

PLAYER Paraphernalia



THE SHUHENJA
(NEW BASE CLASS)

#48

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PLAYER PARAPHERNALIA #48

By the Knotty-Works

Welcome to the forty eighth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Shuhenja, an oriental base class with direct ties to the celestial hierarchy and oriental zodiac ideology. With similarities to other divine classes, the shuhenja offers an eclectic Asian themed priest class that is easily customized based on character development.

The Shuhenja



Enlightenment comes from attaining oneness with nature as represented by the kami. There are those that are willing to sacrifice their own lives and their ties to friends and family to obtain this sacred bond between man and nature. The shuhenja spends much of his time in ritual and duties designed to appease those kami to which he swears service and loyalty. Such bonds are associated with specific animals as defined by the oriental zodiac, each of which is in turn connected to a specific element such as Earth, Water, Fire, Metal, Wood, or the Void.

The true merit of the shuhenja is viewed in his desire to become one with the divine essence of the spirit world and those that prove to be completely devout are rewarded with rebirth as a kami to further the ends of the celestial hierarchy.

Role: As servants of the celestial hierarchy, shuhenja must be able protectors and defenders of those kami they serve. Focusing the spiritual energies of the kami they have

sworn loyalty, shuhenja are empowered by those divine energies in the aid of their true purpose of service and gratitude.

Alignment: The shuhenja may be of any alignment, but there are restrictions to access and assignment to specific zodiac spirit animals (see Zodiac Spirit Animals below).

Hit Die: d8

Starting Wealth: 3d6 x 10 gp (average 105 gp). The shuhenja begins play with a simple robe outfit worth 10 gp or less.

Class Skills

The shuhenja's class skills include Climb, Craft, Diplomacy, Fly, Handle Animal, Heal, Knowledge (geography), Knowledge (history), Knowledge (religion), Knowledge (planes), Perception, Perform, Profession, Sense Motive, Spellcraft, Survival, and Swim.

Skill Ranks Per Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: The shuhenja is proficient with the club, dagger, dart, javelin, light crossbow, quarterstaff, sling, spear, and the weapon associated with the shuhenja's zodiac spirit animal. The shuhenja is proficient with light armor, but not shields of any sort.

Spells (Sp): The shuhenja casts divine spells from the Shuhenja Spell List. The shuhenja must have a minimum Wisdom of 10 + the spell level to cast the shuhenja spell. She gains bonus spells if she has a high Wisdom (see Table 1-3 on page 17 of the Pathfinder RPG Core Rulebook). The DC for any spells cast by the

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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Shuhenja Class Progression Table

Class Level	Base Attack	Fort	Ref	Will	Special	Spells per Day					
						1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+2	+0	+2	Inori, Taboo, Zodiac Animal Spirit	1+1	—	—	—	—	—
2	+1	+3	+0	+3	Summon Nature's Spirit I	2+1	—	—	—	—	—
3	+2	+3	+1	+3	Celestial Pool	3+1	—	—	—	—	—
4	+3	+4	+1	+4	Celestial Boon, Summon Nature's Spirit II	3+1	1+1	—	—	—	—
5	+3	+4	+1	+4	Bonus Feat	3+1	2+1	—	—	—	—
6	+4	+5	+2	+5	Summon Nature's Spirit III	4+1	3+1	—	—	—	—
7	+5	+5	+2	+5	Celestial Boon	4+1	3+1	1+1	—	—	—
8	+6/+1	+6	+2	+6	Summon Nature's Spirit IV	4+1	3+1	2+1	—	—	—
9	+6/+1	+6	+3	+6	Bonus Feat	4+1	4+1	3+1	—	—	—
10	+7/+2	+7	+3	+7	Celestial Boon, Summon Nature's Spirit V	5+1	4+1	3+1	1+1	—	—
11	+8/+3	+7	+3	+7	Blessed Terrain	5+1	4+1	3+1	2+1	—	—
12	+9/+4	+8	+4	+8	Summon Nature's Spirit VI	5+1	4+1	4+1	3+1	—	—
13	+9/+4	+8	+4	+8	Bonus Feat, Celestial Boon	5+1	5+1	4+1	3+1	1+1	—
14	+10/+5	+9	+4	+9	Summon Nature's Spirit VII	5+1	5+1	4+1	4+1	2+1	—
15	+11/+6/+1	+9	+5	+9	Alter the Path	5+1	5+1	4+1	4+1	3+1	—
16	+12/+7/+2	+10	+5	+10	Celestial Boon, Summon Nature's Spirit VIII	5+1	5+1	5+1	4+1	3+1	1+1
17	+12/+7/+2	+10	+5	+10	Bonus Feat	5+1	5+1	5+1	4+1	4+1	2+1
18	+13/+8/+3	+11	+6	+11	Summon Nature's Spirit IX	5+1	5+1	5+1	5+1	4+1	3+1
19	+14/+9/+4	+11	+6	+11	Celestial Boon	5+1	5+1	5+1	5+1	5+1	4+1
20	+15/+10/+5	+12	+6	+12	Kami Transformation	5+1	5+1	5+1	5+1	5+1	5+1

shuhenja is equal to 10 + the spell level + the shuhenja's Wisdom modifier.

