Akasha Reshaped

Moon and Tides

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Akasha Reshaped: Moon and Tides

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Introduction

Welcome to the second book of the Akasha Reshaped series! Holy cow, I honestly didn't think more people would give the first one a look beyond my friends. Thank you for supporting me, and I hope you enjoy this book!

I love the sea, which will likely come as no surprise to those who know me fairly well. I was a sailor when I was in my early 20s, and I've always enjoyed nautical entertainment like Pirates of the Caribbean, Down Periscope, and One Piece. Actually, most of my faves are pirate-themed, now that I think about it, which may explain some things…

The first part of this book contains the Surging Shark Discipline for Path of War, which is not Akashic but it fits the general theme of this book and I'd rather put it in here than dump it somewhere else. Featuring the new Call of the Deep mechanic, you'll find the discipline a formidable force on land and an unstoppable tsunami underwater. Also featured is the Moonpearl Pirates, a group of freedom-loving buccaneers whose signature discipline is the Surging Shark. And as a bonus, I snuck in yet another Helmsman archetype, the Skipper, who is a master of maritime maneuvers.

As well, there are five new veils: Mermaid's Tail, which allows land-dwellers to dive beneath the waves and ocean dwellers to walk on land; The Red Tide, Methane Seep, and Vortex seastorm veils, Stormbound veils for aquatic combat; and finally the Wave title veil, for Rajah players with Surging Shark allies.

A multitude of feats follow, including the brutal Surging Shark Style, the graceful Argent Fin, and the calamitous Maelstrom Gale. Finally are a few magic items inspired by my adventures in a pirate campaign whose name I can't legally say, lest I get a call from Paizo's lawyers.

Big props to Timm Moller, who helped me with the later parts of Surging Shark, as well as Daniel Diewald, who put up with me playtesting this stuff in his games.

Thanks for picking up this book, and stay awesome.

—Kristal "Moonhand" Magiere

Books Needed

To use this book, I recommend having a copy of the *Pathfinder Roleplaying Game Core Rulebook*, as well as *Akashic Mysteries* and *Path of War*. Material found herein also utilizes or expands upon material found in the *Arcforge: Technology Expanded, Divergent Paths: Fool's Errand, Divergent Paths: Rajah, Lords of the Night,* and *Stormbound* books.

Moon and Tides

Martial Discipline: Surging Shark

The sea holds many mysteries for those who live above the water. Many wonders lie beneath the waves, both beautiful and horrifying. But what seems to surprise the surface-dwellers the most is that those aquatic beings have their own styles of fighting, specifically suited to their liquid environment. The most famous of these styles is Surging Shark. Originally developed by the merfolk, this style has spread far, even being adapted and taught by surface dwellers.

Though it is just as powerful on land as other martial disciplines, Surging Shark shows its true power when used by a native of the ocean's depths in their element. Utilizing the water in ways most air-breathing creatures cannot fathom, this discipline can turn what should be an even match into a one-sided beat down. Many tales of expert surface warriors defeated by aquatic novices have spread, and the wise give this unique discipline the respect it deserves on its home turf.

Associated Skill: Swim.

Associated Weapon Groups: Natural, spears, and thrown.

Call of the Deep

Many maneuvers of the Surging Shark discipline have additional, or different, effects if the creature that initiates them has the aquatic or water subtypes and is currently underwater. These effects are marked "Call of the Deep" in the maneuvers' s. If a Surging Shark maneuver is initiated by a non-aquatic creature that can breathe underwater, then they may choose whether or not to utilize its call of the deep each time they initiate that maneuver.

Locked

Several Surging Shark maneuvers and related abilities allow you to lock your target. You may only lock creatures within your melee reach (including that of reach weapons or other effects that extend your reach). Locking a creature does not provoke attacks of opportunity, and even though it is not an attack, it is treated as a melee attack for the purposes of targeting, line of effect, miss chances, and ending an invisibility spell or similar effects. Attempting to lock or drag a creature ends any Stealth you have, though you can still use Stealth after you've locked a creature (if you are otherwise able to do so while observed, such as by having the hide in plain sight ability or making a successful Bluff check). Similarly, locked creatures can use Stealth against you if they have a means to do so, through successfully hiding from you using Stealth does not end the lock.

A creature targeted by a character's lock must succeed at a Reflex save (DC 10 + 1/2 your highest initiator level + your Strength modifier or highest initiation modifier, whichever is higher) or become locked. Locking counts as a Surging Shark maneuver for the purposes of abilities or effects that increase a maneuver's save DC, and the DC is increased by +2 for using a discipline weapon as part of the attempt, as normal. If you can substitute another ability modifier for melee attack rolls or CMB checks (such as through the Weapon Finesse or Agile Maneuvers feats, or the soulknife's Focused Offense blade skill), you may use your that ability instead of your Strength or initiation modifier for determining your lock save DC.

Once you've locked a creature, they cannot voluntarily move from their space without escaping the lock (see below). If you lock another creature that is flying or otherwise midair, they remain in the air and do not fall. As this is an ability that hinders movement, creatures under the effects of a freedom of movement spell or slip bonds power cannot be locked. You can end the lock as a free action, and it automatically ends if the locked creature is no longer within your reach.

You can move freely as long as each creature you've locked remains within your reach, or can drag creatures when you move by moving at half speed. If your movement takes place during a maneuver, you can drag creatures by halving the distance you would normally move (to a minimum of 5 feet, even if halving it would result in a lower distance). You must still follow all the restrictions of your movement (such as where you can move, or where you must end your movement).

When dragging a creature, they move in the same direction as you, relative to your spaces (even if that movement takes them to a harmful location). If you would drag them into a space they cannot enter (such as a wall or that of another creature), you must either relinquish your lock on them, change direction, or stop moving. Otherwise, you can freely drag them along with you, regardless of your relative sizes or location. The movement of dragged creatures does not provoke attacks of opportunity, and your movement does not provoke attacks of opportunity from creatures you're dragging. If you would drag a creature into a space that can't support them or a hazardous location (such as the air for a nonflying creature or a pit of lava), they may make a saving throw to escape the lock (see below). If they succeed, they are not dragged, escape the lock, and fall prone in their space.

