a full attack action may choose to apply her iterative attacks to either her bite or one of her claws, but doing so causes the other two to be treated as secondary natural weapons until the start of her next turn. This transformation otherwise functions as beast shape II; all her gear melds into her form for the duration of the frenzy. The increase to Constitution grants the youko 2 hit points per Hit Dice, but these disappear when the frenzy ends and are not lost first like temporary hit points. While in frenzy, a youko cannot use any Charisma, Dexterity, or Intelligence-based skills (except Acrobatics, Fly, or Intimidate) or any ability that requires patience or concentration. A youko also cannot speak or manipulate objects that a wolf could not.

A youko can end her frenzy as a free action and is fatigued after frenzy for a number of rounds equal to 2 times the number of rounds spent in the frenzy. A youko cannot enter a new frenzy while fatigued or exhausted but can otherwise enter frenzy multiple times during a single encounter or combat. If a youko falls unconscious, her frenzy immediately ends, returning her to her natural form and placing her in peril of death. This ability modifies and replaces rage. Any abilities that would modify the number of rounds a barbarian rage receives work normally with frenzy, as do rage powers, provided the canine form is physically capable of making use of them.

Ghost Eater (Su): At 5th level, a youko's natural weapons are treated as magic for overcoming damage reduction, and deal damage to incorporeal creatures normally, as if they were ghost touch weapons. This ability replaces improved uncanny dodge.

Youkai's Frenzy (Su): At 11th level, when a youko frenzies, she becomes a Large creature resembling a dire wolf, her bite and claw attacks improving by one step, gaining the trip special attack on her bite, darkvision 90 ft., and the bonuses to her Strength, Constitution, and natural armor improving to +6. She also takes a -2 size penalty to her Dexterity. This ability otherwise functions as beast shape IV. This ability replaces greater rage.

Steel Fangs (Ex): At 14th level, when a youko enters frenzy, her held weapons imbue her form with greater power. If she holds a two-handed melee weapon when entering frenzy, its enhancement bonus and applicable special abilities apply to her bite attack; if she holds one-handed or light weapons, their enhancement bonuses and applicable special abilities apply individually to her claw attacks; steel fangs may

not be applied to more than two natural weapons at once. This ability replaces indomitable will.

Tireless Frenzy (Ex): Starting at 17th level, a youko no longer becomes fatigued at the end of her frenzy.

Bakemono's Frenzy (Su): At 20th level, when a youko enters frenzy, the profane bonuses to her Strength, Constitution, and natural armor improve to +8. This ability replaces mighty rage.

SPIRIT ENVOY (ORACLE)

Kitsune are sometimes tasked as messengers and peacekeepers between civilization and the fantastic things that live just outside the well-trod paths. Unlike druids, spirit envoys are typically lone sages, who follow their own insights to keep the peace between spirit and settlement: a single envoy might be all that keeps boisterous kami and crusading humanoids from ripping at each-others' throats.



Spirit envoys are more common amongst the semi-rural zenko, though tenko living in distant cloisters or frontier shrines can be thrust into the position—even a yako can experience an epiphany and trade spite for balance. Regardless of their origin, almost all kitsune treat envoys with respect, seeing the envoy as one who has sacrificed her inner zest for the good of the community as a whole.

Alignment: Any non-evil neutral

Recommended Mysteries: ancestor, life, nature, stone, time, wood

Bonus Spells: calm animals (2nd), calm emotions (4th), agonizing rebuke (6th), reincarnate (8th), commune with nature (10th), circle of clarity (14th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A spirit envoy must take the following revelations at the listed levels.

Harmonius Clarity (Su/Sp): While in a natural setting, the envoy's understanding of interwoven truths lets her add an insight bonus equal to her Wisdom modifier on Diplomacy checks made to influence or make requests of fey, magical beasts, outsiders with the [native] subtype, or undead with the [incorporeal] subtypes. You may touch an ally as a standard action to grant him this bonus for 1 minute; you may only lend this ability to others a number

of times per day equal to 1 + your Charisma modifier. You must take this revelation at 1st level or 3rd level.