The shuhenja may cast a certain number of spells per day as listed on the Shuhenja Progression Table, preparing her spells after 8 hours of rest and an hour of meditation. She may prepare any spell on the Shuhenja spell list as well as spells of the domain associated with her zodiac spirit animal (see below).

Inori (Sp): The shuhenja may prepare a number of inori—prayers—or 0 level spells per day. At 1st level the shuhenja may prepare 3 inori. She gains an additional inori at 2nd level, and a 5th inori at 4th level. Prepared inori may be cast as desired by the shuhenja, she is not restricted on the number of inori that may be cast per day, just on the number that may be prepared. The shuhenja gains no additional inori for a high wisdom score.

Taboo (Ex): The shuhenja has several requirements that she must follow on a daily basis.

- She may not wear the skins of living creatures (such as leather or hide).
- She must avoid excessive eating or imbibing substances that can impact her senses or wit.
- Damaging or destroying a known ward of a kami or injuring or destroying a kami.
- Refrain from eating meat from any animal associated with the Celestial Zodiac.
- Others as dictated by GM or player design.

If the shuhenja willingly violates any of her taboos, she loses her connection to her Zodiac Animal Spirit (see below), including any bonuses and her connection to the associated domain (which includes any domain spells that have not been cast and domain powers). The loss of the connection generally lasts for 24 hours, though serious offenses may be penalized much longer to the point of permanency (such as destroying a ward or kami).

Zodiac Animal Spirit: The shuhenja serve the celestial hierarchy of the kami,

Zodiac Animal Spirit List

Animal	Associated Element	Favored Weapon	Alignment Restrictions	Aspect	Terrain
Dog	Earth	temple sword	Any Good	Fidelity	Urban
Dragon	Void	nine-section staff	Any non-Chaotic	Strength	Any
Horse	Fire	naginata	Any non-Evil	Forging Ahead	Plains
Monkey	Metal	wakizashi	Any non-Lawful	Changeability	Forest
Ox	Void	ranseur	Any non-Good	Industriousness	Desert or Plains
Pig	Water	sibat	Any	Amiability	Water
Rabbit	Wood	tonfa	Any Neutral	Caution	Forest or Plains
Rat	Water	spiked chain	Any	Wisdom	Underground or Urban
Rooster	Metal	double chicken sabre	Any Lawful	Consistency	Desert or Urban
Sheep	Earth	tetsubo	Any	Unity	Mountain
Snake	Fire	kusarigama	Any Chaotic	Flexability	Swamp or Water
Tiger	Wood	shang gou	Any non-Neutral	Valor	Jungle

focusing on one of the twelve animalistic aspects represented by the celestial zodiac. The chosen animal spirit guide is associated with one of the five elements (earth, fire, metal, water, and wood), a favored weapon that the shuhenja is proficient, possible alignment restrictions, and an aspect that the shuhenja benefits and reveres. The shuhenja gains the powers and bonus spell for the domain associated with the animal spirit's element. The shuhenja may choose the domain or an associated sub-domain of the element. The Metal and Wood domains are detailed in [Player Paraphernalia #47, Elemental Domains of Metal and Wood](#).

The Metal sub-domain of the Earth domain may be substituted for the Metal domain and the Plant domain may be used in place of the Wood domain if those domains are unavailable.

The shuhenja treats her class level as her effective cleric level for any powers gained from the domain as well as the caster level of the domain spells gained. She gains one spell slot per available spell level that must be filled with the domain spell.

There may be some alignment restrictions based on the zodiac animal spirit chosen. If the shuhenja's alignment ever changes so that she is no longer eligible to draw power from her selected animal spirit and loses the domain associated powers and spells normally granted by the spirit animal as well as benefits associated with the animal's

revered aspect. The shuhenja may either seek atonement for the shift in alignment or seek out another spirit to which her new alignment qualifies. Even if another spirit animal accepts the shuhenja into its fold, the shuhenja does not regain access to the domain powers or spells for a period of 30 days or attaining a new class level, whichever comes first.

Each animal has its own favored weapon (similar to the favored weapon granted by a cleric's deity or faith) and a characteristic or aspect that is revered above all others.

Dog

Loyalty and service are revered above all others and must shuhenja that are tied to the dog animal spirit are generally cloistered in

temples, serving the faithful which is why their favored weapon is the temple sword. The spirits associated with the dog grant the shuhenja access to the domain of Earth and only those of good alignment may be bound to the spirit of the dog.

Shuhenja bound to the spirit of the dog gain a +1 bonus to [Survival](#) skill checks at 1st level, and this bonus increases by an additional +1 at 5th level and every five levels thereafter (with a maximum of +5 at 20th level).