On its turn, a creature can attempt to escape your lock whenever it tries to move. In order to do so, the creature must succeed at a Reflex save with the same DC as when they were locked. A creature can use their Strength instead of their Dexterity on this saving throw (but not the one to evade the initial lock). Success indicates that the locked creature escapes and can move freely; failure means they remain locked, though their action is still spent (and are treated as having moved, for the purposes of taking 5-foot steps). Teleportation effects allow a creature to automatically escape your lock, as do effects that cause you to no longer have the creature within your reach. A creature that does not attempt to move during their turn can make a Reflex save against the lock as a free action at the end of that turn. You cannot lock a creature in the same turn that it escaped your lock.

If you become helpless, all of your locked creatures are released.

What is Lock?

Similarly to mechanics like hit points, armor class, and attack rolls, there is some amount of necessary abstraction required to make lock function. In the default description of Surging Shark maneuvers, locking is implied to be a strong grip or hold, but the exact specifics of a character's lock depends on the player, the GM, and the situation. It may be that a character literally wrestles the targets, that they use their reach and skill with a blade to keep their targets from moving freely, or even potentially that their targets are forced into stillness through sheer killing intent. In some cases, a particular explanation for locking a creature may warrant a Will save instead of a Reflex save, at the GM's option. Even in such a case, however, locking is not a mind-affecting ability.

Regardless of how they're doing it, however, a character can lock as many creatures as they are able to reach (provided they have the actions to do so).

Off-balance

Some Surging Shark maneuvers inflict the "off-balance" condition. This is normally a condition that happens underwater. A creature that is off-balance loses its Dexterity bonus to AC, and opponents gain a +2 bonus to attacks against it. In order to regain balance, the creature must make a Swim check as a move action, as shown on the following table:

Water	Swim DC
Calm water	15
Rough water	20
Stormy water	25*

* You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

If you would knock a flying creature off-balance, it must make a Fly check. If you would knock a creature off-balance while on land, reduce the DC by 5 and the creature must make an Acrobatics check. Flat ground or calm winds count as calm water. The DM may increase the DC as they see fit for icy ground, difficult terrain, stormy weather, earthquakes, etc, as listed in the Acrobatics and Fly skills. Alternatively, if the DM wishes to make things simpler, knocking a creature off-balance while on land may just be treated as a trip.

Accessing the Discipline

A martial initiator may trade out one of their disciplines in order to access Surging Shark. Alternatively, if the DM is running an aquatic campaign (one which takes place primarily in or around aquatic environments), they may wish to allow all characters access to Surging Shark without needing to trade out an existing discipline. In either case, the character gains Swim as a class skill, if they did not already have it.

Maneuver List

1st Level

Shrimp Snap: Strike [lock] - Attack up to two creatures and attempt to lock one.

Sand Shark Rush: Strike - Make a charge attack that deals 1d6 extra damage.

Stance of the Pistol Shrimp: Stance - Ignore underwater attack penalties.

Stance of the Sea Turtle: Stance - Gain a swim speed and hold your breath for long periods of time.

Shark Surge: Boost - Your next charge attack does not apply a -2 penalty to AC.

Whirlpool Spin: Counter - Make a Swim check to negate an attack.

2nd Level

Breathless Strike: Strike - Steal air from a foe's lungs.

Crab Snap: Strike [lock] - Deal 1d6 extra damage and attempt to lock target.

Hammerhead Rush: Strike - Make a charge attack that deals 2d6 extra damage and knock the target off-balance.

Eel Energize: Boost - Your attacks deal 1d6 electrical damage until the beginning of your next turn.

Tail Slap: Counter - Make a Swim check to negate an attack and bull rush your foe.

3rd Level

Moray Lunge: Boost - Your target is flat-footed against your attacks for the next round.

Pufferfish Spines: Make a Swim check to rebound damage upon a creature that damaged you.

Stance of the Surging Shark: Stance [lock] - Gain Martial Charge, charge from any distance, attempt to lock foes you charge.

Walrus Rampage: Strike - Make two attacks that both deal 2d6 extra damage.

4th Level

Cephalapod Surprise: Counter - Gain DR 30/- against a specific kind of weapon, which may go unnoticed by your foes.

Coral Shatter: Your attack deals 4d6 extra damage and may stun target

Great White Rush: Strike - Make a charge attack that passes through occupied spaces, deals 4d6 extra damage, and knocks target off-balance.

Breath Bandit: Boost - Steal air from a large group of enemies.

5th Level

Riptide Slash: Strike - Create a 30 foot line that deals 6d6+IL damage and knocks foes off-balance.

Sharkskin Shred: Counter - Make a Swim check to rebound damage onto the weapon that struck you.

Stance of the Hermit Crab: Stance - Gain a shield bonus while wearing a shield on your back.

Vicegrip Snap: Boost - Make an attack and attempt to lock the target. If used on a locked target, deal 4d6 extra damage.

6th Level

Ink Cloud: Boost - Exhale a cloud of ink that nauseates your foes.

Shark Frenzy Rush: Strike - Make a charge attack that passes through occupied spaces, deals 6d6 extra damage, and causes the target to become shaken and off-balance.

Torrent in the Water: Stance - If you move 10 ft or more, you gain a 20% miss chance. Surging Shark maneuvers deal 1d10 extra damage.

Crab Cruncher: Strike [lock] - Make two attacks that each deal 3d6 damage. If both hit, make an additional attack that deals 4d10 damage and locks the target.

7th Level

Mantis Shrimp Retaliation: Counter - Make a Swim check, if successful make an attack that deals 4d6 extra damage and negates attack. Can be used against a natural 20.

Disrupting Jaws: Boost - Deal 6d6 damage after dealing damage to a locked target. Disrupt spells for the next round.

Splintered Coral Reef: Strike - All foes in a 30 foot radius take 6d6 slashing and 2d6 bleed damage.

8th Level

Fin in the Water: Boost - Move up to twice your move speed and make a Swim check that demoralizes all foes within 60 feet.

Leviathan Annihilation: Strike [lock] - Make an attack that deals 8d6 extra damage and locks the target. Foe must make a Fort save or take 8d6 more damage and be stunned.

Stance of the Frenzied Shark: Stance [lock] - Make an extra attack whenever you make an attack. Creatures you hit are locked.