Sense

Bewitchment

(Sp): A spirit envoy gains a bonus to 1/2 her oracle level on Sense Motive checks to sense enchantments influencing a creature's behavior, which she can make as a full-round action. She also gains a bonus

equal to 1/2 her oracle level on Spellcraft checks to identify enchantment school spells and spells with the emotion or fear descriptors. You must take this revelation at 3rd or 7th level.

Aura of Free Choice (Su): The spirit envoy gains immunity to all spells and spell-like abilities from the compulsion subschool, as well as all fear effects. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against these effects. You must take this revelation at 7th or 11th level.

KITSUNE TRICKSTER (ROGUE)

The kitsune trickster combines her sharpened wit with minor arcane powers of charm and persuasion. She uses her talents to spin convincing lies, riddles, and stories. A trickster has the following class features.

Kitsune's Guile (Ex): At 1st level, a trickster relies on her intellect as much as her personality. She adds her Intelligence modifier on Bluff, Diplomacy, Disguise, and Sense Motive checks. This ability replaces trapfinding.

Kitsune's Charm (Sp): At 3rd level, a kitsune trickster can use charm person once per day as a spell-like ability (caster level equal to her rogue level – 2). At 6th level, and every three levels thereafter, the kitsune trickster gains an additional daily use of this ability. This ability replaces trap sense.

Complimentary Rogue Talents: The following rogue talents complement the kitsune trickster archetype: major magic, minor magic; false friend, obfuscate story, steal the story (see below), charmer, coax information, honeyed words, convincing lie.

Complimentary Advanced Talents: The following advanced rogue talents complement the kitsune trickster archetype: skill mastery, slippery mind, master of disguise, rumormonger.

NEW ROGUE TALENTS

The following new rogue talents can be taken by any rogue who meets the prerequisites, but they are more common among kitsune.

False Friend (Ex): A rogue with this talent gains a +4 bonus when making Bluff checks to convince someone she has never met or who doesn't know her well that they are previously acquainted or know each other well.

Obfuscate Story (Ex): While another individual attempts to give an account of an event, the rogue makes an opposed Diplomacy check to deftly interject comments or statements over the course of the storytelling that cause the individual to muddle



his ability to recall accurate or specific details. If the rogue succeeds, her target remains unaware that the rogue's interjections caused the confusion. However, if she fails, the target is allowed a Sense Motive check (DC equal to the rogue's failed Diplomacy check) to figure out that she made deliberate attempts to confuse the story.

Steal the Story (Ex): After muddling another's account using obfuscate story, the rogue may make another opposed Diplomacy check to alter the details further in order to discredit, insult, or humiliate the target. If the check succeeds, the target takes a penalty on Diplomacy and Intimidate checks against anyone who heard the altered story. This penalty is equal to the rogue's Intelligence, Wisdom, or Charisma bonus (whichever is highest), and lasts until the target is able to repair his reputation or discredit the rogue. The rogue must have the obfuscate story talent to select this talent.

KITSUNE SORCERER BLOODLINE

While many sorcerous bloodlines can manifest in the fox folk, some kitsune, as well as humans and demihumans descended from kitsune have an inherent understanding of the older mysteries of the world and a mischievous whimsy to match.

Class Skill: Sense Motive

Bonus Spells: *charm person* (3rd), *fox's cunning* (5th), *explosive runes* (7th, dealing fire damage), *hallucinatory terrain* (9th), *seeming* (11th), *getaway* (13th), *deflection* (15th), *mind blank* (17th), *overwhelming presence* (19th)

Bonus Feats: Alertness, Deceitful, Defensive Combat Training, Dodge, Improved Initiative, Magical Tail*, Silent Spell, Weapon Finesse

Bloodline Arcana: Your connection to the supernatural allows your mortal magic to affect it easier. You may treat fey and outsiders with the [native] subtype as humanoids for the purposes of determining which spells affect them.