Dragon

Strength and purity of Might are revered above all things and shuhenja bound to the dragon spirit seek to prove their strength by nearly any means and are known by their haughty manners and lordly regal for themselves. The nine-section staff is the favored weapon of the dragon and is generally referred to as the dragon's tail by shuhenja wielding that weapon. Shuhenja bound by the dragon cannot be chaotic, but are not restricted in regards to good or evil. The dragon bound shuhenja gains access to the domain of the Void.

Shuhenja bound to the spirit of the dragon gain a +1 bonus to **Intimidate** skill checks at 1st level, and this bonus increases by an additional +1 at 5th level and every five levels thereafter (with a maximum of +5 at 20th level).

Horse

Bridled by their love of freedom and ability to travel, the horse spirit is associated with the need to forge ahead in all endeavors. Shuhenja associated with the horse are known for taking great risks and willing to go where very few others would dare to go for the pure thrill of the journey. The horse bound shuhenja gain the naginata as the favored weapon and only those of non-evil alignment will be accepted by the spirit. Given their love of adventure enduring desired to keep moving, the horse is associated with the element of Fire and the shuhenja gains access to the Fire domain.

The shuhenja bound to the spirit of the horse gains a +5 foot bonus to her base movement speed while moving on the ground. She gains an additional +5 foot bonus at 6th level



and every 6 levels thereafter (with a maximum of +20 ft at 18th level).

Monkey

Living for the experience, the spirit of the monkey thrives in a constant state of influx, where continuous action and fluid events provide a constant change both in action and emotion. The favored weapon of the shuhenja bound to the monkey is the wakazashi and only those of non-lawful alignment are accepted by this spirit. Given the malleability of iron and steel, the monkey spirit is closely associated with the element of metal and the shuhenja gains access to the Metal domain.

Shuhenja bound to the spirit of the monkey gain a +1 bonus to **Climb** skill checks at 1st level, and this bonus increases by an additional +1 at 5th level and every five levels thereafter (with a maximum of +5 at 20th level).



Ox

Enduring and Commitment to the task at hand, the ox spirit is associated with constant industriousness with little thought of anything else including the possible impact of the life and wellbeing of others. Shuhenja bound to the ox gain the ranseur as the favored weapon and must be of a non-good alignment. Given the single focus of doing with no regard to consequences, the spirit of the ox is tied to the element of the void and shuhenja bound to the spirit of the ox gains access to the Void domain.

Shuhenja bound to the spirit of the ox gain a +1 bonus to all **Fortitude** saving throws at 1st level. This bonus increases by +1 at 5th



level and every five levels thereafter (with a maximum of +5 at 20th level).

Pig

Socially driven and easily attuned to the needs of others, the spirit of the pig prefers the company of others and shuhenja associated with this spirit will often fill roles of companionship and mediators in their community. The shuhenja bound to the spirit of the pig find the sibat their favored weapon and there is no restrictions regarding alignment in regards to who may seek this spirit. Finding their true love in the ebb and flow of community and society, the spirit of the pig is associated with the element of water and shuhenja bound to this spirit gain access to the domain of Water.

Given their social connectivity, the shuhenja bound to the spirit of the pig gains a +1 bonus on all **Diplomacy** checks at 1st level. She gains an additional +1 bonus at 5th level and every 5 levels thereafter (with a maximum of +5 bonus at 20th level).

Rabbit

With a world fraught with danger, the spirit of the rabbit exemplifies caution and the belief that any situation may be resolved as long a plan is formulated to deal with it. As a result, shuhenja associated with this spirit are often obsessed with worry and devising ways to deal with issues that avoids direct confrontation. Given their defensive nature, the favored weapon of the shuhenja that are bound with the rabbit is the tonfa and they must some neutral aspect to their alignment. Associated with the forest and glade, the spirit of the rabbit is associated with the element of wood and the



shuhenja bound to this spirit gains access to the domain of Wood.

The shuhenja bound to the spirit of the rabbit tends to be hyper vigilant and gains a +1 bonus on all **Perception** checks at 1st level. She gains an additional +1 bonus at 5th level and every 5 levels thereafter (with a maximum of +5 bonus at 20th level).

Rat

Understanding and pondering the possibilities is the favor of the rat spirit, seeking comprehension from the mysteries of the cosmos. Shuhenja bound by the spirit of the rat prefer to spend their time pondering the roots of reality and their place within the world and how it impacts the kami. Shuhenja bound to the rat spirit gain the spiked chain as their favored weapon and may be of any alignment. Diving into the depths of contemplation ties the rat spirit to the element of water and shuhenja that bind themselves to this spirit gain access to the Water domain.

Shuhenja bound to the spirit of the rat gain a +1 bonus to all **Will** saving throws at 1st level. This bonus increases by +1 at 5th level and every five levels thereafter (with a maximum of +5 at 20th level).