9th Level

Wrath of the Kraken: Boost - Your next single target maneuver may affect all creatures you wish within reach.

Maneuvers

The maneuvers in this section are first by level, then in alphabetical order within a given level.

1st Level

Shrimp Snap

Discipline: Surging Shark (Strike) [lock]; **Level:** 1

Prerequisites: None

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One or two creatures

Duration: Instantaneous

Like a crab, you snap forward and hold on tight. Make two attacks. If they hit, they deal damage as normal. Choose one creature who was hit and make a lock attempt against that creature.

Call of the Deep: You may attempt to lock two creatures instead of one, if you hit both.

Sand Shark Rush

Discipline: Surging Shark (Strike); **Level:** 1

Prerequisites: None

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Your prey cannot escape your charging maw. Make a charge attack, using a Swim check in place of your attack roll. If it hits, you deal an additional 1d6 damage. During this charge, you do not provoke attacks of opportunity from movement.

Stance of the Pistol Shrimp

Discipline: Surging Shark (Stance); **Level:** 1

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A bubble of air surrounds your weapons, allowing them to pass through water without resistance. While maintaining this stance, any weapon attacks (including projectile and thrown weapons) you use while underwater ignore any penalties for being underwater. This is a supernatural maneuver.

Call of the Deep: Firearms you use work perfectly underwater, and your powder never gets wet.

Stance of the Sea Turtle

Discipline: Surging Shark (Stance); **Level:** 1

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You have learned breathing exercises and special movements to emulate amphibious creatures. While maintaining this stance, you can hold your breath for a number of minutes equal to your Constitution score. At initiator level 5th, this increases to 10 minutes times your Constitution score. At initiator level 10th, it increases to a number of hours equal to your Constitution score. Additionally, you gain a swim speed equal to your base speed. Unlike most swim speeds,

this does not grant you a +8 racial bonus to the Swim skill.

Call of the Deep: Instead of a swim speed, you gain a land speed of 30 feet, or half your swim speed, whichever is greater. You may hold your breath outside of the water just as an air-breathing creature can hold their breath underwater. Unlike most call of the deep abilities, this may be used while not underwater.

Shark Surge

Discipline: Surging Shark (Boost); **Level:** 1

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Your speed is your defense. After initiating this boost, your next charge attack (including maneuvers which allow a charge) made this round does not inflict the normal -2 penalty to your AC.

Call of the Deep: You gain an additional +2 bonus to your attack roll when charging.

Whirlpool Spin

Discipline: Surging Shark (Counter); **Level:** 1

Prerequisites: None

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

With a swirl, you block your foe's blade. Make a Swim check against a foe's attack roll. If you succeed, the attack is negated.

Call of the Deep: If you successfully negate the attack, your foe is also knocked off-balance.

2nd Level

Breathless Strike

Discipline: Surging Shark (Strike); **Level:** 2

Prerequisites: None

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous

You steal precious air from your foe's lungs. Make an attack. If it hits, it deals an additional 1d6 damage. Additionally, your foe must make a Fortitude save (DC 12 + initiation modifier) or they lose and you gain a number of rounds of air equal to your initiation modifier. Stealing air has no effect on water-breathing creatures underwater, nor air-breathing creatures above water. This is a supernatural maneuver.

Call of the Deep: Instead of stealing rounds of air, you may

temporarily steal a water-breathing creature's ability to breathe underwater. They immediately gain a number of rounds of air equal to twice their Constitution modifier. This effect lasts for a number of rounds equal to your initiation modifier. If they run out of air, they begin to drown. If you hit a creature under this effect with this strike again, you may steal these rounds of air as normal. If you have the ability to use call of the deep effects above water, you may use this to prevent an air-breathing creature from breathing, potentially causing them to suffocate.

Crab Snap

Discipline: Surging Shark (Strike) [lock]; **Level:** 2

Prerequisites: None

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous

Hold fast and don't let go! Make an attack. If it hits, it deals an additional 1d6 damage and you may attempt to lock the target.

Call of the Deep: The target is automatically locked if the attack hits.

Hammerhead Rush

Discipline: Surging Shark (Strike); **Level:** 2

Prerequisites: None

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature

Duration: Instantaneous

Your blow strikes your foe like a hammer and leaves them reeling. Make a charge attack, using a Swim check in place of your attack roll. If it hits, you deal an additional 2d6 damage and your target is knocked off balance. During this charge, you do not provoke attacks of opportunity from movement.

Eel Energize

Discipline: Surging Shark (Boost); **Level:** 2

Prerequisites: None

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You fill your weapons with an electrical charge. Each time you hit with a weapon attack until the beginning of your next turn, it deals an additional 1d6 electrical damage. This is a supernatural maneuver.

Tail Snap

Discipline: Surging Shark (Counter); **Level:** 2

Prerequisites: None

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

With a swift movement, you knock your foe away. You may initiate this counter in response to a melee attack. Make a Swim check against your attacker's CMD. If you succeed, their attack is negated and they are pushed back as though you had bull rushed them, using your Swim check as the bull rush result.

Call of the Deep: You may also initiate this counter in response to a ranged attack.

3rd Level

Moray Lunge

Discipline: Surging Shark (Boost); **Level:** 3

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 swift action

Range: Melee attack

Target: One creature

Duration: 1 round

You lash out with such speed that your prey never sees you coming. After you initiate this boost, your target is flat-footed against your attacks for the duration.

Call of the Deep: While this boost is active, you extend your reach by 5 feet.

Pufferfish Spines

Discipline: Surging Shark (Counter); **Level:** 3

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Those who would strike you find too late they've made a fatal mistake. You may initiate this counter upon taking damage from an attack or effect originating from an opponent. Make a Swim check against the AC of the creature that damaged you. If successful, they take the same amount of damage they dealt to you. This is a supernatural maneuver.

Call of the Deep: If your Swim check succeeds, reduce the damage you receive by half. Your foe still receives the full damage they dealt to you.

Stance of the Surging Shark

Discipline: Surging Shark (Stance) [lock]; **Level:** 3

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your powerful movement propel you along, right through your foes. While maintaining this stance, you gain the benefits of the Martial Charge feat and may charge from any distance, not just greater than 10 feet away from the charge target. In addition, when you strike a foe with a charge attack, you may attempt to lock them.

