

CLASSifieds

Astra

New Occult Class



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CLASSIFIED: ASTRA

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The CLASSified product line from Fat Goblin Games is devoted to bringing you a new and exciting base class for your Pathfinder Roleplaying Game. CLASSified: Astra includes complete rules for a single class and archetypes, and an assortment of other rules to bring your characters to life.

CLASSIFIED: ASTRA

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ASTRA

Using the mind as a weapon is usually just an expression, but the astra makes it possible, using her innate psychic power to channel energies from the Astral Plane into a magical weapon. The astra is a powerful and exotic warrior who can never be separated from her weapon. She creates a weapon using mantras and by making an emotional link with her blade. The blade it's not just materialized energy; while tapping into the Astral Plane in her mantras, the astra can get a glimpse of a deity's weapon or even form a link with a lost soul. The astra's own feelings and emotions form this link when she invokes a mantra.

The psychic blademasters of old called the bearers of such spiritual weapons *astradhari*, but as time went on they were called by the same name as their weapons, *astra*. While the name changed, the art itself didn't. The old blademasters pass their knowledge verbally only, teaching the mantras and preparing the young astra for the powerful links between spirit, weapon and user.

An astra masters not only combat, like any warrior. An astra creates a connection between herself, the blade she creates, and the spirits she invites to inhabit it. The link can improve the weapon, making it stronger and the astra deadlier. It's a sentimental link, one found between the weapon bearer and a spirit from the Astral Plane, and as it grows it gives strength to the astra's own brand of psychic magic.

Role: The astra excels at battle, using her weapon to defeat her enemies. While she does not use armor as heavy as other frontline warriors, she trusts her psychic power to defend her. As such, she becomes a mobile and versatile striker, adapting to different enemies with her mantras.

Alignment: Any neutral. An astra cultivates a healthy detachment from worldly matters; also, an astra's alignment has a direct effect on her first mantra (see below).

Hit Die: d10

Starting Wealth: 5d6 ×10 (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The astra's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the astra.

Weapon and Armor Proficiency: Astra are proficient with all simple and martial weapons, with light armor and with shields (except tower shields).

Create Astral Blade (Su): The astral blade stays with the Astra throughout her journey. The spirit that first made contact with the astra, answering the call of her mantra, establishes a sentimental link. As they grow together, the mantra grows stronger and more meaningful.

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Table: Astra

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Active Mantras
1st	+1	+0	+0	+2	Create astral blade, astral protection +1	-
2nd	+2	+0	+0	+3	Mantra, otherworldly sight (detect magic)	1
3rd	+3	+1	+1	+3	Bonus feats	1
4th	+4	+1	+1	+4	Astral blade +1, astral protection (uncanny dodge)	1
5th	+5	+1	+1	+4	Mantra, astral slide1	
6th	+6/+1	+2	+2	+5	Bonus feat, astral protection +2	1
7th	+7/+2	+2	+2	+5	Astral protection (evasion), otherworldly sight (detect mindscape)	1
8th	+8/+3	+2	+2	+6	Astral blade +2, mantra	2
9th	+9/+4	+3	+3	+6	Bonus feat	2
10th	+10/+5	+3	+3	+7	Astral slide (10 ft)	2
11th	+11/+6/+1	+3	+3	+7	Otherworldly sight (retroognition), mantra	2
12th	+12/+7/+2	+4	+4	+8	Bonus feat, astral protection +3, astral blade +2	2
13th	+13/+8/+3	+4	+4	+8	Mental discipline (1/day)	2
14th	+14/+9/+4	+4	+4	+9	Otherworldly sight (dreamscan), mantra	2
15th	+15/+10/+5	+5	+5	+9	Bonus feat, astral slide (15 ft)	2
16th	+16/+11/+6/+1	+5	+5	+10	Astral blade +4	3
17th	+17/+12/+7/+2	+5	+5	+10	Mental discipline (2/day), mantra	3
18th	+18/+13/+8/+3	+6	+6	+11	Bonus feat, astral protection +4	3
19th	+19/+14/+9/+4	+6	+6	+11	Mental discipline (3/day)	3
20th	+20/+15/+10/+5	+6	+6	+12	Ultimate mantra, astral step (20 ft), astral blade +5, mantra	3

