

Etsuriko Chi'ason Toraneko

Female human monk 14 - CR 13

Lawful Neutral Humanoid (Human); Deity: **The Path and The Way**; Age: **34**; Height: **5' 4"**; Weight: **120 lb.**; Hair: **Black**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	11	0	
WIS WISDOM	19	+4	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+9				
Still Mind: +2 vs. enchantments							

REFLEX (DEXTERITY)	+11	=	+9	+2			
Still Mind: +2 vs. enchantments							

WILL (WISDOM)	+13	=	+9	+4			
Still Mind: +2 vs. enchantments							

Immunity to Disease	Spell Resistance (24)
Immunity to Poison	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	10		+2			+1 +3

Touch AC	20	Flat-Footed AC	17
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Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area, **Amulet of bullet protection** +3: +3 Luck bonus vs. firearm attacks that target touch AC

CM Bonus	BAB	Strength	Size	Misc
+17	=	+10	+3	-
+19 Grappling				

CM Defense	BAB	Strength	Dexterity	Size
33	=	10	+10	+3
35 vs. Grapple				
See the AC section (above) for situational modifiers that may also apply to CMD				

Hero Points	HP	98
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Base Attack	+10	Damage / Current HP
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Initiative	+2
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Speed	30 / 70 ft
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+3 ki intensifying silversheen fighting fan

Main hand: **+16/+11, 1d4+6**

Flurry: **+18/+18/+13/+13/+8, 1d4+6**

Crit: 19-20/x3
Light, P/S,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (2)	12	
Ring of jumping (improved): +10 Competence bonus to make high or long jumps, Speed greater/less than 30 ft.: +30 to jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+13	STR (3)	7	
Acrobat: -2 penalty instead of -5 penalty when using the Climb skill to attempt an accelerated climb				
Diplomacy	+6	CHA (1)	5	
Disguise	+1	CHA (1)	-	
Escape Artist	+10	DEX (2)	5	
Fly	+2	DEX (2)	-	
Heal	+4	WIS (4)	-	
Intimidate	+1	CHA (1)	-	
Knowledge (EIN)	+2	INT (0)	2	
Knowledge (local)	+2	INT (0)	2	
Knowledge (nobility)	+2	INT (0)	2	
Knowledge (planes)	+8	INT (0)	8	
Gatekeeper (Knowledge [Planes]): +5 to open lawful neutral soulgates, Gatekeeper (Knowledge [Planes]): cannot open any chaotic, neutral good, or neutral evil soulgates				
Knowledge (religion)	+5	INT (0)	2	
Knowledge (Shou History)	+1	INT (0)	1	
Perception	+15	WIS (4)	8	
Gatefinder (Perception): +5 to notice lawful neutral soulgates, Gatefinder (Perception): -5 to notice chaotic good and chaotic evil soulgates, Spirit Sense: +2 trait bonus vs. surprise and to detect invisible or incorporeal creatures				
Ride	+2	DEX (2)	-	
Sense Motive	+4	WIS (4)	-	
Stealth	+19	DEX (2)	14	
Survival	+6	WIS (4)	2	

Skills

Skill Name	Total	Ability	Ranks	Temp
Swim	+3	STR (3)	-	

Feats

Combat Reflexes (3 AoO/round)
 Deflect Arrows (1/round)
 Dodge
 Exotic Weapon Proficiency (Fighting fan)
 Exotic Weapon Proficiency (Firearms)
 Extra Ki
 Improved Critical (Fighting fan)
 Improved Grapple
 Improved Unarmed Strike
 Ki Diversity (Zen Combatant)
 Mobility
 Monk Weapon Proficiencies
 Spring Attack
 Stunning Fist (14/day, DC 21)
 Wanderer's Fortune (2/day) (Su)
 Wind Leaper (+4, 8 rounds/day) (Su)

Traits

Acrobat
 Spirit Sense

+3 planestrking silversheen fighting fan

Main hand: **+16, 1d4+6** Crit: 19-20/x3
 Flurry: **+18/+18/+13/+13/+8,** Light, P/S,
1d4+6

Dragonmaw nunchaku (1/day)

Main hand: **+15/+10, 1d6+5** Crit: x2
 Flurry: **+17/+17/+12/+12/+7,** Light, B, Disarm,
1d6+5

Unarmed strike

Main hand: **+13/+8, 2d6+3** Crit: x2
 Flurry: **+15/+15/+10/+10/+5, 2d6+3** Light, B

Gear

Total Weight Carried: 12.5/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

+3 ki intensifying silversheen fighting fan	-
+3 planestrking silversheen fighting fan	-
Amulet of bullet protection +3	-
Artisan's outfit (Free)	-
Boots of the cat	1 lb
Bracelet of second chances (7 uses)	-
Dragonmaw nunchaku (1/day)	2 lbs
Flask of endless sake (1/day)	1 lb
Fortune cookies x3	-
Ghost powder	0.5 lbs
Grave salt	5 lbs
Impossible papyrus x20	-
Leap cake (food)	1 lb
Leap cake (food)	1 lb
Money	-
Pact parchment	-