Bloodline Powers: Though you only have one foot into the spirit world, your powers let you perceive and meddle in it with a skill exceeding most mortals.

Fox Fire (Sp): Starting at 1st level, you can unleash a ghostly orb of pale blue flame as a standard action, targeting any foe within 30 feet as a ranged touch attack. This orb deals 1d4 points of fire damage + 1 for every two sorcerer levels you possess, and affects incorporeal creatures normally (doing full damage). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Preternatural Senses (Ex): At 3rd level you gain scent and a +1 insight bonus to saves against enchantment spells and effects. At 9th level, this bonus to saves increases to +2, and you may treat any illusion effect within 15 ft that lacks or has a mismatched scent as interacted with for the purposes of disbelieving the illusion, even if you don't concentrate on the scent.

Esoteric Blade (Su): At 9th level, your physical blows can harm creatures that shrug off ordinary steel. Any melee weapon you wield is treated as silver and cold iron for the purposes of overcoming damage reduction and also sheds dim blue light as a candle when drawn. As a swift action, you may channel some of this energy to a thrown weapon or



a unit of ammunition, granting it this ability until the end of your turn; otherwise, any weapon that leaves your possession instantly returns to normal.

Spirit Jaunt (Sp): At 15th level, once per day, you can step outside the world through the dim netherworld that never was. This power functions as shadow walk, although when exiting, you arrive only 1d10 x 10 feet away from your desired endpoint. At 20th level, you can use this ability twice per day.

August Fox (Su): At 20th level, you cease aging, and from this point forward you take no penalty to physical ability scores from advanced age. If you are already taking such penalties, they are removed at this time. In addition, you gain immunity to mind-affecting spells and effects, and instantly know when such effects are attempted against you.

New Feats

Kitsune have access to the following feats.

ACCENT MASTERY

Whether from observation or academic study, you've gained a knack for identifying and impersonating accents and vocal tics.

Prerequisites: Kitsune, Bluff or Linguistics 3 ranks, Knowledge (geography) 3 ranks

Benefit: You automatically recognize the accent of any creature with whom you share a language after hearing them speak for 1d4 rounds. You may make a DC 20 Bluff or Linguistics check to imitate any accent or dialect with which you are aware; doing so successfully as part of a Disguise check negates the penalty for disguising yourself as another race (within reason) or another age category.

Special: If you have this feat and Realistic Likeness and take the shape of a specific individual, creatures that recognize that individual on sight receive no bonus to their Perception checks, and bonuses for friends, close friends, or intimate relations are halved.

MAGICAL TAIL

You grow an extra tail that represents your growing magical powers.

Prerequisite: Kitsune

Benefit: You gain a new spell-like ability, each usable twice per day, from the following list, in order: disguise self, charm person, misdirection, invisibility, suggestion, displacement, confusion, dominate person. For example, the first time you select this feat, you gain disguise self 2/day; the second time you select this feat, you gain charm person 2/day. Your caster level for these spells is equal to your Hit Dice. The DCs for these abilities are Charisma-based.

Special: You may select this feat up to eight times. Each time you take it, you gain an additional ability as described above.

NINE-TAILED DESTINY [RACIAL]

Your vows bring you to the edge of mortality.

Prerequisites: Kitsune, Six-Tailed Oath, Knowledge (arcana), (planes), and (religion) 8 ranks, character level 15th

Benefits: You gain an 8th tail, with a final ninth at 17th. You may also use your tail pool to:

- 1/day add a charge to a staff by spending a number of tail points equal to the staff's highest spell level.
- 3 pts: Force an enemy to reroll an attack made against you at a -2 luck penalty.
- 1/day spend all your remaining tail points to gain resiliency (as the rogue ability), gaining 3 hp per tail point spent.

Finally, your age categories are replaced with:

AGE CATEGORIES			
Middle	Old	Venerable	Max
300	600	900	+3d%



Special/Drawbacks:

- Without your tama, you fail all spellcasting attempts except for cantrips or orisons.
- You cannot use direct violence against a human and must use non-damaging spells or indirect means.
- You are automatically shaken whenever you are within 30 ft. of a canine.