Beginning at 1st level, as a swift action, an astra may tap into the Astral Plane and draw forth energy to create an interdimensional weapon. This weapon may take the shape of any slashing or piercing weapon the astra is proficient with, but it shimmers with psychic energy, being obviously magical to anyone seeing it. The astral blade exists in both the Material

and Astral Planes; therefore, always possessing the *ghost touch* special ability.

At 4th level and every 4 levels thereafter, the astral blade gains a +1 enhancement bonus to attack and damage rolls (+1 at 4th, +2 at 8th, +3 at 12th, +4 at 16th, +5 at 20th).

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An astral blade can be broken, as a normal weapon, but if it is broken the astra can create a new one as a swift action. It can just as easily be dismissed back to the astral plane as a swift action. If a damaged astral blade is dismissed to the astral plane, it is completely repaired when created again.

Astral Protection (Su): When an astra is wearing light armor and wielding an astral blade, she continually channels psychic power to infuse her mind with astral energy, allowing her to predict danger and avoid harm. This ability grants a +1 insight bonus to Reflex saves, AC and CMD at 1st level. These bonuses increase by +1 at 6th level and every 6 levels thereafter (+2 at 6th, +3 at 12th, +4 at 18th).

The insight offered by astral protection also allows experienced astra to avoid being surprised and to evade area attacks. At 4th level, you gain uncanny dodge. At 7th level, you gain evasion.

Otherworldly Sight (Su): At 2nd level, the astra's sight becomes able to pierce the barrier between dimensions. The astra is under a permanent *detect magic* effect with caster level equal to her class level. At this surface level, she can only detect the presence or absence of magical auras.

An astra can concentrate on her otherworldly sight with a move action; each round concentrating counts as a round of study for the purposes of the detection effect.

At 7th level, after concentrating for 3 rounds, the astra is able to *detect mindscapes* as the spell once per day.

At 11th level, after concentrating for 3 rounds, the astra can cast *retroognition* as the spell once per day.

At 14th level, after concentrating for 3 rounds, the astra can cast *dreamscape* as the spell once per day.

If her otherworldly sight is dispelled, she can only recover it after resting for 8 hours.

Mantra (Su): Mantras are the way each astra uses to personalize their astral blades. They are a form of psychic magic and creating one never has verbal or somatic components. Mantras are purely mental actions, and they can be invoked even while the astra is pinned or paralyzed. While many astra prefer chanting their mantra out loud to celebrate their spiritual connection, that is not necessary for them to function.

An astra learns her first mantra at 2nd level. This mantra must be the alignment mantra related to the astra's alignment; it is invoked automatically as part of summoning the astral blade. The astra learns other mantras at 5th, 8th, 11th, 14th, 17th and 20th level.

Invoking a mantra is a swift action. Each mantra adds additional powers to the astra's astral blade. A mantra lasts one minute but can usually be ended earlier by repeating the same mantra (usually as an immediate action) to increase its effect; this is known as reinforcing a mantra.

There is a limit to how many mantras an astra can keep active at each time, as noted on the table above. Until 8th level, an astra can only have one active mantra at a time. From 8th to 15th level, an astra can have two mantras active at the same time. Starting at 16th level, the astra can have three mantra active at the same time.

All mantras have emotional components. That's the main reason for the astra's neutrality — it makes it easier for them to flow through the spectrum of emotions. Therefore, if an astra is under effect of any harmful emotion or fear effect, she cannot use her mantras (treat this as a psychic caster trying to cast a spell with emotion and thought components), though it is still a supernal, not a spell-like, ability.

See the full mantra list below.