Experience & Wealth

Current Cash: **63,185 gp**

Gear

Total Weight Carried: 12.5/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)
 Pact parchment -
 Pact parchment -
 Pathfinder pouch (empty) 1 lb
 Ring of jumping (improved) -
 Scholar's ring -

Special Abilities

Abundant Step (Su)
 Distant Viewing (Perception, 1/day)
 Dowsing (Survival, 1/day)
 Fast Movement (+40 ft.)
 Flurry of Blows +12/+12/+7/+7/+2 (Ex)
 Gatefinder (Perception)
 Gatekeeper (Knowledge [Planes])
 Hero Points
 High Jump (+14/+34 with ki point) (Ex)
 Hypnotism (Diplomacy, 1/day)
 Improved Evasion (Ex)
 Ki Defense +4 (Su)
 Ki Flurry (Su)
 Ki Intensifying
 Ki Pool (13/day) (Su)
 Ki Speed (Su)
 Ki Strike, Cold Iron/Silver (Su)
 Ki Strike, Lawful (Su)
 Ki Strike, Magic (Su)
 Maneuver Training (Ex)
 Medium (Perception, 1/day)
 Mesmerism (Bluff, 1/day)
 Mind Over Matter (Wisdom, 1/day)
 Planestrking
 Read Aura (Perception, 1/day)
 Slow Fall 70 ft. (Ex)
 Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)
 Thought Transference (Bluff, 1/day)
 Unarmed Strike (2d6)
 Wholeness of Body (14 hit points) (Su)

Tracked Resources

Bracelet of second chances (7 uses)
 Confusion (on critical, 1/day)
 Deflect Arrows (1/round)
 Distant Viewing (Perception, 1/day)
 Dowsing (Survival, 1/day)
 Dragonmaw nunchaku (1/day)
 Flask of endless sake (1/day)
 Ghost powder
 Grave salt
 Hypnotism (Diplomacy, 1/day)

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Combat Reflexes (3 AoO/round) **Feat**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Deflect Arrows (1/round) **Feat**

You can knock arrows and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge **Feat**

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Exotic Weapon Proficiency (Fighting fan) **Feat**

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Exotic Weapon Proficiency (Firearms) **Feat**

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: The Exotic Weapon Proficiency (firearms) feat allows you to use all of the firearms presented here without penalty. A non-proficient character takes the standard -4 penalty on attack rolls with firearms and increases all misfire values by 4.

Even though Exotic Weapon Proficiency (firearms) grants you proficiency with all firearms, when you take feats that modify a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one type of firearm (such as musket or pistol) for those feats to affect.

Appears In: Ultimate Combat, Inner Sea World Guide

Extra Ki **Feat**

You can use your ki pool more times per day than most.

Prerequisite: Ki pool class feature.

Benefit: Your ki pool increases by 2.

Special: You can gain Extra Ki multiple times. Its effects stack.

Improved Critical (Fighting fan) **Feat**

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Grapple **Feat**

You are skilled at grappling opponents.

Prerequisite: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Normal: You provoke an attack of opportunity when performing a grapple combat maneuver.

Appears In: Not New Paths Option: Use Scaling Feats

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Improved Unarmed Strike **Feat**

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Ki Diversity (Zen Combatant) **Feat**

You have trained at the feet of the masters of the Kusari-Gama, a secret society of monk warriors. With their secrets you have mastered new ways to apply your ki.

Prerequisites: Ki pool class feature, Wis 13, Kusari-Gama 25 Fame.

Benefit: You may spend 1 point from your ki pool as a swift action to substitute your Wisdom score for your Strength or Dexterity for all melee or ranged attacks you make that round.

Appears In: Faction Guide

Mobility **Feat**

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack **Feat**

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Stunning Fist (14/day, DC 21) **Feat**

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Wanderer's Fortune (2/day) (Su) **Feat**

The promise of Elysium's freedom liberates you from all forms of restraint, allowing you to move as you will and to avoid numerous kinds of restraints that would otherwise vex a traveler or explorer.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As a swift action, you gain the benefits of *freedom of movement* until the end of your turn or until you benefit from the effects to escape a grapple or magical restraint, whichever comes first.

You can use this feat's benefit once per day, plus an additional time per day for every 5 ranks you have in Knowledge (planes).

Appears In: Planar Adventures

Wind Leaper (+4, 8 rounds/day) (Su) **Feat**

Energies from the Plane of Air ease your movements and let you make mighty leaps.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: As a swift action, you can wrap your body in airy energies. This reduces your effective weight by half. While this ability is active, you gain a circumstance bonus on Acrobatics checks equal to half your ranks in Knowledge (planes), you are always treated as having a running start when attempting Acrobatics checks to jump, and your Acrobatics checks to high jump are treated as long jumps for the purpose of determining the DC.

