

STAR LOG.EM-006

KYUBI PARAGON



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KYUBI PARAGON

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ACCESSING ARCHIVES QUERY: KYUBI

Hello, and thank you for purchasing *STAR LOG.EM006: KYUBI PARAGON!* The myths surrounding kitsune and kyubi are relatively well-known; the kitsune themselves have seen to that! Kitsune are notoriously flimsy when it comes to things like historical accuracy—they largely view the truth as being less important than the quality of whatever story they're telling, and although they've become more scientifically-minded in the years since the Nova Age, their dramatic flair and storytelling sense still often gets the better of them. Kyubi are, essentially, kitsune whose peculiarly powerful affinity for magic is physically represented by the growth of an additional tail, up to a maximum of nine. Kyubi are believed to command extraordinarily potent magic, but they're few in number—roughly 1 in every million kitsune ever grows so much as a second tail, let alone the full set of nine.

One of the best—and most accurate—portrayals of kitsune biology and sociology that still exists post-Regicide is called the *DYNASTIC RACES COMPENDIUM*, a ledger written by a nondescript human explorer and author who thoroughly cataloged many of the secrets of kitsune, samsarans, wayangs and, puzzlingly, the nagaji, who have only arrived in the Xa-Osoro System in the past several centuries, leading many to question just who the author of the *DYNASTIC RACES COMPENDIUM* was.

Among the best-known kyubi citizens today is Taka'shi Tomoshiba, a nine-tailed kyubi mystic born before the Nova Age, making him one of the system's oldest inhabitants as well. Taka'shi is the leader of the Arcana Lavos, a magic-user society of inventors and scholars that seeks to further the advancement of magic lore in Xa-Osoro.



KYUBI PARAGON

Stories about kyubi—kitsune with multiple tails—are well-known in regions and on worlds where the existence of these foxlike humanoids is common knowledge. (For full details on the kitsune race, see *STARFARER'S COMPANION*.) According to these stories kyubi are powerful beacons of magic, able to alter the world around them with fantastic arcane powers, in a galaxy where magic is always struggling to maintain relevance in the face of technological progress. Some stories claim that all kitsune have the potential to become kyubi, but whether or not this is true kyubi tend to be rare. Most believe that something sparks a kitsune's kyubi apotheosis, be it bloodline, genetic engineering, arcane talent or divine blessings. Regardless of how a kitsune ascends, kyubi represent the apex of the kitsune race, and nowhere is that status more apparent than in kyubi paragons. Even the most martially inclined kyubi paragons are masters of magic, able to access a growing reservoir of chakra within themselves as they slowly come to understand and master their powers. In time, kyubi can alter the fundamental fabric of reality, bending others to their whims and manipulating both minds and matter. Different kyubi paragons view this power in dramatically different lights—some see their powers as a birthright to wield as they see fit, while others use their powers to help and better others. Most kyubi paragons, however, are simply interested in their inherent powers and seek to better understand both their magical abilities and themselves through exploration and self-discovery. Often their motivations stem from the circumstances during which their powers first manifested and other facets of their upbringing. Regardless of where their motives stem, however, few contend that kyubi paragons are scions of powers great enough to shape the very course of history, should such ambitions manage to entertain their long-term interests.

Special: You must have the kitsune subtype and have selected the Magical Tail feat as your 1st-level feat to select the kyubi paragon archetype.

ALTERNATE CLASS FEATURES

The kyubi paragon grants alternate class features at 2nd and 9th levels.

CHAKRA (SU); 2ND LEVEL

You can tap into your innate chakra reserves to spontaneously access your kitsune magic. Select three spells from list of Two-Tail Spells. (See the Magical Tail Spells sidebar in the feats section of the *STARFARER'S COMPANION*.) Once per day as a move action, you can add one of these spells to the list of spells that you can cast using your Magical Tail feat. This decision lasts until the next time that you use this ability, which you cannot do until you rest for 8 hours. Each time you gain a level, you can replace one of these spells with a different spell that you haven't selected but have the required number of Magical Tail feats for. (For instance, you can swap a Two-Tail Spell for a Five-Tail Spell once you have at least four Magical Tail feats.)