Call of the Deep: You do not need to move in a straight line while charging.

Walrus Rampage

Discipline: Surging Shark (Strike); **Level:** 3

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous

Like the tusks of a mighty walrus, your blows are twice as powerful. Make two attacks. For each that hits, you deal an additional 2d6 damage.

4th Level

Cephalapod Surprise

Discipline: Surging Shark (Counter); **Level:** 4

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Clever and cunning, you trick your foes into futile attacks. You may initiate this counter in response to being struck by a weapon. You gain DR 30 against all attacks made by that kind of weapon (for instance, if you are struck by a longsword, you become resistant to all longsword attacks). It is not immediately obvious that you have initiated a maneuver. Instead, your foes must make a Knowledge (martial) check (DC 14 + your ranks in Swim) to notice that their blows are not harming you. They may, alternatively, make a Perception check, but the DC to do so increases by 5.

Call of the Deep: When you initiate this counter, you may instead gain damage resistance to all attacks from weapons in the same weapon group as the one that struck you. If a weapon is in multiple groups, you may choose one to resist.

Coral Shatter

Discipline: Surging Shark (Strike); **Level:** 4

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous (see text)

With a mighty blow, you break your foe's defense like fragile coral. Make an attack. If it hits, you deal an additional 4d6

damage, and the foe must make a Fortitude save (DC 14 + initiation modifier) or become stunned for 1 round.

Call of the Deep: Your strike causes ripples that explode out from your target in a 15 foot cone. Compare the initial attack roll against the AC of any opponents caught in the cone. Any creatures that are hit also take 4d6 damage and are stunned for 1 round unless they succeed at a Fortitude save with the same DC as the main target. A successful save negates the stun effect. Do not apply the effects of boosts to the cone. If you use this call of the deep effect with an ability that turns an attack into an area of effect (such as a zealot's destruction augment), the strike only creates one cone, originating from the closest affected creature. Using this call of the deep effect makes this maneuver supernatural.

Great White Rush

Discipline: Surging Shark (Strike); **Level:** 4

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature (see text)

Duration: Instantaneous

With a terrifying burst of speed, you tear through lesser creatures, seeking your prey. Make a charge attack, using a Swim check in place of your attack roll. If it hits, you deal an additional 4d6 damage and your target is knocked off-balance. During this charge, you do not provoke attacks of opportunity from movement, and may pass through occupied squares.

Call of the Deep: Any opponent whose space you pass through during your charge takes 2d6 damage unless they succeed at a Reflex save (DC 14 + initiation modifier) for half damage. Passing through the same creature's space multiple times does not incur any additional damage.

Breath Bandit

Discipline: Surging Shark (Boost); **Level:** 4

Prerequisites: One Surging Shark maneuver

Initiation Action: 1 swift action

Range: 20 feet

Area: 20 foot diameter burst

Duration: Instantaneous

You draw air from those around you, stealing the vital force for yourself. All foes within the area of this boost must make a Fortitude save (DC 14 + initiation modifier) or they lose and you gain a number of rounds of air equal to twice your initiation modifier. You may distribute these rounds of air to your allies within the area as you see fit. A creature who fails their save against this boost while having no rounds of air left is treated as having failed a Constitution save against drowning or suffocation. Stealing air has no effect on water-breathing creatures underwater, nor air-breathing creatures above water. This is a supernatural maneuver.

Call of the Deep: Instead of stealing rounds of air, you may temporarily steal a water-breathing creature's ability to breathe underwater. They immediately gain a number of rounds of air equal to twice their Constitution modifier. This effect lasts for a number of rounds equal to your initiation modifier. If they run out of air, they begin to drown. If a creature under this effect fails their save against this boost again, you may steal these rounds of air as normal. If you have the ability to use call of the deep effects above water, you may use this to prevent an air-breathing creature from breathing, potentially causing them to suffocate.

5th Level

Riptide Slash

Discipline: Surging Shark (Strike); **Level:** 5

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 standard action

Range: 30 feet

Area: 30 foot line

Duration: Instantaneous

With a single stroke, you create a deadly current that shreds flesh and shears bone. The initiator creates a 30 foot line that deals 6d6 + initiator level (max +20) damage to all foes within the area of effect. Foes within the area may make a Reflex save (DC 15 + initiation modifier) for half damage. Those who fail their save are also knocked off-balance.

Call of the Deep: When a creature fails its save against this maneuver, they are also pushed to the end of the line. Each creature that fails takes an additional 1d6 damage for every creature that failed before them (starting at the creature closest to the initiator) as they slam into one another while being pushed back.

Sharkskin Shred

Discipline: Surging Shark (Counter); **Level:** 5

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Your skin grows rough and thick, impervious to the feeble attacks of your prey. You may initiate this counter when you are struck with a weapon. Make a Swim check against the attack roll. If successful, you take no damage. Instead, the damage you would have taken is rebounded to the weapon, potentially breaking it. If you were struck by a natural weapon or unarmed strike, the damage is instead inflicted upon the creature that struck you.

Stance of the Hermit Crab

Discipline: Surging Shark (Stance); **Level:** 5

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 swift action

Range: Personal

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Target: You

Duration: Stance

You know the secret of the humble hermit crab, carrying its home on its back. While maintaining this stance, you can carry a shield on your back and still gain its shield bonus, despite not wielding it. You may not make shield bashes while doing so. Carrying a shield in this fashion does not interfere with abilities which require an empty hand (such as a swashbuckler's precise strike) or prohibit the use of shields (such as a monk's AC bonus).

Vicegrip Snap

Discipline: Surging Shark (Boost); **Level:** 5

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 swift action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous

Your grip is swift and unyielding. Make an attack. If it hits, it deals damage as normal and you may attempt to lock the target. If used on a creature that is already locked by you, this boost deals an additional 4d6 damage.