Rooster

The center of the universe revolves around the spirit of the rooster, at least as far as the spirit is concerned. However, this spirit animal thrives on consistency and those that are bound to the rooster spirit will seek to provide that drive for dependency to those around them although they tend to be vain and pretentious in their actions. Shuhenja bound to the rooster spirit favor the double chicken sabre as their weapon of choice and



the drive for consistency and dependence limits those of the lawful alignment. Given their propensity to rigidity, the rooster spirit is associated with the element of Metal and shuhenja bound to this spirit gain access to the Metal domain.

Shuhenja bound to the spirit of the rooster may choose one field of study from the **Knowledge** skill, gaining a +1 bonus on all checks for that field of study at 1st level. She gains an additional +1 bonus at 5th level and every 5 levels thereafter (with a maximum of +5 bonus at 20th level).

Sheep

Family and unity of spirit are the staples of the faith lead by shuhenja of the sheep. Shuhenja bound to the sheep are generally seen as stubborn but great community leaders, placing the needs of the community above her own needs or desires. The tetsubo is the favored weapon of the sheep bound shuhenja and there is no alignment restrictions for those that seek to bind themselves to the spirit of the sheep. The sheep is generally tied to the spirits of the earth and the shuhenja bound to this spirit gains access to the Earth domain.

Shuhenja bound to the spirit of the sheep gain a +1 bonus to **Diplomacy** skill checks at 1st level, and this bonus increases by an additional +1 at 5th level and every five levels thereafter (with a maximum of +5 at 20th level).

Snake

Being able to change with the circumstances and make the solution fit the problem is the providence of the snake spirit. Shuhenja associated with the spirit of the snake thrive in adverse

conditions, believing that the end always justifies the means. The kusarigama is the favored weapon of the shuhenja bound to the snake spirit, emulating both the bite and tail of the snake. This spirit only accepts those of chaotic alignment and given the capricious nature of the snake spirit it is associated with the element of fire, granting those bound to it access to the domain of Fire.

Shuhenja bound to the spirit of the snake gain a +1 bonus to all **Reflex** saving throws at 1st level. This bonus increases by +1 at 5th level and every five levels thereafter (with a maximum of +5 at 20th level).

Tiger

Ferocity combined with honor, the spirit of the tiger thrives in conflict tempered mercy. Those bound to the tiger spirit are fierce in their beliefs and strive to the ideals of bravery and commitment follow through in spite of the odds. The shuhenja bound to the tiger spirit favor the shang gou as it represents both the claw and tooth of their idolized spirit and only those of a non-neutral alignment may be bound to this spirit. Associated with the wild and natural world, the tiger spirit is tied to the element of wood and grants the shuhenja access to the domain of Wood.

Shuhenja bound to the spirit of the tiger gain a +1 bonus to **Survival** skill checks at 1st level, and this bonus increases by an additional +1 at 5th level and every five levels thereafter (with a maximum of +5 at 20th level).

Summon Nature's Spirit (Sp): Beginning at 2nd level the shuhenja may cast a specialized version of **Summon Nature's Ally** as a spell-like ability a number of times per day equal to 3 + the shuhenja's Wisdom modifier. The effective spell level of this feature is equal to ½ the shuhenja's class level (gaining the effects of **Summon Nature's Ally IX** at 18th level). Summoning the nature spirit is a **full round action**, but the duration is one minute per level of the shuhenja.



Animals summoned automatically gain either the Simple Celestial or Simple Fiend template depending on the alignment of the shuhenja. Animals summoned by a good shuhenja gain the simple celestial template while those summoned by an evil shuhenja gain the simple fiend template. Neutral shuhenja may choose what type of template will be applied, but once this decision is made that template must be applied to all animals summoned by this ability.

In addition to normal animals, the shuhenja may summon Kami for certain effective spell levels as listed in the table below.

Shuhenja Summon Nature's Spirit List Additions

Summon Nature's Ally Spell Level

Additional Allies

III	Shikigami Kami
IV	Fukujin Kami
V	Kodama Kami
VI	Dosojin Kami
VII	Zuishin Kami
IX	Toshigami Kami

Summoned nature spirits may be dismissed as a **swift action**, but the shuhenja may only have one Summon Nature's Spirit active at a time. If the shuhenja begins summoning additional nature spirits, the previous existing spirits immediately disappear. Feats and class abilities that may be applied to summoned creatures may be applied to creatures conjured by this class ability.

Celestial Pool (Su): At 3rd level the shuhenja's ties to the celestial hierarchy becomes more apparent and she gains a pool of energy that she may use to empower her abilities. The shuhenja's celestial pool is refreshed on a daily basis while she prepares her spells for the day, gaining a number of points equal to ½ her class level + her Wisdom modifier.

While the shuhenja has at least 1 point in her celestial pool the shuhenja may cast any spells of the Conjuraton [healing] school that is on the Shuhenja Spell list as a **move action** if the spell has a normal casting time of a **standard action** or less. All other casting requirements must be met including components, range, and applicable saving throws.

The shuhenja may spend points from her celestial pool to empower any known celestial boons (see below) or any of the following features by spending 1 or more points from her celestial pool.

Add one additional minute to the duration for spirits summoned by the shuhenja's Summon Nature's Spirit class feature as a **swift action**. The shuhenja may use this ability at any time while she has actively summoned spirits as long as their current duration has not been met.