Beginning at 6th level, you can spend a number of Resolve

Points to swap which spell you have chosen with this ability without having to rest for 8 hours first. Swapping Magical Tail spells is a move action that costs 1 Resolve Point + 1 additional Resolve Point for each prior swap you have made (1 for the first use, 2 for the second use, and so on). This cost resets back to 1 Resolve Point after you have rested for 8 hours.

ENHANCED CHAKRA (SU); 9TH LEVEL

Your body surges with chakra, affording you additional power from your Magical Tail feats. Select three additional spells from any Magical Tail spell list for whom you have the required number of Magical Tail feats, for a total of six spells. (For instance, you can pick from the Two-Tail Spells and Five-Tail Spells lists if you have at least four Magical Tail feats.) When you spend a move action to gain access to these spells, you add two of these six spells to the list of spells you can cast using your Magical Tail feat instead of one. Each time you spend Resolve Points to swap Magical Tail spells, you can swap two spells instead of one.

KYUBI TRICKS

Whenever a feat or alternate class feature would allow you to select a spell from the Magical Tail Spells sidebar (such as the Magical Tail feat from *STARFARER'S COMPANION* or the chakra alternate class feature), you can select a kyubi trick instead. These tricks are organized by the number of Magical Tail feats that you need to possess before you can select them—introduced here are two-tail tricks, which require 1 feat, and five-tail tricks, which require 4 feats. (Legends say that eight-tail tricks, which require 7 feats, once existed, but their secrets are currently lost to the Nova Age.) Kyubi tricks are also organized by the minimum character level that you need in order to learn the trick; if you do not meet this minimum requirement, you cannot learn the trick regardless of the number of Magical Tail feats you have.

A kyubi trick grants you an extraordinary or supernatural ability. If you choose a kyubi trick with the chakra or enhanced chakra alternate class features, you only gain that trick's benefit when you spend a move action to use that ability and choose to gain the trick. The save DC against a kyubi trick is 10 + 1/2 your level + your Charisma modifier.

TWO-TAIL TRICKS; 1ST-LEVEL

You can always learn any of the following tricks using the Magical Tail feat or the chakra or enhanced chakra alternate class features.

Kyubi Adaptivity (Ex): You can use the Adaptive Fighting feat more than once per day by spending AE. The AE cost to use Adaptive Fighting is equal to the number of prior uses of the feat that you've used during the same day (0 AE for the first use, 1 AE for the second, 2 AE for the third, and so on). The cost resets after you take an 8-hour rest. You can use Adaptive Fighting again before the duration expires to replace the previous combat feat with another choice. You must have the Adaptive Fighting feat to select this kyubi trick.

Expanded Shapechanger: Choose one of the following feats: Alter Shape (see below), Fox Shape (*STARFARER'S COMPANION*), or Realistic Likeness (see below). You gain that feat as a bonus feat. You must meet the feat's prerequisites.

Liberating Shapechange (Su): Whenever you use your change shape racial trait as a standard action to change your shape while grappled, pinned, or otherwise restrained, you can spend 1 AE to attempt an Acrobatics check to escape the grapple or restraint as part of the standard action to change your form. When doing so, you can roll your Acrobatics check twice and use the better result. This ability only functions when you use your change shape to change from one kind of creature into another, such as a human into a kitsune (or a kitsune into a fox, if you have the Fox Shape feat from *STARFARER'S COMPANION*). This trick has no effect on restraints that you could not escape using the Acrobatics skill (for example, if you were under the effects of a *hold person* spell or paralyzed by Strength damage).

Longevity (Ex): Your life expectancy is significantly longer than that of most kitsune. Your maximum age increases as shown on Table 1: Kyubi Aging. Additionally, you can use your change shape racial trait to appear as an older or younger version of any form that you can assume using that ability. You can appear as young as a newborn or as elderly as a venerable member of your race. If you assume the form of a Toddler, your size is reduced to Tiny and your base speed is halved. If you assume the form of an Infant, your size is reduced to Diminutive, your base speed is reduced to 5 feet, and you cannot use the charge, run, or withdraw actions.