6th Level

Ink Cloud

Discipline: Surging Shark (Boost); **Level:** 6

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 swift action

Range: 20 ft

Area: 20 ft sphere, centered on you

Duration: Initiation modifier rounds

Like a tricky squid, you exhale a foul cloud of ink. Every enemy in range must make a Fortitude save (DC 16 + initiation modifier) or become nauseated for as long as they stay in the cloud. A successful save means they are sickened instead of nauseated. A creature that leaves and re-enters must save again. The cloud also lowers the light level in its radius by 1. The cloud can be dispersed by anything that would disperse a fog cloud. This is a supernatural maneuver.

Call of the Deep: On a failed save the creatures also take 5d6 damage the first round they spend inside the cloud and 2d6 each additional round. A creature can only take the 5d6 damage once per initiation of this maneuver.

Shark Frenzy Rush

Discipline: Surging Shark (Strike); **Level:** 6

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature (see text)

Duration: Instantaneous

You smell blood in the water, and your hunger is clear and terrifying. Make a charge attack, using a Swim check in place of your attack roll. If it hits, you deal an additional 6d6 damage and your target is knocked off-balance and shaken. During this charge, you do not provoke attacks of opportunity from movement, and may pass through occupied squares.

Call of the Deep: Your churning wake summons a frenzy of bloodthirsty sharks formed from the water to aid you. Choose a number of additional creatures up to your initiation modifier within 10 feet of the initial target of this strike. The aqueous sharks make charge attacks against these creatures, using your modifiers and dice. If they hit, they deal an additional 3d6 damage. This call of the deep effect is supernatural.

Torrent in the Water

Discipline: Surging Shark (Stance); **Level:** 6

Prerequisites: Two Surging Shark Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Adopting a more violent moveset, you are protected by the thrashing of water around you. While in this stance, if the initiator moves 10ft or more during their turn, attacks made against them have a 20% miss chance. Additionally, attacks as part of Surging Shark maneuvers deal an additional 1d10 damage.

Call of the Deep: The miss chance increases to 50% and the damage to 2d10.

Crab Cruncher

Discipline: Surging Shark (Strike) [lock]; **Level:** 6

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 Standard Action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous

You crush your foe with mighty blows, rending flesh and holding them fast. When you initiate this maneuver you can make two attacks at your full attack bonus. Each attack deals an additional 3d6 damage. If both attacks hit you make an additional attack at your highest attack bonus that deals 4d10 additional damage and automatically locks the target.

7th Level

Mantis Shrimp Retaliation

Discipline: Surging Shark (Counter); **Level:** 7

Prerequisites: Two Surging Shark maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

With a swift strike, you anticipate your foe's attack before they even complete it. You may initiate this counter in response to a melee attack. Make a Swim check against the attack roll. If successful, you may make an attack against them before they go through with their attack. If you hit, you deal an additional 4d6 damage and the enemy loses the attack. This counter can be used even against natural 20s.

Call of the Deep: This counter works against ranged attacks and your melee attack can reach the attacker regardless of distance. Additionally, if the counter attack hits the target gains the off-balance condition.

Disrupting Jaws

Discipline: Surging Shark (Boost); **Level:** 7

Prerequisites: Three Surging Shark maneuvers

Initiation Action: 1 swift action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous (see text)

You may initiate this boost after having made a successful attack that dealt damage against a locked target. The target immediately takes an additional 6d6 damage and loses concentration on any spells or other magical effects. This damage is considered to be injury damage for the purposes of concentration checks and lasts for 1 round.

Splintered Coral Reef

Discipline: Surging Shark (Strike); **Level:** 7

Prerequisites: Three Surging Shark maneuvers

Initiation Action: 1 full round action

Range: 30 ft

Area: 30 ft burst

Duration: Instantaneous

Full of rage, you summon forth pieces of broken coral reefs and fire them with vengeance at your hated foes. All enemies in range take 6d6 slashing damage and 2d6 bleed damage. A Reflex save (DC 17 + initiation modifier) halves the damage and negates the bleed. A DC 15 Heal check can stop this bleeding. This is a supernatural maneuver.

Call of the Deep: The wounds you open are cursed and don't close easily. The bleeding disables any fast healing or regeneration the target has. When healed by magic, the caster needs to make a Caster level check (DC is equal to the Fortitude save + 5) or the bleeding does not stop.

8th Level

Fin in the Water

Discipline: Surging Shark (Boost); **Level:** 8

Prerequisites: Three Surging Shark maneuvers

Initiation Action: 1 swift action

Range: 60ft

Target: All enemies within 60ft

Duration: Instantaneous

You know how to move with the terrifying grace of a shark, raising its fin out of the water to inflict fear upon those who see their inevitable doom coming towards them. When initiating this boost you may move up to twice your speed and make a Swim check. Treat this Swim check as a demoralize attempt against every enemy creature in range. If successful, the creatures are panicked instead of shaken.

Call of the Deep: The concealment of the water aids you in inflicting absolute horror upon those you intend to hunt and kill. While in the water your targets are frozen in terror and gain the cowering condition instead of panicked.

Leviathan Annihilation

Discipline: Surging Shark (Strike) [lock]; **Level:** 8

Prerequisites: Three Surging Shark maneuvers

Initiation Action: 1 full round action

Range: Melee attack

Duration: Instantaneous

With a mighty swing, you hit your target with overwhelming force that even shreds mighty sea vessels like they were paper. Make a melee attack. If it hits, you deal an additional 8d6 damage and the target is automatically locked. The target needs to make a Fortitude save (DC 18 + iInitiation modifier) or take an additional 8d6 damage and be stunned for 1 round. Objects must still make this save.

Call of the Deep: The melee attack from this maneuver can be made at Close range (25 feet + 5 feet/2 levels). When a sea vessel or creature of Gargantuan size or larger fails it's saving throw against this maneuver it instead takes 20d8 damage that ignores hardness and DR.

Stance of the Frenzied Shark

Discipline: Surging Shark (Stance) [lock]; **Level:** 8

Prerequisites: Three Surging Shark maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You become a dweller of the deep, swift, powerful, unstoppable. None can escape your grasp, nor the bite of your weapons. Whenever you make a melee attack against a creature you may make a second attack using the first attack's modifier with a -5 penalty. This second attack is not considered to be part of a strike, nor does it gain any additional damage from strikes. This second attack does not trigger the effect of this stance. Additionally, creatures you hit are automatically locked.