You can use this feat's benefit for a number of rounds per day equal to your ranks in Knowledge (planes). These rounds need not be consecutive.

Appears In: Planar Adventures

Acrobat **Trait**

Having trained from a young age, you're capable of amazing feats of daring. You gain a +1 bonus on Acrobatics checks, and you take only a –2 penalty instead of the normal –5 penalty when using the Climb skill to attempt an accelerated climb.

Appears In: Ultimate Campaign

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Spirit Sense

Trait

You are so attuned to the spiritual world that it is hard to get the jump on you. You gain a +2 trait bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

Appears In: Ultimate Campaign

Distant Viewing (Perception, 1/day)

Unknown

You are able to see places not in your line of sight.

Benefit: You may make Perception checks to view an area beyond your line of sight as if you were present at that area. This allows you to see things beyond cover (such as on the other side of a door), but does not make you any more likely to spot hidden or concealed objects or creatures. Despite being called distant viewing, this psychic ability can also transmit information about sounds, smells, textures, and even taste - any sensory detail the psychic could pick up if present.

To make a Perception check in an area you must select a location that is obvious (on the other side of a door, around the corner, inside a carriage, 40 feet north, and so on), or one you are familiar with. Your Perception check takes a penalty based on the amount of material between you and the area you wish to view, the distance to that location and the time you take to use your ability, as outlined in Table: Distance Viewing Penalties. For spotting things that are out in the open and obvious, a DC 0 check is successful (see the Perception skill description in the Pathfinder Roleplaying Game Core Rulebook for more information on Perception DCs).

If you have both distant viewing and psychometry and have successfully identified the psychic frequency of an object (or creature that touched that object), you can attempt to view places strongly associated with the object or its owner. This is risky, however, as you do not know how far away such a location is, and thus don't know what penalties you are taking to your distant viewing check. See psychometry for more information on learning psychic frequencies.

Any defense that is effective against, or prevents, magic scrying is also effective against, or prevents, distant viewing.

Action: Distant Viewing attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

Try Again: Yes, but still only once per day.

Appears In: Rogue Genius Games: Anachronistic

Dowsing (Survival, 1/day)

Unknown

You channel mysterious forces in the nearby environment to locate hidden resources.

Check: Once per day, you can follow a dowsing rod's movements to locate a particular type of location. Each attempt requires 10 minutes of intense concentration, after which you attempt the Survival check with the DC listed on the table below. The maximum range at which you can detect anything using dowsing is 400 feet + 40 feet per rank in Survival you possess. The rod's directions persist for up to 10 minutes. You choose a particular target each time you dowse, and get the following information on a successful check.

Find Water: The dowsing rod points toward the largest source of fresh water within range, including aquifers, lakes, ponds, and springs.

Grave Dowsing: The dowsing rod points in the direction of the largest burial site, cairn, or tomb within range.

Locate Metal and Gems: You concentrate on a specific metal or mineral. On a successful check, the dowsing rod points to the largest quantity of the selected mineral within range.

Dowsing Target — DC

Water — 15
Grave — 20
Mineral — 25

Action: Dowsing attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

Try Again: Yes. You can try to dowse from the same location more than once, but still only once per day.

Gatefinder (Perception)

Unknown

You can notice soulgates compatible with your alignment.

Check: You are familiar with soulgates and might notice those with an alignment matching your own. To notice a soulgate that you're not already familiar with, you must succeed at a DC 20 Perception check—this DC could be higher if the portal is obscured or damaged, or at the GM's discretion. If the soulgate shares your exact alignment, you gain a +5 bonus on your check to notice the portal, feeling an instinctual draw toward it. If your alignment and the portal's share none of the same components, you take a –5 penalty on your check to notice the portal. If your alignment is neutral with no other alignment components, you take no penalties on checks to find soulgates.

For example, a lawful good character would gain a +5 bonus on her Perception checks to find lawful good soulgates, but would take a –5 penalty on checks to find chaotic evil, chaotic neutral, and neutral evil soulgates, as she has no chaotic, neutral, or evil components to her alignment. A neutral character, however, gains a +5 bonus on checks to find neutral gates, but gains no bonus on checks to find chaotic neutral, lawful neutral, neutral good, and neutral evil soulgates. Additionally, she takes no penalty on checks to notice chaotic good, chaotic evil, lawful good, or lawful evil soulgates.

Once you are aware of a soulgate, you never need to succeed at a Perception check to find that particular gate again, as long as some remarkable event doesn't change its appearance or location.

Appears In: Hell's Vengeance

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Gatekeeper (Knowledge [Planes])

Unknown

You can attempt to open soulgates compatible with your alignment.

Check: Once you are aware of a soulgate, you can use your knowledge of the planes and your place as a child of the multiverse to attempt to open the portal. This attempt takes 1 minute to perform. The DC of the Knowledge (planes) check to open a soulgate is 30. If your alignment perfectly matches that of the soulgate, you gain a +5 bonus on this check. You can also attempt to open a soulgate with an alignment that is within one step of your own. However, unless you are neutral, you cannot open a soulgate with an alignment two or more steps away from your own.