Add 1d4 points of healing damage for any Cure spell from the Conjuraton [healing] school cast from the shuhenja's daily allotted prepared spells as a **swift action**. The shuhenja may spend a total number of points for this effect equal to ¼ her class level (minimum of 1) and if used in conjunction with casting the spell as a **move action**, she must have at least 1 point left after points spent for the additional healing to gain the accelerated casting time.

Grant a sacred **AC** bonus of +2 either to herself or an ally that she may reach as a **swift action**. The bonus only lasts until the beginning of the shuhenja's next turn. The shuhenja may spend 2 points at 9th level to grant the recipient a +4 bonus, and 3 points at 15th level to grant a +5 bonus.

The Celestial Pool is treated as a ki pool in regards to any feats that have a ki pool prerequisite and if the shuhenja has class levels in another class that has a ki pool, her class pools are combined into one pool using her total class levels for all classes that grant a ki pool to determine the total number of points available.

The shuhenja may recover spent points from her celestial pool by spending an hour in meditation to regain a number of points equal to ½ her Wisdom modifier (minimum of 1). The shuhenja may never gain more points in her celestial pool than initially gained at the beginning of the day.

Celestial Boons: The shuhenja may choose a celestial boon at 4th level, and an additional boon every 3 levels thereafter. These boons are additional powers that are empowered by the shuhenja's celestial pool and defined by the individual celestial boon. A shuhenja may choose a single boon once unless otherwise specified by the boon description and there may be

other requirements or limitations as listed by the individual boon. Once the shuhenja chooses a boon, it cannot be changed except by the will of the shuhenja's associated spirit guide or kami.

Some boons are also associated with the domain granted by the shuhenja's zodiac animal spirit and associated elemental/ energy type, see Domain / Energy Table,

If a Celestial Boon requires a saving throw, the DC is equal to 10 + ½ the shuhenja's class level + her Wisdom modifier.

Domain / Energy Table	
Domain	Energy Type
Earth	Acid
Fire	Fire
Metal	Acid
Void	Electricity
Water	Cold
Wood	Sonic

Celestial Focus (Su): The shuhenja may spend 1 point from her celestial pool as an **immediate action** to gain a +3 **sacred bonus** to one saving throw. At 13th level, she may spend 2 points from her celestial pool to gain a +5 **sacred bonus** to one saving throw.

Channel Spirit Health (Sp): The shuhenja may spend 1 point from her celestial pool per creature conjured by her Summon Nature's Spirit to heal the spirit for 1d6 points of damage as a **standard action**. At 10th level the shuhenja may spend 2 points per creature to heal each summoned spirit for 2d6 points of damage. At 16th level she may spend 3 points per creature to heal each summoned spirit for 3d6 points of damage.

Elemental Hand (Su): The shuhenja must possess the Spirit Hand celestial boon or the **Improved Unarmed Strike** feat before she may take this boon. The shuhenja may spend 1 point from her celestial pool to deal elemental damage on one unarmed attack as a **swift action**. The shuhenja must declare her intention of using this boon before making an attack roll and must use the attack before the beginning of her next turn or lose the effect of this boon.

The type of damage is determined by the domain access granted by the shuhenja's zodiac animal spirit (see Domain/Energy Table above).

The shuhenja must be at least 7th level before she may take this boon.

Elemental Spirits(Sp): The shuhenja may grant spirits conjured by her Summon Nature's

Spirit resistance to certain elemental attacks based on the shuhenja's domain access granted by her zodiac animal spirit (see Domain/Energy Table above). The shuhenja must spend 1 point from her celestial pool as part of the conjuration when using the Summon Nature's Spirit class ability. Animals summoned are then granted **Resistance 5** to the associated energy/element based on the shuhenja's granted domain.

At 10th level the shuhenja may spend 2 points from her celestial pool to grant summoned animals a **Resistance 10** for the associated energy/element.

Elemental Sacrifice (Su): The shuhenja may spend a number of points from her celestial pool as a **standard action** to sacrifice one animal conjured by her Summon Nature's Spirit class ability, causing it to explode and damage everyone within a 10 foot radius based with the energy based on the domain granted to the shuhenja. The explosion causes 1d6 points of damage per point spent from the shuhenja's celestial pool, though a successful **Reflex** save will reduce the damage by half.

The shuhenja may spend 1 point for every 5 class levels possessed by the shuhenja. The shuhenja must be at least 13th level before she may take this boon.

Foo Spirits (Su): The shuhenja may apply the Foo Creature template in place of the Simple Celestial or Simple Fiendish template to animal spirits conjured by the Summon Nature's Spirit class ability. The shuhenja must spend 1 point per animal summoned when initiating this boon as part of the Summon Nature's Spirit class ability.