9th Level

Wrath of the Kraken

Discipline: Surging Shark (Boost); **Level:** 9

Prerequisites: Four Surging Shark maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Your blows flail out like the tentacles of the mighty kraken, striking all with devastating force. After you initiate this boost, the next maneuver you initiate that targets only one creature may instead target all creatures within your reach. You may choose not to target any number of creatures you wish, but must target at least one. When utilizing this boost's effect, make a single attack and damage roll and apply it to all creatures you wish to target. You may not use this boost in conjunction with strikes that allow movement.

Tradition: Moonpearl Pirates

Alignment: Any non-lawful

Symbol: A silver circle, part of which is a blue crescent

Discipline: Surging Shark

Oath: Though the Moonpearl oath is simple, taking it also means taking on the mark of the Moonpearl. The oath is taken underneath a full moon, and goes as follows.

"I swear by the moon in the sky, I shall take the fight to those who view people as objects to be owned. Though the sea may swallow me, though spears may rain down on me, though I may be drawn limb from limb, I will never renege on this oath."

Allegiance Benefit: A Moonpearl Pirate gains a +4 bonus to any rolls made to shatter bonds, break locks, or break down barriers, so long as they are doing so in service of freeing someone being held against their will, whether in slavery or imprisonment. As well, they may hold their breath for a number of minutes equal to twice their Constitution score.

Should a Moonpearl Pirate violate their oath, such as by helping a known slaver, they immediately lose all allegiance benefits and their Moonpearl mark painfully burns away to reveal a traitor's brand. A Moonpearl Pirate who has broken their oath can never rejoin, and all Moonpearl Pirates will treat them with hostility upon seeing the traitor's brand.

Description: The first Moonpearl Pirates were a group of escaped slaves. After gaining their freedom, they vowed to always fight for freedom, no matter the cost. They were branded as slaves, and so covered the slave brand with a new mark. New recruits, even those who were not slaves, take on the mark to protect and obfuscate those who were.

They have grown immensely since then, and often work in tandem with other freedom-focused organizations wherever they can. Though the Moonpearls now operate on both sea and land, the sea is their true home. They run supplies through blockades, transport any freed slaves who do not wish to join them, and target pirates, merchants, and military vessels who do business with countries that deal in slaves.

Their organization is loose and decentralized, owing to their piratical roots. Though all fly the same flag, they can be found almost anywhere, taking part in most any kind of scheme or racket. The one thing they have in common is that they would rather fight to the death than be captured.

Word spreads quickly among the ranks of the Moonpearls, and things like rebellions, attacks on blockades, and the identities of traitors is often known to all members before the moon has risen.

Common Tasks: As stated above, Moonpearls can be found doing almost anything, though the most common tasks are freeing slaves, attacking the supply lines of despotic regimes, and raiding merchant ships. Though no member is required to attend every single outing, they may find cold shoulders if they ignore the call too much without good reason.

Available Services: The Moonpearls can provide armed forces, a substantial navy, a connected spy network and more… if the price or job is right. Often attacks on acceptable targets, such as slavers, will require a percentage of any loot to be offered to the assisting crew. Missions unrelated to the Moonpearl's mission statements may require payment upfront, or a favor to be rendered in turn. If attempting to gain their services as a non-member, the price may be higher than normal, or much lower, depending on the circumstances.

Skipper (Helmsman Archetype)

Though the modern helmsman is a master of mechanical combat, the profession is not as new as some might think. The skipper is a master sailor, bound to their ship, and feared throughout the seas.

Armored Akasha: The skipper adds all [enhanced (armor)] veils to their veil list.

Captain's Charisma: Any of the skipper's class abilities that make calculations based on their Intelligence (including bonus feats with DCs or uses per day, but not Intelligence-based skills) are instead based on their Charisma.

Old Salt: A skipper loses Fly as a class skill and gains Profession (sailor). They may use their Charisma modifier when making Profession (sailor) checks. When piloting their vessel, the skipper may make Profession (sailor) checks instead of a Fly checks. Finally, they add half their skipper level to all Profession (sailor) checks.

Klabautermann: A skipper must choose the ship companion for their bonded vessel choice. All abilities of their ship are magical in nature, rather than technological.

The ship may not mount normal ranged or melee weapons. It counts siege weapons as heavy weapons for the purposes of affinity, and the weapon slots for their ship may mount Large siege weapons in a single slot. For every two size

increases, the ship may mount a siege engine one size larger, up to a maximum of Gargantuan. The ship may, alternatively, mount smaller weapons when it gains access to larger slots, placing two Large weapons into a Huge slot. It may place four Large or two Huge weapons into a Gargantuan slot.

Their ship may use its battery points to generate ammunition for any mounted siege weapons, spending 1 BP to create two pieces of Large ammunition, 1 BP to create one piece of Huge ammunition, or 2 BP to create one piece of Gargantuan ammunition.

This alters bonded vessel.

Cannoneer: Starting at 1st level, the skipper may use their actions to assist in loading or firing any weapons mounted on their ship, giving up a standard action in place of a full round action, a move action in place of a standard action, or a swift action in place of a move action. However, unlike a normal vessel, the skipper may only fire one weapon at a time. The skipper is always considered to be the crew leader for any siege crew onboard their vessel if it would be advantageous.

This replaces the 1st level hypercharge.

Nautical Hypercharge: A skipper may only choose from the following options when taking the Overdrive hypercharge: High Performance, Hunker Down, Jaws of Life, Rapid-Fire Assault, Rocket Crash, and Rocket Dodge. Any hypercharge abilities that could be activated upon the vessel making an attack may be used when an allied creature fires a weapon mounted on the ship.

This alters hypercharge, but does not make this archetype incompatible with other archetypes that alter hypercharge.

Shipwright Enhancements: A skipper may not choose the following mech enhancements: Additional Weapon Affinity, Arms, Hover Stabilizers, Intelligent Vessel, Modified Aerodynamics, Powered Servomotors, Sticky Treads, and Thrusters.

Targeting Upgrade, Advanced Targeting Upgrade, Munitions Upgrade, and Advanced Munitions Upgrade apply to the crew of any mounted siege weapons as well as the skipper. If the skipper has the Master Siege Engineer feat, the Manual Loader enhancement reduces the number of actions needed to load a siege weapon by one (minimum one action).