Prehensile Tails (Su): While in your true form (or fox form, if you have the Fox Shape feat), your tails animate with such precision that you can use them to carry items, wield weapons, and perform simple tasks at your command (a move action). You can carry and hold an additional number of hands' worth of weapons and equipment equal to the number of tails that you possess in your true form or fox form. While your tails increase the number of items you can have at the ready, this does not increase the number of attacks you can make during combat. When you command your tails to perform simple tasks, they function as a single *unseen servant* spell with a Strength score equal to 2 + the number of tails you possess in your current form, except they cannot leave your space, move as you do with your movement speed, and can only perform tasks in your space and in adjacent squares within your reach. Damage dealt to your tails damages you instead.

Restorative Shapechange (Su): Whenever you use your change shape racial trait to assume a different form than your current form, you can spend 1 AE to use both the first aid and treat deadly wounds skill tasks of the Medicine skill on yourself as part of the action to use your change shape ability. When doing so, you can make Medicine checks untrained and, if you wish, can substitute your ranks in the Disguise skill for your ranks in Medicine when making these checks. If you do, you count as having Medicine as a class skill if you have Disguise as a class skill. Once you have benefited from

TABLE 1: KYUBI AGING

# of Magical Tail Feats	Maximum Age
1 (two tails)	130 + 1d% years
2 (three tails)	195 + 2d% years
3 (four tails)	325 + 4d% years
4 (five tails)	520 + 6d% years
5 (six tails)	845 + 8d% years
6 (seven tails)	1,365 + 11d% years
7 (eight tails)	2,210 + 14d% years
8 (nine tails)	3,575 + 18d% years

this trick once, you must spend 1 Resolve Point to do so again. This resets after you take an 8-hour rest.

Quick Change (Ex): You can spend 1 Resolve Point to use your change shape racial trait as a swift action. If you also spend 1 AE when doing so, anyone who can see you change shape who doesn't know that you're a shapechanger is flat-footed against the next attack that you make against them before the end of your next turn.

Shapechanger's Locomotion (Su): You can subtly alter any form you can assume with your change shape racial trait as a move action, granting yourself a climb speed or a swim speed of 10 feet regardless of your current form. If you gain a swim speed using this ability, you also double the number of rounds that you can hold your breath for. Using this ability is a standard action, although you can use it as part of the action to assume a different form using your change shape racial trait. (For instance, you can change from a kitsune into a human with a 10 foot climb speed with a single standard action.) If you spend 1 AE or 1 Resolve Point when you use this ability, you can gain both a climb speed and a swim speed for up to 1 minute per level you possess, after which both movement types disappear.

Vulpine Claws (Ex): You can subtly alter any form you can assume with your change shape racial trait as a move action, granting yourself wicked claws or vulpine fangs regardless of your current form. This allows you to gain the benefit of your natural weapons racial trait in any form you assume with your change shape racial trait, not just your true form.

FIVE-TAIL TRICKS; 7TH-LEVEL

You must have at least four Magical Tail feats to learn any of the following tricks.

Acrobatic Pounce (Ex): You can bolster your momentum with your chakra, allowing you to move more quickly than usual. Whenever you charge or use the Shot on the Run, or Spring Attack feat, you can spend 1 AE to attempt an Acrobatics check with a DC equal to 15 + 1-1/2 times the CR of the target of your charge or feat. If you succeed, you can make two attacks at the end of the charge or at any point during your movement while using Shot on the Run or Spring Attack instead of 1. You take a -4 penalty on your attack roll with these attacks in addition to any other penalty normally incurred from charging or using

either feat, and class features (like soldier's assault), spells (like *haste*), and other effects cannot increase the number of attacks that you can make while using this ability.

Magical Fox Shape (Ex): You can use your Fox Shape feat (see the feats section of *STARFARER'S COMPANION*) to assume the form of a pipefox or a kumiho instead of a standard fox. As a pipefox, your size is reduced to Tiny and you gain darkvision 60 ft., a base speed of 30 feet, and a climb speed of 30 feet, as well as the ability to move into an area as small as one-sixteenth your space without squeezing or one-thirty-second your space when squeezing. As a kumiho, you gain a +10 ft. bonus to your land speed, resistance to acid, electricity, and fire equal to 2 + your total number of Magical Tail feats, DR/cold iron equal to your total number of Magical Tail feats, and a breath attack that deals 1d6 points of damage in a 30-foot cone (Reflex halves). Half of this damage is fire damage and the rest is electricity damage. You must spend 1 Resolve Point to use this breath attack. Your kumiho form has a number of tails equal to 1 + your total number of Magical Tail feats. Otherwise, these forms function as described by the Fox Shape feat.