For example, a lawful evil character would gain a +5 bonus on her attempt to open a soulgate connecting the Material Plane to Hell (lawful evil) or other planes of lawful evil alignment. She can also attempt to open soulgates to Abaddon (neutral evil), Axis (lawful neutral), and other planes that share those planes' alignments, because their alignments are one step away from lawful evil. She can never open a soulgate to the Abyss (chaotic evil), the Boneyard (neutral), Elysium (chaotic good), Heaven (lawful good), the Maelstrom (chaotic neutral), Nirvana (neutral good), or any other plane with those alignments.

If your alignment is neutral with no other alignment components, you can open soulgates with an alignment two steps away from your own, but you take a –10 penalty on attempts to do so.

Once opened, you can keep a soulgate open for a number of rounds equal to your Charisma modifier. An open soulgate closes at the end of that time, or you can close it earlier as a standard action.

Hero Points

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn: You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action: You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death: A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In: Advanced Player's Guide Hero Points

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Hypnotism (Diplomacy, 1/day) Unknown

You use the power of suggestion and subtle psychic influence to alter a subject's mind and dredge up repressed memories.

Check: You can use hypnotism once per day. The DC of a Diplomacy check to hypnotize is 20 + the subject's Will save modifier against mind-affecting enchantment (compulsion) effects. All uses of hypnotism are mind-affecting enchantment (compulsion) effects.

Implant Suggestion: You can implant a suggested course of reasonable action in the mind of a willing creature, along with a defined trigger. To implant a suggestion, you spend 1 minute inducing a trance-like state in the subject, after which you attempt a Diplomacy check. If the check is successful, you implant the course of action, as a *suggestion* spell with a duration of 10 minutes plus 10 additional minutes for every 1 by which your check result exceeds the DC. If the subject ceases to be willing, it can attempt a Will save once each round to shake off the effects. The save DC is equal to 10 + 1/2 your character level + your Charisma modifier. You can attempt to subtly implant a suggestion in the mind of an unwilling creature with an attitude of indifferent or better after 1 minute of continuous, calm interaction with that creature, but the DC is 10 higher.

Recall Memory: You can draw out forgotten memories from a willing subject. You spend 1 minute inducing a calming, trance-like state in the subject, after which you attempt a Diplomacy check. If you succeed at the check, the hypnotized creature can reroll any previously failed Intelligence or Knowledge check to recall the forgotten information with a +4 bonus. The information must be something the subject once knew or was exposed to.

Action: Hypnotism takes 1 minute of calm interaction.

Try Again: Yes. You can try to hypnotize the same creature more than once, but only once per day.

Immunity to Disease Unknown

You are immune to diseases.

Immunity to Poison Unknown

You are immune to poison.

Medium (Perception, 1/day) Unknown

You can see the ripples caused by spirits as they pass through ley fields.

Benefit: As a standard action you may make Perception checks at -10 to see and hear creatures on the ethereal plane, and invisible creatures that are incorporeal.

You cannot use this ability to perceive any other form of invisible creature, and even those you do find have total concealment (though you can pinpoint what space they are in).

If you successfully perceive a creature, you may talk to it, making Diplomacy (or, potentially, Intimidate) checks possible.

Action: Medium attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

Try Again: Yes, but still only once per day.

Appears In: Rogue Genius Games: Anachronistic

Mesmerism (Bluff, 1/day) Unknown

You can send false information into the mind of a target, causing it to believe something that isn't true.

Benefit: This allows you to make Bluff checks to deceive (rather than to feint or send secret messages) at range against a target you can see. You do not have to speak to, or share a language with, your target though it must have an Int of 2 or greater. Using mesmerism is a standard action, regardless of how complex a lie you attempt to convince your target is true.

If you attempt to convince a target of the falsehood of something it can directly observe (such as claiming you are holding a banana, rather than a gun), the target may choose to resist your Bluff check with a Perception check (rather than a Sense Motive check). You suffer normal penalties for attempting to convince your target of unlikely or impossible lies, but gain no bonus for having proof of your lie. Mesmerism has no obvious visible or audible effects.

Someone observing you may make a Perception check opposed by your mesmerism check to realize you are intently focused on your target (and if your target begins acting in an obviously unusual way, such observers may conclude you are responsible, even if they do not know exactly how).

While you are not dependent on language, trying to use mesmerism on a radically different mind is difficult. When attempting mesmerism on a creature of a different type than you are, you suffer a -4 penalty.

If your Bluff check against a target is successful, it is unaware that you influenced it (though a target can later contemplate its behavior, and how you benefited from it, and conclude you are somehow responsible). If your Bluff check fails, the target makes a Will save (DC 10 + 1/2 your total Bluff bonus) to realize you are somehow attempting to alter its perception of reality. On a failed check, you suffer no penalty to future efforts to use mesmerism to Bluff the target.