The skipper may also choose the following options as mech enhancements:

Counterbalanced Mounting: All allied creatures onboard the ship gain the benefits of the Siege Gunner feat. The ship must be at least 5th level to take this enhancement.

Everfull Sails: The ship is always treated as having good wind, regardless of the actual direction of the wind. It moves at its maximum acceleration when using the wind for propulsion, and doubles its maximum speed, as is normal for vessels using wind propulsion. The ship must be at least 5th level to take this enhancement.

Torsion Springs: All allied creatures onboard the ship gain the benefits of the Siege Engineer feat. The ship must be at least 5th level to take this enhancement.

Galemarked: All allied creatures onboard the ship can see 10 feet farther in low visibility conditions such as fog, overcast conditions, or cloud spells before they start to take penalties, and they gain the benefits of the Storm Scoured feat. Each point of essence invested in Storm Scoured improves their visibility by another 10 feet.

This alters the ship's mech enhancements.

Part of the Ship, Part of the Crew: At 4th level, any allied creature onboard the ship may sacrifice their hit points when the skipper activates their lifebound vessel class feature. Additionally, they may burn their essence when the skipper wishes to activate a hypercharge or power a turboboost.

This alters lifebound vessel, but does not make this archetype incompatible with other archetypes that alter lifebound vessel.

Bonus Feats: At 6th level, and every 6 levels thereafter, the skipper gains a bonus combat or teamwork feat.

This replaces adaptive response.

DM Notes

The skipper is an archetype meant for more historical or fantastical campaigns than the main helmsman class. Depending on the flavor and technology level of your campaign, consider allowing the skipper to bond with an airship (using the same stats as a nautical ship, only with a fly speed instead of a swim speed, and allowing them access to some flight-focused hypercharges) and/or allowing them proficiency with firearms and the Gunsmith class feature of the gunslinger class (if your world has firearms).

Additionally, you may wish to allow the use of the Intelligent Vessel mech enhancement if such a thing would fit your story, allowing the ship to load and fire its own weapons and steer itself. It was not allowed in the general version of the archetype due to its reliance on rules for Artificial Intelligence. You could potentially rework these rules to make the AI a more mystical thing, having the ship itself be an intelligent magical item.

Veils

Seastorm Veils

The Seastorm descriptor signifies a special kind of Storm veil. They follow all of the normal Storm veil rules except for the following: The veil only functions underwater. If the veilweaver is above water, its effects begin at the surface and continue down until it would normally end, based on veilweaver level. Likewise, if the veilweaver is below water, its effects end at the surface. Seastorm veils affect creatures and objects floating on the surface of the water (but not creatures supporting themselves on the surface by water walking or similar abilities).

If a veil does not have the Seastorm descriptor and does not say it only functions above water, then its effects spread both below the waves and up into the sky.

Moon and Tides

A Ship is an Object, Right?

Some Seastom veils can cause creatures and objects to sink. Ships and other water vessels are unique in that they are generally very buoyant objects designed not to sink. A ship which is Large or larger is entitled to three saves against the sinking effects of such a veil. Each failed save progresses it one step closer to sinking so long as it remains within the area (note that a ship's saving throw is equal to the base save of the ship plus the pilot's Profession (sailor) modifier). The first failed save halves the speed of the ship. The second stops it completely. The third causes it to sink. A successful save moves the ship one step backwards on that progression, though once the ship has sunk, it cannot return to the surface without magic or some other form of intervention. For every size category of objects that you can affect larger than the ship, it is entitled to one less save before sinking. Investing essence beyond the point when you could affect a Colossal object also reduces the number of saves as though you had gone up another size category. Objects such as submarines may be affected differently, subject to DM interpretation.

When a Seastorm veil that can affect objects is shaped, you may designate a ship or other water vessel as being protected by your weatherproofing ability. It and all creatures onboard are protected from the effects of your veil.

Mermaid's Tail

Descriptors: none

Class: All

Slot: Feet, Belt

Saving Throw: none

While on land, this veil is invisible. When plunged into water, however, it takes the form of a pearlescent tail which covers your legs and stomach.

When this veil is formed it grants the wearer the ability to breathe water as well as air. They also gain a 20 foot swim speed, or add 10 feet to their existing swim speed.

Aquatic creatures may shape an alternate version of this veil which allows them to breathe air and grants a land speed instead of a swim speed. If the creature's land speed is at least 30 feet, any subsequent increase from essence for this land speed only increases by 5 feet instead of 10.

Essence: Each point of essence invested in this veil increases the wearer's swim speed by 10 feet.

Chakra Bind (Feet): Binding this veil to your Feet chakra allows you to become one with water, disappearing and reappearing with ease. As a move action, so long as you are in contact with liquid, you may teleport a number of feet equal to 10 feet + 5 feet per point of essence invested in this veil. Your starting and ending points must be connected by a contiguous mass of liquid. This teleportation otherwise functions as *dimension door*.

Chakra Bind (Belt): In addition to the effects of the Feet bind, binding this veil to your Belt chakra allows you to use *create water*, *rising water*, and *control water* as spell-like abilities. You may only have a single instance of *rising water* active at a time.

The Red Tide

Descriptors: Seastorm

Class: Stormbound

Slot: Storm

Saving Throw: see text

A crimson murk spreads around you, sucking the oxygen from the water and causing aquatic life to gasp and drown.

When you have at least 1 point of essence invested in this veil, the water in the area of your storm grows dark as the red tide obscures all sight, including darkvision, beyond 20 feet. A creature within 20 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

The algae within the red tide drains the oxygen from the water, meaning any creature that breathes water must hold its breath or begin to suffocate. Creatures under the protection of your weatherproofing are immune to this effect. Creatures attempting to cast spells with verbal components are subject to the normal concentration check (DC 15 + spell level) for casting a spell while unable to breathe underwater. If you have the Widened Storm storm power, this oxygen draining effect only applies to the first increment.

Essence: For each point of essence invested in this ability beyond the first, the distance at which the tide obscures all sight reduces by 5 feet. If this would reduce the range one can see to 0 feet, creatures in the tide treat every other creature as having total concealment. When 6 or more essence is invested in this veil the tide becomes thick and difficult to move through. Creatures inside the tide move at half their speed, cannot take 5-foot steps, and take a -2 penalty to attack and damage rolls. Attacks made from outside the tide into the tide suffer these penalties as well. The penalty to attack and damage rolls increases by -1 for every point of essence invested beyond 6.