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Bonus Feats: At 3rd level, and at every six levels thereafter (6th, 9th, 12th, 15th, 18th), an astra gains a bonus Combat feat. The astra must still meet all requirements for the feat.

Astral Step (Su): Spellcasters everywhere use the Astral Plane cover great distances quickly and the same is true to an astra. However, an astra is able to step in and out of the Astral Plane a lot more naturally than any other creature, allowing her a form of limited teleportation. An astra is only able to use this ability while they have a mantra active.

As a swift action on her turn, a 5th level astra may magically slip 5 ft once per round. Every 5 levels thereafter, her astral step distance is increased by 5 ft (10 ft at 10th level, 15 ft at 15th level, 20 ft at 20th level). You can use this ability a number of times per day equal to 1/2 your astra level plus your Wisdom modifier.

Unlike spells like *dimension door*, an astra is able to still act after using this ability. This ability is blocked by any means which would normally prevent teleportation or the use of spells like *dimension door*. Use of this ability never counts as a charge as no momentum is gained while moving using this method.

Mental Discipline (Ex): An astra's mental discipline allows her to protect against effects that would harm her mind. At 13th level, an astra may reroll any failed Will save once per day. She gains an additional use of this ability at levels 17th and 19th.

Ultimate Mantra (Su): At 20th level, you learn the most powerful of all mantras. It is so powerful you can only invoke it once per day. When you invoke this mantra, your eyes glow with unbound psychic energy and an aura of astral light surrounds you; this light is equivalent to a torch. All of your other mantras become active, your otherworldly sight



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grants you constant *thoughtsense* and *arcane sight* (as the spells), your astral step range is doubled and your astral blade gains a +1 inherent bonus to attack and damage.

After one minute, the ultimate mantra ends and you become fatigued for 1 minute. No magical means can reduce this duration of fatigue, and it affects an astra even if they are normally immune to fatigue.

MANTRAS

The following mantras are available to astra.

Acid: Invoke the acid mantra to sheathe your astral blade in a vitriolic sheen, granting it the *corrosive* special ability. You also gain acid resistance 5, which increases to acid resistance 10 at 8th level and acid resistance 20 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to grant it the *corrosive burst* special ability for 1 round.

Balance: Invoke the balance mantra to make your astral blade resonate with reality itself, humming with a pleasant melody. Its enhancement bonus increases by 1. You become more focused, gaining a +1 bonus to all ability checks and skill checks, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to grant it the *vorpal* special ability for 1 round.

Only a True Neutral astra can learn this mantra.

Chaos: Invoke the chaos mantra to mark your astral blade's surface with glowing red ideograms, granting your astral blade the *anarchic* special ability. You also

gain a +1 bonus on saving throws against spells with the lawful subtype, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to daze your target for 1 round if it fails a Will saving throw (DC = 10 + $\frac{1}{2}$ your class level + your Wis modifier).

Only a Chaotic Neutral astra can choose this mantra.

Defense: Invoke the defense mantra to make your astral blade be surrounded by the aura of a shield, granting it the *defending* special ability. You also gain a +1 bonus to your CMD, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this ability as a swift action to add your astral's blade enhancement bonus to your Armor Class without reducing its enhancement bonus.

Dispelling: Invoke the dispelling mantra to make your astral blade seem like it is made of rusted iron, granting it the *dispelling* special ability. You also gain a +1 bonus on saving throws against spells, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to grant it the *dispelling burst* special ability for 1 round.

Death: Invoke the death mantra to make your astral blade as black as the night, granting it the *vicious* special ability. You also gain a +1 bonus on saving throws against necromancy spells and effects, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to grant it the *wounding* special ability for 1 round.

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Evil: Invoke the evil mantra to mark your astral blade's surface with dull black ideograms, granting your astral blade the *unholy* special ability. You also gain a +1 bonus on saving throws against spells with the good subtype, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to nauseate your target for 1 round if it fails a Will saving throw (DC = 10 + ½ your class level + your Wis modifier).