Action: Mesmerism attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

Try Again: Yes, but still only once per day.

Appears In: Rogue Genius Games: Anachronistic

Etsuriko Chi'ason Toraneko – Abilities & Gear

Mind Over Matter (Wisdom, 1/day) Unknown

You can manipulate the physical world by extending your aura to move objects without touching them.

Benefit: The maximum Strength value you can apply with mind over matter is equal to your Wisdom score -18. If this results in a value of 0 or less, divide the carrying capacity of a 1 Strength by the number of points your total is less than 1 to determine your mind over matter carrying capacity.

The range of mind over matter is very short, limited to the range of your normal melee attacks. When determining what you can do with mind over matter carrying capacity, assume you can accomplish anything you could accomplish with a single hand. In many cases, this is limited to bending cutlery and moving very light objects (such as keys) short distances.

You can extend the range of mind over matter by making a Wisdom check with a DC of 10 + total range in feet. A failed check results in psychic backlash (see Psychic Backlash). You can also use mind over matter to replace the tools required to make a skill check, allowing you to use such skills as Disable Device and Heal without penalty. When used in this way, a failed skill check results in psychic backlash.

Action: Mind Over Matter attempts take 1 minute to initiate. The results of the check persist for 10 minutes afterward.

Try Again: Yes, but still only once per day.

Appears In: Rogue Genius Games: Anachronistic

Read Aura (Perception, 1/day) Unknown

Your psychic sensitivity allows you to read the psychic and magical auras of creatures and objects.

Check: Once per day, you can examine the natural aura of a creature or object to discern the subject's alignment, emotions, health, or magic. This requires 10 minutes of concentration, after which you attempt a Perception check. Each time, you must pick one of four auras to read: alignment, emotion, health, or magic. The result of the check applies only to the selected aura. You must be within 30 feet of the subject at all times during the reading. Objects typically have only magic auras, though some also have alignment auras (and intelligent items have emotion auras). You can still attempt to detect a type of aura an object doesn't have, but you get no results. The DC varies depending on the aura, as shown on the table.

Read Alignment Aura: You attempt to read the alignment aura, learning the alignment and its strength. An alignment aura's strength depends on the creature's Hit Dice or item's caster level, as noted in the description of the *detect evil* spell.

Read Emotion Aura: The colors within the target's aura reveal its emotional state. If successful, you learn the target's disposition and its attitude toward any creatures within 30 feet of it. For a number of rounds equal to the amount by which you exceeded the skill check's DC, you gain a +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against the target.

Read Health Aura: Viewing the flow of vital force, you assess a creature's physical condition. You learn if the creature is unharmed or wounded, if it is poisoned or diseased, and whether it is affected by any of the following conditions: confused, disabled, dying, nauseated, panicked, staggered, stunned, and unconscious. You also learn the total number of points available in its ki pool, grit pool, or similar resource.

Read Magic Aura: You attempt to determine the number and power of all magical auras on a target creature or object (see *detect magic* to determine a magic aura's power). If the check is successful, you can attempt Knowledge (arcana) or Spellcraft checks to determine the school or identify properties of a magic item, as normal. If the item is affected by *magic aura* or a similar spell, you can realize this and determine the actual properties of the item if your check result exceeds the DC by 5 or more. If the spell is of a higher level (such as *aura alteration*), increase this threshold DC by 2 for every spell level beyond 1st.

Task — DC

Read alignment aura — 15 + creature's HD or item's caster level
Read emotion aura — 20 + creature's HD or item's caster level[†]
Read health aura — 15 + creature's HD
Read magic aura — 20 + creature's HD or item's caster level
[†] Intelligent items only.

Action: Reading an aura requires 10 minutes of study.

Try Again: Yes. You can read a creature or object's aura more than once, whether you read the same aura or a different one. You can still attempt only one skill check to read an aura per day.

Spell Resistance (24) Unknown

You have Spell Resistance.

Etsuriko Chi'ason Toraneko – Abilities & Gear

Thought Transference (Bluff, 1/day) **Unknown**

You can read the thoughts and emotions of others, and broadcast your own thoughts directly into the minds of your targets.

Benefit: This allows you to make certain skill checks at range against a target you can see. You may use thought transference to make Bluff checks to send secret messages (rather than to feint or lie) and Intimidate checks to influence attitude (rather than demoralize). You do not have to speak to, or share a language with, your target, though it must have an Int of 4 or greater. If you succeed at a Bluff check to send a secret message, you may also read a reply the target intentionally sends back to you. If you succeed at an Intimidate check, and wish the target to give you information, you receive the information in your mind with no need for the target to speak.

Using thought transference is a standard action. You are limited to what could reasonably be said in a single round of normal conversation with each use of this ability.

While you are not dependent on language, trying to use thought transference on a radically different mind is difficult. When attempting thought transference on a creature of a different type than you are, you suffer a -4 penalty.