NOGITSUNE'S PALATE

The taste of woodland creatures mends your flesh.

Prerequisites: Kitsune, non-good alignment or yako racial subtype, character level 3rd

Benefit: As a full-round action that provokes an attack of opportunity, you may partake of the liver of a Tiny or Diminutive animal killed in the last 1 minute per character level, healing 1d4 + your Intelligence modifier hit points of damage and gaining a +1 morale bonus to Will saves for the next minute. Any excess hit points persist as temporary hit points for the same duration (up to a maximum number of temporary hit points equal to your character level). You may only heal up to 2 hit points per level per day with the ability, but may receive the other benefits every time you perform this act.

Special: This feat's temporary hit points and save bonus do not stack with itself. You cannot gain this feat's benefits from eating an animal companion, familiar, special mount, or other augmented animal.

NOGITSUNE'S SOUL FEAST

You drink deeply, stealing the last breaths of the mortally wounded.

Prerequisites: Nogitsune's Palate, kitsune, evil alignment, character level 9th

Benefit: A number of times per day equal to your Intelligence modifier, when a living creature within 30 feet is reduced to 0 or fewer hit points, you may activate a ranged death knell effect (Will DC equal to 10 + 1/2 your character level + your Intelligence modifier negates), adding your Intelligence modifier to the temporary hit points gained if successful. If you spend a standard action on your next turn to concentrate on this ability, you may instead heal the same amount of hit points, counting this healing against the limit of the Nogitsune's Palate feat. In addition, your healing limit from Nogitsune's Palate increases to 3 hit points per level per day.

REALISTIC LIKENESS

When you are in human form, you can take the shape of a specific individual.

Prerequisite: Kitsune

Benefit: You can precisely mimic the physical features of any individual you have encountered. When you use your racial change shape ability, you can attempt to take the form of an individual, granting you a +10 circumstance bonus on Disguise checks made to fool others with your impersonation.

SIX-TAILED OATH [RACIAL]

Your powers deepen and so do your commitments.

Prerequisites: Kitsune, Three-Tailed Vow, Knowledge (arcana) and (religion) 5 ranks, character level 9th

Benefits: You gain a fifth tail, with a sixth at 11th level and a seventh at 13th. You may also use your tail pool to:

- Activate a wand without expending a charge by spending a number of tail points equal to the spell's level.
- 2 pts: Add the flaming property to a touched weapon for 1 minute.
- 2 pts: Reroll a Concentration check or check to escape a grapple, taking the second result.



Your age categories are replaced with those equivalent to an elf.

Special/Drawbacks:

- Without your tama, you must make Concentration checks or lose spells, as if missing a bonded object.
- You cannot initiate violence against a human and must make the Will save to defend yourself if using melee attacks.
- Your penalty near canines worsens to -4 and you cannot willingly walk past one guarding a gate, door, or portal.

THREE-TAILED VOW [RACIAL]

You have shunned your inherent powers for an unusual form of enlightenment, gaining powers at the cost of weaknesses taken on willingly.

Prerequisites: Kitsune, Knowledge (religion) 2 ranks, character level 3rd, non-evil alignment, cannot have the Magical Tail feat(s).

Benefits: When you gain this feat, you gain the following three benefits:

- First, you gain a physical second tail, along with a tail pool, a reservoir of supernatural power that you can draw on; this pool has a number of points equal to your total number of tails and

refreshes once per day at midnight. You gain a third tail at 5th level and a fourth at 7th.

- In addition you may spend your tail pool to:
- 1 pt: As a swift action, gain a luck bonus equal your number of tails on a single skill check made before the end of the round.
- 1 pt: As a swift action, add your Dexterity modifier to damage with a light, thrown, or ranged weapon, or spell that requires an attack roll.
- 1 pt: As an immediate action, gain a luck bonus equal to 1/2 your tails to one Reflex save, even after the result is known.
- Finally, your aging slows, replacing your racial age categories with those of the half-elf. Any accrued ability score changes from age are recalculated (but not gained twice).