Improved Elemental Spirits (Su): The shuhenja may spend 4 points from her celestial pool as part of the conjuration process of the Summon Nature's Spirit class ability, granting the summoned animal(s) the ability to cause elemental/energy damage based on the shuhenja's granted domain. All natural attacks by the summoned nature spirit cause 1d6 points of energy damage in addition to the normal damage caused by the attack. The shuhenja must have the Elemental Spirits celestial boon and she may use both boons when summoning the nature spirits as long as she spends the requisite points. The shuhenja must be at least 13th level before she may take this boon.

Quickened Summoning (Sp): The shuhenja may spend 1 point from her celestial pool to use her

Summon Nature's Spirit class ability as a **standard action** rather than a **full round action**.

Spectral Spirits (Su): The shuhenja may infuse the animals conjured by the Summon Nature's Spirit class ability with the ability to damage incorporeal creatures with their natural attacks with no reduction in the damage dealt. It costs 1 point from the shuhenja's celestial pool and requires a **swift action** the round spent summoning the spirit animal(s). Summoned creatures still lose any **natural armor bonuses** against the attacks from incorporeal creatures, though at 10th level the shuhenja may spend 2 points from her celestial pool to infuse any **natural armor bonuses** with the same ability to be effective against incorporeal attacks. The shuhenja must be at least 7th level before she may take this boon.

Spirit Barrier (Su): The shuhenja may spend 1 point from her celestial pool as an **immediate action** to create a mystical barrier about herself preventing any summoned creature from touching her. The barrier lasts until the beginning of her next turn. At 7th level the shuhenja may spend 2 points from her celestial pool to strengthen the barrier, barring contact from eidolons and other creatures of the outsider type that have less hit dice than the shuhenja's class level.

Spiritual Defense (Su): The shuhenja must have one or more creatures conjured by the Summon Nature's Spirit class ability within 100 feet to use this boon. The shuhenja may spend 1 point from her celestial pool to instantly position the summoned spirit to an empty adjacent area within reach of the shuhenja as a **move action**. If she has more than one summoned spirit, the shuhenja may place additional summoned creatures in other empty areas within reach by spending 1 point for each creature transported with this boon. Creatures transported in this manner do not provoke **attacks of opportunity**. The shuhenja must be at least 10th level before she may choose this boon.

Spirit Hand (Ex): The shuhenja gains **Improved Unarmed Strike** as a bonus feat. The shuhenja may spend 1 point from her celestial pool as an **swift action** to gain a +1 bonus to hit and damage with her unarmed attack for a number of rounds equal to her Constitution modifier (minimum of 1). At 10th level the shuhenja may spend 2 points to gain a

+2 bonus, and at 15th level she may spend 3 points to gain a +3 bonus.

Touch of Purification (Su): The shuhenja may use the power of her celestial pool to remove certain effects based on her class level and points spent. Using this boon is a **standard action** and requires physical contact with the recipient of the purification touch. If the boon is being used to counter a non-magical effect or condition the touch recipient gains the benefit of the purification and the effect or condition is instantly removed. If the boon is being used to counter a magical effect or condition, the touch of purification allows the recipient to make a new saving throw, modified by the shuhenja's Wisdom modifier.

Purification Cost Table

Condition	Minimum Class Level	Point Cost
Fatigued or Sickened	4th	1
Exhausted or Nauseated	4th	2
Confused or Dazed	4th	3
Paralyzed or Stunned	7th	2
non-magical Poison	7th	2
non-magical Disease	7th	3
Blindness or Deafness	10th	3
Curse	10th	*
Magical Poison	13th	4
Magical Disease	13th	5

The cost to remove a curse depends on the relative hit dice/levels between the caster of the curse and the shuhenja. If the shuhenja's class level is higher than the originator of the curse, it only costs the shuhenja 1 point from her celestial pool. If the shuhenja's class level is equal to the originator of the curse, the cost of using this boon is 2 points. If the originator has more hit dice/levels than the shuhenja, she must spend 2 points plus 1 additional point for every two hit dice/levels above her class level.

Bonus Feat: The shuhenja may choose from the following feats as a bonus feat at 5th level and every four levels thereafter. The shuhenja must meet any pre-requisite requirements for the bonus feat chosen. The bonus feat list includes: **Acrobatic Steps**, **Alertness**, **Animal Affinity**, **Augment Summoning**, **Diehard**, **Dodge**, **Elemental Focus**, **Elemental Spell**, **Endurance**, **Extra Ki**, **Fast Healer**,

Fleet, Gliding Steps, Greater Elemental Focus, Greater Spell Focus, Ki Stand, Light Step, Mobility, Nimble Moves, Run, Spell Focus (Conjuration), Spell Penetration, and Toughness.

Blessed Terrain (Su): At 11th level the shuhenja gains the Blessed Terrain class ability as both added reward for her service and additional responsibility as a protector of the land. The type of terrain is based on the shuhenja's zodiac animal spirit (see Zodiac Animal Spirit List). If more than one terrain is listed, the shuhenja must select the terrain type when this class ability is gained and it cannot be changed. Shuhenja bound to the dragon may choose any terrain including other planes of existence.