Only a Neutral Evil astra can learn this mantra.

Flame: Invoke the flame mantra to sheathe your astral blade in ghostly blue flames, granting your astral blade the *flaming* special ability. You also gain fire resistance 5, which increases to fire resistance 10 at 8th level and fire resistance 20 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to grant it the *flaming burst* special ability and grant yourself immunity to fire damage for 1 round.

Ice: Invoke the ice mantra to surround your weapon in a freezing mist, granting your astral blade the *frost* special ability. You also gain cold resistance 5, which increases to cold resistance 10 at 8th level and cold resistance 20 at 16th level.

Reinforce this mantra as an immediate action to grant your astral blade the *icy burst* special ability and grant yourself immunity to cold damage for 1 round.

Good: Invoke the good mantra to mark your astral blade's surface with shining white ideograms, granting your astral blade the *holy* special ability. You also gain a +1 bonus on saving throws against spells with

the evil subtype, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to heal 2 hit points per class level to yourself or to an ally within 10ft of you.

Only a Neutral Good astra can learn this mantra.

Law: Invoke the law mantra to mark your astral blade's surface with stark blue ideograms, granting your astral blade the *axiomatic* special ability. You also gain a +1 bonus on saving throws against spells with the evil subtype, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to blind your target for 1 round if it fails a Will saving throw (DC = 10 + ½ your class level + your Wis modifier).

Only a Lawful Neutral astra can learn this mantra.

Lightning: Invoke the lightning mantra to infuse your weapon with blue lightning, granting your astral blade the *shock* special ability. You also gain electricity resistance 5, which increases to electricity resistance 10 at 8th level and electricity resistance 20 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade grant your astral blade the *shocking burst* special ability and grant yourself immunity to electricity damage for 1 round.

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Metal: Invoke the metal mantra to surround your astral blade with a silvery sheen, granting it the *keen* special ability. You also gain DR 1/bludgeoning, which increases to DR 2 at 8th level and DR 3 at 16th level.

Reinforce this mantra as an immediate action when you threaten a critical hit with your astral blade to confirm it automatically.

Mercy: Invoke the mercy mantra to mark your astral blade with white feathers, granting it the *merciful* special ability. You also gain a +1 bonus on saving throws against spells of the enchantment school, which increases to +2 at 8th level and +3 at 16th level.

Reinforce this mantra as an immediate action when you deliver a critical hit with your astral blade to make your target fall asleep for 1 minute if it fails a Will saving throw (DC = 10 + $\frac{1}{2}$ your class level + your Wis modifier).

Speed: Invoke the speed mantra to make your astral blade look slender and graceful, granting it the *agile* special ability. Your speed increases by 5 ft at 2nd level, 10 ft at 8th level and 20 ft at 16th level.

Reinforce this mantra as a swift action to grant your astral blade the special ability speed for 1 round.

NEW RACIAL FAVORED CLASS OPTIONS

The following options are available to all astra who are the listed race, and unless otherwise stated, the bonus applies each time you select the class reward.

Dwarf: Add $+\frac{1}{2}$ damage to your weapon attacks when you invoke the law mantra.

Elf: Add $+\frac{1}{3}$ damage to your weapon attacks when you invoke the good mantra.

Gnome: Add +1 foot to your astral step distance.

Half-elf: Add $+\frac{1}{3}$ damage to your weapon attacks when you invoke the balance mantra.

Halfling: Add $+\frac{1}{3}$ damage to your weapon attacks when you invoke the chaos mantra.

Half-orc: Add $+\frac{1}{3}$ damage to your weapon attacks when you invoke the evil mantra.

Human: Learn $\frac{1}{6}$ of a new mantra.

ARCHETYPES

The following are archetypes for the astra class.

HUNDRED ARMS

While most astra mold their astral blades with their convictions, a few invite spirits from the astral plane into their weapons as inspiration and companions. The thousand arms astra bonds with the soul of the fabled hekatonkheires.