If you use thought transference to pass secret messages, the target is aware you are the source of the messages if your effort succeeds, and notices nothing if it fails. If you use thought transference to influence attitude, the target receives a Will save (DC 10 +1/2 your total Intimidate bonus) regardless if your effort is successful or a failure. On a failed check the target just has a vague sense of unease, and its later attitude toward you does not change, nor do you take penalties for future attempts to intimidate it (though a target can later contemplate its behavior, and how you benefited from it, and conclude you are somehow responsible). If the save succeeds the target realizes you are somehow "in its mind," and reacts to you as it would if you had made a conventional Intimidate check (even if it cannot explain exactly what you have done).

Action: Thought Transference attempts take 10 minutes to initiate. The results of the check persist for 10 minutes afterward.

Try Again: Yes, but still only once per day.

Appears In: Rogue Genius Games: Anachronistic

Unarmed Strike (2d6) **Unknown**

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1-2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

Abundant Step (Su) **Class Ability (Monk)**

At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

Fast Movement (+40 ft.) **Class Ability (Monk)**

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

Flurry of Blows +12/+12/+7/+7/+2 (Ex) **Class Ability (Monk)**

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

High Jump (+14/+34 with *ki* point) (Ex) **Class Ability (Monk)**

At 5th level, a monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his ki pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) **Class Ability (Monk)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

Ki Defense +4 (Su) **Class Ability (Monk)**

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Flurry (Su) **Class Ability (Monk)**

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Ki Pool (13/day) (Su) **Class Ability (Monk)**

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

For a Ninja, the Ki Pool is based on Charisma, rather than Wisdom.

Note: Unchained monks gain this ability at 3rd level.

Etsuriko Chi'ason Toraneko – Abilities & Gear

Ki Speed (Su) **Class Ability (Monk)**

By spending 1 point from his ki pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su) **Class Ability (Monk)**

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Ki Strike, Lawful (Su) **Class Ability (Monk)**

At 10th level, a monk's unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

Ki Strike, Magic (Su) **Class Ability (Monk)**

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Note: Unchained monks gain this ability at 3rd level, when they gain a ki pool.

Maneuver Training (Ex) **Class Ability (Monk)**

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

Slow Fall 70 ft. (Ex) **Class Ability (Monk)**

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

Stunning Fist (Stun, Fatigue, Sicken, Stagger) **Class Ability (Monk)**

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, the monk can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Wholeness of Body (14 hit points) (Su) **Class Ability (Monk)**

At 7th level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

Ki Intensifying (+3 ki intensifying silversheen fighting) **Weapon Power**

The weapon channels and amplifies the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as though they were unarmed attacks. These attacks include the monk's *ki* strike, quivering palm, and the Stunning Fist feat. The save DC for *ki* abilities used through the weapon increases by half the enhancement bonus of the weapon (minimum 1).

After a successful strike with a *ki intensifying* weapon, the wielder can spend 1 *ki* point as a swift action to perform a combat maneuver to bull rush, disarm, reposition, or trip as a free action without provoking attacks of opportunity. Any bonuses or penalties applicable to the weapon attack also apply to this combat maneuver check. The wielder cannot move from her space as a part of the chosen maneuver.

Only melee weapons can have the *ki intensifying* ability. It cannot be placed on an *amulet of mighty fist* or similar non-weapon item. Weapons with the *ki focus* ability can be upgraded to be *ki intensifying*.

Construction

Requirements Craft Magic Arms and Armor, creator must be a monk;
Cost +2 Bonus

Appears In: Ultimate Equipment

Planestriking (+3 planestriking silversheen fighting) **Weapon Power**

A *planestriking* weapon functions as a *planar* weapon, ignoring up to 5 points of damage reduction when used against an outsider. In addition, when the wielder of a planestriking weapon is on a plane other than his home plane, his planestriking weapon ignores up to 10 points of damage reduction when used against outsiders native to the plane.

Construction

Requirements Craft Magic Arms and Armor, *dismissal*; **Cost** +2 Bonus

Appears In: Planar Adventures

Ring of jumping (improved) **Ring**

As a ring of jumping, except it grants a +10 competence bonus on its wearer's Acrobatics checks made to make high or long jumps.

Construction

Requirements: Forge Ring, creator must have 10 ranks in the Acrobatics skill; **Cost** 5,000 gp

Scholar's ring **Ring**

A scholar's ring grants complete understanding of any written text or spoken language, even one that the wearer has never encountered before (as the *comprehend languages* spell), as well as a +5 competence bonus on Knowledge (history) checks.

In addition, once every 5 days the wearer can invoke a *legend lore* spell related to a subject that she has been studying in the previous week, if she has attempted a Knowledge (history) check aided by the ring.

Construction

Requirements: Forge Ring, *comprehend languages*, *legend lore*; **Cost** 4,350 gp

Appears In: Ultimate Equipment

Amulet of bullet protection +3 Wondrous Item (Neck)

This amulet, usually crafted from the splintered remains of spent firearm bullets shaped into a rough holy symbol or clover, grants the wearer a luck bonus to AC against firearm attacks that target touch AC.