While in that terrain, the shuhenja gains a +1 **sacred bonus** to all saving throws and **AC**, and +2 bonus for all skill checks involving **Knowledge** (geography), **Perception**, **Stealth**, and **Survival**. While traveling in that terrain, the shuhenja may ignore any hazardous or difficult terrain that would normally hinder movement. Terrain that may cause physical damage applies normally as well as any non-natural elements within the terrain. The shuhenja may choose not to leave a trail while traveling in her blessed terrain and cannot be tracked unless she chooses to otherwise leave signs of her passing.

Alter The Path (Su): At 15th level, the shuhenja gains the ability to magically enhance the travel of allies while within the terrain chosen for her Blessed Terrain class ability. The shuhenja may grant a number of allies equal to her Wisdom modifier the benefits of the Blessed Terrain class ability for a period of 24 hours as long as the allies stay within direct line of sight of the shuhenja. Initiating this effect is a **standard action** that requires physical touch with the recipient while the effect can be ended as a **free action** and does not require physical contact with the individual whom the shuhenja is revoking the effect.

Kami Transformation (Su): Once the shuhenja reaches 20th level, she is well on her way to gaining the status of becoming a kami. She gains the ability to **Speak with Plants** as a constant spell like ability. She also gains a ward assigned by the celestial hierarchy

based on her blessed terrain. If she is within a mile of her ward, she may instantly transport herself and a number of other individuals of medium size or smaller equal to her Wisdom modifier to the center of her ward as a **swift action**. While within 100 feet of her ward, the bonuses gained by the Blessed Terrain class ability are doubled for the shuhenja and any allies affected by the shuhenja's Alter the Path class ability.

The shuhenja may fuse with her ward as a normal kami, and may not be directly attacked, though her ward may be so targeted. While infused within her ward, the shuhenja is aware of what is going on around her within the area of her ward, though she may not interact until she chooses to leave the ward.

If her ward is destroyed, the shuhenja ejected from it if she was infused within it and suffers 10d6 points of damage. If the shuhenja is not within her ward, she does not suffer damage but loses all bonuses for being near her ward as well as the ability to instantly transport there.

Shuhenja Spell List

0: Create Water, Detect Magic, Detect Poison, Guidance, Know Direction, Light, Living Stone Sense, Mending, Purify Food and Drink, Read Magic

1st: Ant Haul, Bless, Call Animal, Calm Animals, Cause Fear, Charm Animal, Command, Cure Light Wounds, Dancing Lantern, Deathwatch, Detect Animals or Plants, Detect Ward, Diagnose Disease, Divine Favor, Endure Elements, Entangle, Goodberry, Hide from Animals, Inflict Light Wounds, Magic Weapon, Obscuring Mist, Pass without Trace, Protection From (Chaos, Evil, Good, Law), Remove Fear, Remove Sickness, Shield of Faith, Stone Fist, and Summon Nature's Ally I

2nd: Aid, Animal Aspect, Animal Messenger, Animal Trance, Ant Haul [Communal], Augury, Barkskin, Calm Emotions, Cure Moderate Wounds, Delay Poison, Elemental Speech, Endure Elements [Communal], Enthrall, Glide, Grace, Hold Animal, Inflict Moderate Wounds, Invisibility to Kami, Make Whole, Protection From (Chaos, Evil, Good, Law) [Communal], Remove Sickness, Resist Energy, Restoration [Lesser], Speak with Animals, Stone Call,

Summon Nature's Ally II, Weapon of Awe, and Wood Shape

3rd: Animal Aspect [Greater], Anthropomorphic Animal, Bestow Curse, Blindness/Deafness, Contagion, Cure Serious Wounds, Delay Poison [Communal], Dispel Magic, Dominate Animal, Helping Hand, Inflict Serious Wounds, Invisibility to Kami [Communal], Locate Object, Magic Circle against (Chaos, Evil, Good, Law), Magic Vestment, Meld into Stone, Protection from Energy, Remove Curse, Remove Disease, Resinous Skin, Resist Energy [Communal], Sacred Bond, Spike Growth, Stone Shape, Summon Nature's Ally III, Tree Shape, and Wind Wall

4th: Air Walk, Command Plants, Compel Kami, Control Summoned Creature, Control Water, Cure Critical Wounds, Dismissal, Inflict Critical Wounds, Life Bubble, Magic Weapon [Greater], Neutralize Poison, Planar Adaptation, Planar Ally [Lesser], Poison, Protection from Energy [Communal], Restoration, Sending, Spike Stones, Spiritual Ally, Summon Nature's Ally IV, True Form, and Water Walk

5th: Animal Growth, Astral Projection [Lesser], Baleful Polymorph, Breath of Life, Command [Greater], Commune with Nature, Control Winds, Cure Light Wounds [Mass], Curse [Major], Death Ward, Dispel (Chaos, Evil, Good, Law), Inflict Light Wounds [Mass], Insect Plague, Plane Shift, Rest Eternal, Scrying, Spell Resistance, Stoneskin, Summon Nature's Ally V, True Seeing, and Ward Sending

6th: Cure Moderate Wounds [Mass], Dispel Magic [Greater], Find the Path, Fire Seeds, Harm, Heal, Inflict Moderate Wounds [Mass], Ironwood, Liveoak, Planar Adaptation [Mass], Planar Ally, Raise Dead, Stoneskin [Communal], Stone Tell, Summon Nature's Ally VI, Transport via Plants, Tree Stride, and Wind Walk

New Feats

Extra Celestial Boon

You forge another connection to the celestial hierarchy and gain another boon from the heavenly court of kami.

