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ABANDONED ARTS® PRESENTS:

AMAZING RACES: TENGU!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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RACIAL FEATS AND RACIAL CHARACTER TRAITS

Several new feats are featured below for members of the kitsune race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder® Roleplaying Game: Advanced Player's Guide*.™

TENGU FEATS

CARRION BEAK

You are a harbinger of diseases; immune to their effects but able to carry and spread the afflictions that infest you.

PREREQUISITES: Blood Beak*, Carrion Feaster, tengu

BENEFIT: You do not take ability score damage or any other penalties from diseases that afflict you. You can still contract diseases and spread them to others through your bite attack, but you are otherwise immune to their effects.

CARRION FEASTER

You can consume spoiled and poisoned food without fear.

PREREQUISITES: Carrion Feeder*, tengu

BENEFIT: You are immune to ingested poisons which require only one saving throw to cure, and all other ingested poisons that you ingest require one less saving throw to cure.

Additionally, the racial saving throw bonuses granted by your Carrion Feeder feat are increased to +4.

GLIDER

You have learned to make the most of your vestigial "wings."

PREREQUISITES: glide racial trait, tengu

BENEFIT: When using your glide ability to fall safely, you may move 5 ft. laterally for every 15 ft. that you fall.

GLITTERING GREED

With a single glance, you can size up your mark, identify your prize, and determine exactly how you're going to swipe it!

PREREQUISITES: Scavenger's Eye*, tengu

BENEFIT: As a standard action, you may attempt to determine the single most valuable item worn or wielded openly on any creature that you can see. Doing so requires an Appraise skill check with a DC of 20.

Once an item has been so appraised, you gain a +4 bonus on CMB checks made to disarm or steal that item for 1 minute.

KI SCREECH

You can channel your ki into an ear-piercing screech.

PREREQUISITES: ki pool, tengu

BENEFIT: You can spend 2 points from your ki pool as a standard action to unleash a ki screech in a 15-ft. cone originating from your space. Creatures within the cone receive an amount of sonic damage equal to the number of ki points remaining in your pool. Creatures so affected are entitled to a Reflex saving throw with a DC equal to (10 + one-half your Hit Dice + the ability score modifier associated with your ki pool ability) for half damage. This is a supernatural, sonic effect.

SHRILL SCREECH

Your ki screech is deafeningly shrill.

PREREQUISITES: ki pool, Ki Screech, tengu

BENEFIT: Your ki screech causes creatures that fail their saving throws against the ability to become deafened for 1 round.

TENGU NIGHTWING

You prefer to take wing at night.

PREREQUISITES: Tengu Raven Form*, Tengu Wings*, character level 9th, tengu

BENEFIT: Whenever you use your Tengu Raven Form feat to take the form of a Large raven, you gain the darkvision 60 ft. special ability and a +4 bonus on Perception skill checks for as long as you maintain that form.

TENGU TERRORWING

You hunt by carrying your prey off in your talons.

PREREQUISITES: Tengu Raven Form*, Tengu Wings*, character level 9th, tengu

BENEFIT: When you use your Tengu Raven Form feat to take the form of a Large raven, you gain the grab special ability for as long as you maintain that form.

*: See the *Pathfinder® Roleplaying Game: Advanced Race Guide*.™

TENGU CHARACTER TRAITS

AMBUSH SWIPER

You have mastered the art of the larcenous ambush.

BENEFIT: You gain a +2 trait bonus on CMB checks made to attempt disarm or steal maneuvers during a surprise round (if an encounter features no surprise round, you gain no bonus).

STUDENT OF LANGUAGE

You have sharpened your natural linguistic instincts keenly.

BENEFIT: You gain a +1 trait bonus on Knowledge (history) and Linguistics skill checks, and one of those skills is always a class skill for you.

ALTERNATE RACIAL TRAITS

As described in the *Pathfinder® Roleplaying Game: Advanced Race Guide™*, alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

BIRD OF PREY: You gain a +1 bonus on damage rolls with all natural weapons, and you may use your total Hit Die in place of your base attack bonus for the purposes of qualifying for the Improved Natural Attack feat.

This racial trait replaces the sneaky and swordtrained traits.

FEATHERWEIGHT: Your weight modifier is reduced by 2 lbs., and you gain a +2 racial bonus on Acrobatics skill checks. If you possess the Fleet feat, you gain a +5 ft. bonus to your land speed (multiple applications of this bonus do not stack).

This racial trait replaces the sneaky trait.

RACIAL ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

THE KENJIN LOREKEEPER (TENGU WIZARD ARCHETYPE)

Though relatively unheard of by most, the tengu possess a long tradition of wizardry. In some ancient tengu cultures, wizards called “kenjin” are respected as much for their knowledge and powers of ancestral recall as for the arcane spells they wield.

A kenjin lorekeeper has the following class features.

Loremaster (Ex): A kenjin lorekeeper adds half his class level to Knowledge skill checks, and may make Knowledge skill checks untrained. This bonus stacks with the bonuses granted by the bardic knowledge class feature, and by those granted by the lore class feature gained at the 2nd level of the loremaster prestige class.

In addition, the kenjin loremaster may ignore the item creation and metamagic feat prerequisites of the loremaster prestige class. A kenjin lorekeeper that meets each other prerequisite of the loremaster prestige class may take levels in that class.

This ability replaces arcane bond.

Kenjin Secrets (Ex): At 1st level, 5th level, and at every five levels beyond 5th, the kenjin lorekeeper may learn a single ninja trick (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details). The kenjin lorekeeper may not gain the rogue talent trick in this way, nor may he choose to gain a rogue talent in place of a ninja trick. Alternately, the lorekeeper may choose to gain a style feat for which he qualifies instead of a ninja trick (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of style feats).

At 10th level, the kenjin lorekeeper gains access to master tricks, and may choose a master trick whenever he gains the ability to choose a new ninja trick. In addition, the kenjin lorekeeper may select any style feat whenever he unlocks a new secret, even if he does not meet the prerequisites for that feat.

This ability replaces the wizard's bonus feats.

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