Construction

Requirements Craft Wondrous Item, *divine favor*, creator's caster level must be at least three times the amulet's bonus; **Cost** 6,750 gp

Appears In: Ultimate Combat, Ultimate Equipment

Boots of the cat Wondrous Item (Feet)

These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal. The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.

Construction

Requirements Craft Wondrous Item, *feather fall*; **Cost** 500 gp

Appears In: Ultimate Equipment

Bracelet of second chances (7 uses) Wondrous Item (Wrist)

This bracelet is adorned with seven coral beads carved in intricate designs. When a critical hit or sneak attack is confirmed on the wearer, as an immediate action before damage is rolled, he can choose to convert the critical hit into a normal hit. Each time the wearer negates a critical hit or sneak attack in this manner, one bead shatters. When all seven are used up, the bracelet itself crumbles into powder.

Construction

Requirements Craft Wondrous Item, *breath of life*; **Cost** 7,875 gp

Appears In: Ultimate Equipment, Pathfinder Society Field Guide

Flask of endless sake (1/day) Wondrous Item

This simple ceramic flask looks like any other normal container for serving sake, or rice wine. If the flask's silver stopper is removed and the command word spoken, up to 1 gallon of sake can be poured from the flask per round. In addition, once per day, a character can drink directly from the flask to gain the effects of a potion, determined randomly. Roll 1d6 on the following table to determine the type of potion.

d6 Roll Potion type

- 1 *heroism*
- 2 *cure moderate wounds*
- 3 *enlarge person*
- 4 *reduce person*
- 5 *lesser restoration*
- 6 *rage*

This potion cannot be poured out or saved for later use; it must be drunk, and the potion's effects take place immediately.

Construction

Requirements Brew Potion, Craft Wondrous Item, *create water*, *cure moderate wounds*, *enlarge person*, *heroism*, *lesser restoration*, *rage*, *reduce person*; **Cost** 2,000 gp

Appears In: Jade Regent

Ghost powder Wondrous Item

When sprinkled on the ground, this mixture of salt and powdered iron forms a barrier that is invisible and impenetrable for spirits. *Ghost powder* is typically found in bags or tubes, and a single dose of *ghost powder* can trace a line up to 50 feet in length; it can be used in 5-foot increments. Corporeal creatures can cross a line of *ghost powder*, but ethereal and incorporeal creatures are blocked as though the line were a *wall of force*. Teleportation effects can cross a line of *ghost powder*, as can an incorporeal creature possessing a corporeal creature. The barrier created is 10 feet high. It prevents incorporeal creatures from crossing through the floor directly beneath it, and if the barrier reaches the ceiling, it prevents them from crossing through the ceiling directly above. In addition, if *ghost powder* is sprinkled in front of every entrance (including chimneys, air vents, and the like) of a building, it prevents incorporeal creatures from entering the building through the walls, floor, and ceiling in their entirety. Sweeping away the *ghost powder* destroys the barrier, but incorporeal and ethereal creatures can't disturb the powder or affect it with their abilities unless they deal enough damage to destroy the barrier itself. When laid down quickly (up to 10 feet can be spread as a standard action), the effects of *ghost powder* last for 1 hour. If the powder is laid down carefully (taking 1 minute for every 5 feet), the effects last 8 hours.

Construction

Requirements Craft Wondrous Item, *anti-incorporeal shell*, *magic circle against evil*; **Cost** 700 gp

Appears In: Occult Adventures

Grave salt Wondrous Item

When poured on ground in a circle, this pure white salt sanctifies the enclosed area as the spell *consecrate*. Applying the salt takes 1 round per dose. A single dose is sufficient to form a 5-foot radius circle, with each additional dose increasing the circle's radius by 5 feet. The area within the circle remains consecrated for 1 hour per dose, though any corporeal creature can spend a standard action to break the circle and end the effect prematurely. A newly created pouch of *grave salt* holds 5 doses.

Grave salt can also be used directly against restless spirits. A single dose can be hurled up to 15 feet as a ranged touch attack. An incorporeal undead creature struck by the salt must make a DC 14 Will save or take 1d4 points of Charisma damage. Strong winds and other effects that penalize ranged attacks make it impossible to employ the salt in this manner.

Construction

Requirements Craft Wondrous Item, *consecrate*; **Cost** 550 gp

Appears In: Ultimate Equipment

Pact parchment Wondrous Item

Written and signed in blood, a pact parchment ensures the utter and undeniable fulfillment of the actions stated within. Upon a pact parchment, you can inscribe a contract, defining a certain service or course of action by one or more creatures. If all listed creatures willingly (without magical influence, threats, and so on) sign this pact in blood, they are bound to fulfill this agreement. Henceforth everyone breaking the pact suffers a -4 penalty on attack rolls, saves, ability checks, and skill checks, until they either satisfy the pact's conditions (if still possible) or the parchment is destroyed.