Pre-requisites: Celestial Boon class feature

Benefit: You may select another Celestial Boon and long as you meet the requirements for it.

New Spells

Living Stone Sense

School Divination

Level Druid 0, Shuhenja 0

Casting Time 1 standard action

Components V, S

Range short (25 ft. + 5 ft./2 levels)

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none

Spell Resistance no

You gain the ability to sense the presence of any creature concealed within a coating of stone from either a spell effect, spell-like ability, or supernatural ability within range of this spell once cast. If you focus on the same area for 2 rounds you can determine the number of creature hidden in stone. If you focus for 3 or more rounds you can determine the strength of the creature ranging from faint to overwhelming based on the creature's hit dice (see the *Detect Undead* spell). If the creature's strength is overwhelming and the creature has at least twice as many hit dice/levels as your caster level, you are **stunned** for 1 round and the spell ends.

Detect Ward

School Divination

Level Druid 1, Ranger 1, Shuhenja 1

Casting Time 1 standard action

Components V, S, DF (plant leaf or pebble)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none

Spell Resistance no

You can sense the presence of a kami ward within range. Depending on the kami, the ward may range from a single plant to an entire area such as a forest glade or mountain. If you have **Knowledge** (religion) and focus on the ward for 2 rounds you may make a skill check to determine the type of kami associated with the ward with a

DC equal to 10 + the CR of the kami. If you focus on the ward for 3 or more rounds you may determine whether or not the kami is merged with the ward.

Invisibility to Kami

School Illusion (glamer)

Level Druid 2, Ranger 2, Shuhenja 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 minutes / level (D)

Saving Throw Will negates (see text)

Spell Resistance no

This spell renders you completely undetectable to foo creatures and kami unless you decide to make your presence known, you attack or cast a spell on the kami or foo creature, or attempt to damage or destroy the kami's ward. If you pass into the kami's ward, it is allowed a Will save to sense your presence.

Invisibility to Kami, Communal

School Illusion (glamer)

Level Druid 3, Ranger 3, Shuhenja 3

Casting Time 1 standard action

Components V, S, DF

Range personal or touch

Target you or up to 1 ally/level

Duration 10 minutes / level (D)

Saving Throw Will negates (see text)

Spell Resistance no

This spell is identical to Invisibility to Kami but you may grant its effects up to a number of individuals equal to your class level, with the duration split amongst all of the recipients in 10 minute increments. The time must be split equally and any of the duration that cannot be effectively used is lost.

Compel Kami

School Enchantment (Compulsion)

Level Druid 4, Ranger 4, Shuhenja 4

Casting Time 1 standard action

Components V, S, M (silver ingot worth 10 gp)

Range medium (100 ft. + 10 ft./level)

Target one Kami

Duration 1 round/level

Saving Throw Will negates

Spell Resistance yes

You must target one kami within range of the spell, it may be visible or merged within its ward. The kami is allowed a Will save to avoid the compulsion. If it fails the Will save then the kami will appear before you and perform any actions within its powers that you ask for the duration of the effect as long as it does not involve leaving the immediate area of its ward. The kami is aware of the effects of the spell and may seek reparations for any acts it is forced to do that go against its nature. A kami will never do anything to damage or destroy its ward, even under the effects of this spell.

If the kami successfully makes it Will save, it will know someone attempted to draw it forth and compel it to perform some act or service.

Ward Sending

School Conjuration (teleportation)

Level Druid 5, Shuhenja 5

Casting Time 1 round

Components V, S, DF

Range 10 miles / level

Target you and 1 recipient / level

Duration instantaneous

Saving Throw none or Will negates (harmless)

Spell Resistance no

You may transport yourself and a number of allies equal to your class level instantaneously to the nearest kami ward. The size of the ward does not matter, nor can you designate the direction or distance traveled though it is limited to a maximum distance of 10 miles per class level. If no ward is within range of the spell, the spell automatically fails. This spell does not guarantee how your sudden appearance will be taken by the kami associated with the ward.

Publishing Notes

This class was inspired by oriental versions of a divine class loosely based on the Japanese religion of Shugendo. If you look closely you may find vestiges of those classes in some of the abilities of the shuhenja. However, the celestial (a.k.a. Chinese) zodiac is a new aspect that was tied to the oriental version of the elements (earth, fire, metal, water, and wood) along with the inclusion of the kami as presented in Paizo's Pathfinder Bestiary 3.

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