NEW FEATS

The following feats are available to kitsune who meet the indicated prerequisites.

ALTER SHAPE

You can assume the forms of additional creatures with a bit of study and practice.

Prerequisites: Disguise 1 rank, Life Science 1 rank, change shape racial trait, kitsune subtype.

Benefit: Choose a number of Small or Medium humanoid races equal to your ranks in Life Science other than human or kitsune. For each race chosen, you can use your change shape racial trait assume the form of a single member of that race of the same age and sex. You always take this specific form when assuming that race's appearance using this ability, and you gain a +10 bonus on Disguise checks made to appear as a member of the chosen race while assuming its form.

Whenever you gain a level, you can replace one of these selected races with a different Small or Medium humanoid race. This ability otherwise functions as your change shape racial trait. You must have at least 1 rank in Life Science to select this trick.

REALISTIC LIKENESS

You can fabricate new appearances and even impersonate individuals with your shapeshifting abilities.

Prerequisites: Disguise 1 rank, change shape racial trait, kitsune subtype.

Benefit: You can use your change shape racial ability to assume human forms other than your specific form and kitsune forms other than your true form. This allows you to assume the form of any human of the same general age and size as you, even if they're of a different gender. You decide all of the details

and features of this form, and can even attempt to mimic the appearance of a specific individual human or kitsune that you've seen before. (You take the normal penalties on Disguise checks for impersonating an individual, however.)

If you have a feat or kyubi trick that allows you to assume the form of a creature other than a human or kitsune (such as the Alter Shape feat, the Fox Shape feat, or the magical fox shape kyubi trick), this ability also allows you to assume forms for those kinds of creatures other than your specific form, as described above. You cannot use this ability to assume the form of a creature with the deoxymorphic subtype.

KYUBI IN XA-OSORO

Although stories about kitsune with multiple tails—known as kyubi—have long existed in the Xa-Osoro System, primarily on the kitsune home world of Azan, the fact of the matter is that kitsune find truthfulness second to storytelling and kyubi are extremely uncommon. Even after thousands of years, modern physiologists don't precisely know what factors lead to a kitsune becoming a kyubi, although most agree that all kitsune are genetically capable of doing so. Some theorize that it takes a special kind of eldritch spark to ignite the latent genome within a kitsune's genetic code, while others theorize that it is a rather persistent mutation that reveals itself when the kitsune is stressed. Traditionalists believe that becoming a kyubi is a blessing bestowed upon kitsune by the gods, while others believe it is a sign of greatness. And ultimately, what makes kyubi ascension so baffling is that none of these theories seem to be easily dismissed, for enough kyubi have existed and been documented that each supports several of these theories in their own way.

Today, roughly ten thousand kyubi exist among the hundreds of millions of registered kitsune citizens living in the Xa-Osoro System, putting their total population at roughly one millionth of a percent of the total population. Of those ten thousand, the total number of tails possessed exponentially decreases as the number of tails increases, though not nearly at the same dramatic slope as from one tail (kitsune) to two (kyubi). Totalled, there are roughly 4,000 kyubi with three or more tails, 1,600 with four or more tails, 640 with five or more tails, 250 with six or more tails, 100 with seven or more tails, 40 with eight or more tails, and roughly a dozen with nine tails. Surprisingly, the majority of kyubi (especially those with two tails) are children and adolescents, as at some point during the Nova Age the number of realized kyubi dramatically increased. This has led some researchers to theorize that kyubi are somehow connected to Blood Space, but currently no evidence exists linking the two. To say that the kyubi exited the Nova Age completely unharmed isn't factual, however. Along with countless other eldritch lore, many ancient secrets and traditions of the great kyubi paragons of old seemingly vanished during the Nova Age, such as knowledge of the oft-whispered eight-tail kyubi tricks. Taka'shi Tomoshiba, oldest living kyubi and leader of the Arcana Lavos fervently seeks these forgotten secrets, some of which are his own, but to date his search has been mostly fruitless.

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