Construction

Requirements Craft Wondrous Item, *geas/quest*; **Cost** 1,750 gp

Appears In: Cheliox, Empire of Devils

Pact parchment

Wondrous Item

Written and signed in blood, a pact parchment ensures the utter and undeniable fulfillment of the actions stated within. Upon a pact parchment, you can inscribe a contract, defining a certain service or course of action by one or more creatures. If all listed creatures willingly (without magical influence, threats, and so on) sign this pact in blood, they are bound to fulfill this agreement. Henceforth everyone breaking the pact suffers a -4 penalty on attack rolls, saves, ability checks, and skill checks, until they either satisfy the pact's conditions (if still possible) or the parchment is destroyed.

Construction

Requirements Craft Wondrous Item, *geas/quest*; **Cost** 1,750 gp

Appears In: Cheliox, Empire of Devils

Pact parchment

Wondrous Item

Written and signed in blood, a pact parchment ensures the utter and undeniable fulfillment of the actions stated within. Upon a pact parchment, you can inscribe a contract, defining a certain service or course of action by one or more creatures. If all listed creatures willingly (without magical influence, threats, and so on) sign this pact in blood, they are bound to fulfill this agreement. Henceforth everyone breaking the pact suffers a -4 penalty on attack rolls, saves, ability checks, and skill checks, until they either satisfy the pact's conditions (if still possible) or the parchment is destroyed.

Construction

Requirements Craft Wondrous Item, *geas/quest*; **Cost** 1,750 gp

Appears In: Cheliox, Empire of Devils

Pathfinder pouch (empty)

Wondrous Item

This nondescript belt pouch is quite popular among Pathfinders who need to smuggle items past snooping guards or government officials. *Detect magic* does not detect that it is magical (as per the *magic aura* spell), but the pouch acts as a very small *bag of holding* (contents limit 10 pounds, volume limit 2 cubic feet).

With a command word, the wearer can close or open the extradimensional space within the pouch; when closed, the pouch holds no more than a mundane belt pouch the size of a human fist, though objects within the extradimensional space remain stored, unreachable until the pouch is unsealed again. This allows the user to empty his pockets or even turn the pouch inside-out to prove he carries no contraband, and access the hidden goods later when in a safe place. Because of their nonmagical auras, these pouches sometimes hold secret treasures for generations without their owners realizing their nature.

Construction

Requirements Craft Wondrous Item, *magic aura*, *secret chest*; **Cost** 500 gp

Appears In: Seekers of Secrets

Tracked Resources

Ki Pool (13/day) (Su)

Leap cake (food)

Leap cake (food)

Legend Lore (on studied subject, 1/five days)

Medium (Perception, 1/day)

Mesmerism (Bluff, 1/day)

Mind Over Matter (Wisdom, 1/day)

Read Aura (Perception, 1/day)

Stunning Fist (14/day, DC 21)

Thought Transference (Bluff, 1/day)

Wanderer's Fortune (2/day) (Su)

Wind Leaper (+4, 8 rounds/day) (Su)

Languages

Common

Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Cheliox, Empire of Devils** - Pact parchment (equipment)
- **Eberron Campaign Setting** - Eberron Mechanic, Action Points (equipment)
- **Elves of Golarion** - Leap cake (food) (equipment)
- **Faction Guide** - Ki Diversity (Zen Combatant) (feat)
- **Hell's Vengeance** - Gatefinder (Perception) (equipment)
- **Inner Sea World Guide / Ultimate Combat** - Exotic Weapon Proficiency (Firearms) (feat)
- **Jade Regent** - Dragonmaw nunchaku (weapon); Flask of endless sake (equipment)
- **Mummy's Mask** - Impossible papyrus (equipment)
- **Occult Adventures** - Ghost powder (equipment)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Bracelet of second chances (equipment)
- **Planar Adventures** - Wanderer's Fortune (feat); Wind Leaper (feat)
- **Rogue Genius Games: Anachronistic** - Distant Viewing (Perception) (equipment); Medium (Perception) (equipment); Mesmerism (Bluff) (equipment); Mind Over Matter (Wisdom) (equipment); Thought Transference (Bluff) (equipment)
- **Seekers of Secrets** - Pathfinder pouch (equipment)
- **Ultimate Campaign** - Acrobat (trait); Spirit Sense (trait)
- **Ultimate Combat / Ultimate Equipment** - Fighting fan (weapon); Amulet of bullet protection +3 (equipment)
- **Ultimate Equipment** - Ki Intensifying (item power); Boots of the cat (equipment); Fortune cookies (equipment); Grave salt (equipment); Scholar's ring (equipment)

Titles and Holdings - Etsuriko Chi'ason Toraneko (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/08/27

XP Reward: 0 XP; **Net Cash:**

Song Ming Monsaster (Bral), Master of the East Wind
Stray Manor (Sigil) part owner

Title - Etsuriko Chi'ason Toraneko (Capital Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/08/27

Net Capital:

- no notes -