Special/Drawbacks: When you take this feat, you must take the following vow:

Vow of Contracts: The kitsune must honor the letter of his promises, even those taken under duress; willingly and knowingly breaking an oral or written promise reduces your tail pool to 0 and prevents you from replenishing it or using any of its abilities until you receive an atonement spell and recommit to the vow. However, a kitsune need not follow the spirit of the oath, and may freely utilize loopholes or otherwise distort the intent of the promise.

In addition, you suffer the following drawbacks, regardless of the status of your vow:

- A kitsune must carry a tama, a round jewel or gem worth at least 500 gp. This tama replaces any bonded item the kitsune might have, and must be presented as an additional arcane or divine focus for casting any spell other than cantrips or orisons. If the kitsune attempts to cast a spell without his tama, the spell takes effect at -2 caster level. Repairing or replacing a tama follows the rules for a wizard's bonded object.
- A kitsune must avoid striking the first blow against a creature with the [human] subtype. To do so, he must make a Will save with a DC of $10 + 1/2$ the human's hit dice + their Charisma modifier. On a failure, his action is wasted and he cannot initiate harm or use melee attacks against that target for 24 hours; on a success, he may act freely against that target for the same duration. The kitsune may freely retaliate against humans when attacked first.
- A kitsune takes a -2 sacred penalty to saves vs. fear when within 30 feet of a dog, wolf, or similar creature.



NEW ITEMS

NEW EQUIPMENT

Whispering Maple Leaf: An unassuming shrubby bush that grows on isolated hilltops in cold forests and taiga, a whispering maple's foliage seem to mimic distant voices when struck by a breeze. A favorite of kitsune druids (who may use the leaves as their divine foci), mages have found another way to utilize its magic by drying, pressing, and treating the hand-shaped leaves. When used as an additional material component by a kitsune spellcaster, a treated whispering maple leaf adds +1 DC to the saving throw of illusion spells with the figment or glamor subtypes.

WHISPERING MAPLE LEAF

Cost: 50 gp	Weight: -	Craft DC: 20
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NEW MAGIC ITEMS

KITSUNE STAR GEM

Aura: faint evocation; CL: 1st (1st), 3rd (2nd), or 5th (3rd)

Slot: none; Price: 750 gp (1st), 3,000 gp (2nd), 6,750 gp (3rd); Weight: —

DESCRIPTION

Sometimes called kitsune jewels or merely tama, this grape-sized magical jewel glows like faerie fire, shedding light as a candle. It acts as a pearl of power, except it only allows a kitsune to recover a spent use of a spell-like ability of the appropriate spell level. Kitsune star gems are common among mystics who focus on their natural abilities or the esoteric Nine-Tailed Path, who may select one as their focus, though many are given as gifts for such things as weddings or coming-of-age celebrations.

CONSTRUCTION

Requirements: Craft Magic Arms & Armor, *faerie fire*, *fireball*; **Cost** 10,505 gp

STEEL FLAMES DANCING

Aura: moderate evocation; CL: 10th;

Slot: weapon; Price: 21,010 gp; Weight: 5 lbs.

DESCRIPTION

This meteor hammer has a pair of metal-chained +1 flaming / +1 limning mithral orbs that resemble ghostly blue and green lanterns when swung. Once meant as a practice and demonstration tool due to the mithral's light weight, the original decorative glow of steel flames dancing was meant to evoke that of will-o'-wisps, monsters sometimes erroneously nicknamed "foxfire". Later examples replaced the harmless magical glow with the current enchantments to create as an elegant weapon used by tenko temple wardens and zenko bards alike.

CONSTRUCTION

Requirements: Craft Magic Arms & Armor, *faerie fire*, *fireball*; **Cost** 10,505 gp

CREDITS

Author: Alex Putnam

Developer: Owen K.C. Stephens

Cover Illustration: Marcum Curlee

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Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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