Alignment: Neutral Evil only

Ghostly Arm (Su): At 5th level, you can reinforce any of your mantras as a swift action to sprout an extra arm. This arm is gray and translucent, carrying an equally ghostly version of your astral blade. When you take the full-attack action, your ghostly arm delivers an addition attack at your highest attack bonus. It can also make one attack of opportunity per round at 5th level, two per round at 10th level, three per round at 15th level and four per round at 20th level.

This replaces astral step.

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Hundred-Handed Whirlwind (Su): At 13th level, you can reinforce any of your mantras as a full-round action to summon a hundred ghostly weapons that sweep the battlefield in a hurricane of destruction. You may make one attack against each enemy within your threatened area with your astral blade, at your highest attack bonus.

This replaces mental discipline.

Mental Discipline (Su): At 17th level, you gain mental discipline 1/day as a normal astra does at 13th level. You gain an additional use at 19th level.

This replaces mental discipline 2/day and 3/day.

Titanic Apotheosis (Su): At 20th level, you can emulate the hekatonkheires as a swift action. For one minute, you grow five extra arms. Each of your hands holds an astral blade; each of these astral blades has a different mantra active, chosen among your known mantras. For the duration of your titanic apotheosis, you have the Multiweapon Fighting feat.

This replaces final mantra.

PHOENIX SOLDIER

While most astra mold their astral blades with their convictions, a few invite spirits from the astral plane into their weapons as inspiration and companions. The phoenix soldier bonds with the soul of a majestic phoenix.

Alignment: Neutral Good or Chaotic Neutral only

Skills: Phoenix soldiers add Fly (Dex) as a class skill.

Mantra: At 2nd level, a phoenix soldier learns the flame mantra instead of her alignment mantra. She may learn the alignment mantra later on.

This modifies the mantra special ability.

Fire Blast (Su): At 5th level, when you invoke the flame mantra, you become able to shoot fire out of the tip of your astral blade, as a standard action. This is a ranged touch attack with a range of 60ft, dealing 4d6 fire damage. At 10th level and every 5 levels thereafter, this damage increases by 1d6 (5d6 at 10th, 6d6 at 15th, 7d6 at 20th). If you invoke the ultimate mantra, fire blast deals double damage. You can use this ability a number of times per day equal to 1/2 your astra level plus your Wisdom modifier.

Phoenix Wings (Su): At 13th level, when you invoke the flame mantra, you grow wings of fire. They allow you to fly with a speed equal to your land speed, with good maneuverability. The wings last as long as the mantra does.

This replaces mental discipline.

Mental Discipline: At 17th level, you gain mental discipline 1/day as a normal astra does at 13th level.

This replaces mental discipline 2/day.

Final Conflagration (Su): At 19th level, once per day when you're reduced to zero hit points, you can explode in a blast of holy fire as an immediate action. Any enemy within a 20ft burst of where you were struck down suffers 10d6 fire damage (Reflex half, DC = 10 + ½ class level + Wis modifier). Any ally within the same burst instead heals the same amount of hit points. You recover all your hit points, reborn as the phoenix you're bound to.

This replaces mental discipline 3/day.

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FEATS

The following feats complement the astra class.

EXTRA MANTRA

You have unlocked a new mantra from the astral realm.

Requirements: Wis 15, three mantras known

Benefit: You learn a new mantra from the astra list.

IMPROVED ASTRAL STEP

You are proficient at using your astral step ability swiftly.

Requirements: Wis 15, astral blade, mantra, astral step

Benefit: You can use your astral step ability as part of the swift action to invoke a mantra or to summon your astral blade.

Normal: Using astral step is a separate swift action.

UNBOUND ASTRA

Your balanced soul allows you to tap into either extreme of the alignment specter.

Requirements: Wis 17, true neutral alignment

Benefit: You can learn any of the alignment mantras.

Normal: Only astra of the corresponding alignment can learn alignment mantras.

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