Chakra Bind (Storm): Binding this veil to your Storm chakra causes the algae within the tide to become parasitic. Creatures within the tide must make a Fortitude save each round on their turn or take 5 points of damage for each point of essence invested in the veil. A successful save halves the damage. When this veil deals damage, you can grant the inflicted damage to any creature within the tide as healing.

The Methane Seep

Descriptors: Seastorm

Class: Stormbound

Slot: Storm

Saving Throw: Reflex

Innocent looking bubbles begin to float towards the surface, releasing a foul smell when they reach the sky.

battered by the rough water.

Chakra Bind (Storm): Binding this veil to your Storm chakra causes it to become a true force of nature. When 1 point of essence is invested in this veil, a 5 foot radius "eye" forms within the center of the vortex. This eye increases by 5 feet for every 2 points of essence beyond the first. The eye causes creatures and objects that enter or begin their turns within it to become trapped within the swirling waters unless they succeed at a Reflex save to resist it. A trapped creature or object may make an additional save at the start of their turn to escape, in which case they may remain in the eye or be flung out at the speed of the current in a direction of their choice. Creatures within the eye take more damage at the end of your turn. Instead of d3s, they take d6s. This improves to d8s at 4 points of essence, d10s at 7 points of essence, and 2d6 per point of essence at 10 points of essence.

As a standard action that provokes attacks of opportunity, you may force any number of creatures or objects trapped within the eye to make a Reflex save or sink to the bottom of this Storm's area, or until they are stopped by a solid object. Being stopped deals damage equal to the damage dealt when within the eye.

The Wave

Descriptors: Water

Class: Rajah

Slot: Shoulders

Saving Throw: none

Dripping fins emerge from the Wave's back, the water flowing down their arms to their fingertips.

The entitled gains a swim speed equal to their land speed, and adds +5 feet to their speed when taking the charge, run, or withdraw actions. If taking these actions underwater, this bonus is doubled.

Essence: Each point of essence invested in this veil increases the bonus speed by +5 feet. For every two points of essence, the entitled gains a +1 bonus to attack and a +2 bonus to damage when making charge attacks.

Chakra Bind (Shoulders): The entitled may make melee attacks at Close range (25 ft. + 5 ft./2 levels) by attacking their foes with a deadly spray of water from this veil. If they have the Surging Shark Torrent feat and qualify for its benefits, this distance is doubled. In addition, the entitled counts as an aquatic creature when determining if they may utilize call of the deep effects.

Feats

Argent Fin (Combat)

As the river flows into the sea, so does the Mithral Current propel the Surging Shark.

Prerequisites: Two Mithral Current maneuvers know, two Surging Shark maneuvers known

Benefits: If you draw your weapon while in a Mithral Current

When you have at least 1 point of essence invested in this veil, the bubbles begin to thicken, causing any creature or object that is size Medium or smaller to sink rapidly unless they make a Reflex save at the end of your turn. If they fail, they immediately sink 10 feet downwards. This movement does not provoke attacks of opportunity. If a creature or object is under the effects of your weatherproofing, they can rise instead of sink.

Essence: For each point of essence invested in this ability beyond the first, you may affect creatures or objects one size category larger, and they sink an additional 10 feet.

Chakra Bind (Storm): The methane concentration grows so great that it becomes a flammable hazard. Any fire or electrical damage which occurs within the area (or which touches the surface of the water, if the area reaches the surface) causes a massive explosion, dealing 1d6 fire damage, plus an additional 1d6 damage for each point of essence invested in this veil (Reflex save for half damage). This damage also affects creatures and objects floating on the surface. After an explosion, the veil's power is suppressed and requires 1 round to recharge. If the veil's area reaches the surface, the surface of the water remains on fire for 1d4 rounds, plus 1 round for each point of essence invested in the veil. This fire deals half as much damage as an explosion, which a Reflex save reduces to a quarter damage. A failed save ignites flammable objects for the same number of rounds.

Alternatively, as a standard action that provokes an attack of opportunity, you may cause the methane to explode without needing to subject it to fire or electrical damage.

The Vortex

Descriptors: Seastorm

Class: Stormbound

Slot: Storm

Saving Throw: Reflex (see text)

Swirling waves spin around you in a churning whirlpool of doom.

The area of the storm is filled with a slight 5 feet per round (fpr) current. You can change the direction the current flows (either clockwise or counterclockwise) as a free action once per turn. A Small creature or object within the vortex must sacrifice an equivalent amount of movement to the speed of the current at the start of their turn or be swept in the current's direction to a square of your choice at that speed. This movement does not provoke attacks of opportunity. Creatures or objects under the effect of your weatherproofing may choose to ignore the current without sacrificing movement or be swept along if they wish. A creature or object that sacrifices movement may then move however they wish on their turn.

Essence: Each point of essence invested in this storm increases the speed of the current by 5 fpr, increases the size category of creatures and objects it can move by one, and causes each creature or object within the area at the end of your turn to take 1d3 bludgeoning damage as they are

stance, you count as being underwater for the purposes of call of the deep effects. While in a Surging Shark stance, your Mithral Current maneuvers all gain the following call of the deep effect.

Call of the Deep: An enemy struck with this maneuver must make a Will save (DC 10 + maneuver level + initiation modifier) or become vulnerable to silver until the end of your next turn.

Maelstrom Gale (Confluence)

Your storm is the meeting of sky and sea, death to all who enter it.

Prerequisite: Ability to shape two or more Storm veils, ability to shape The Tempest and The Vortex Storm veils.

Benefits: When you have both The Tempest and The Vortex Storm veils shaped, their effects combine and empower each other. You may cause and control currents as you would winds, changing their direction in straight lines. You may also control winds as you would currents, allowing you to spin them clockwise or counterclockwise. Creatures you bull rush take damage as though they were battered by the waters of The Vortex, and you may bull rush creatures even while underwater. You may treat The Vortex as though it did not have the Seastorm descriptor when resolving its effects, allowing you to use it above water by battering creatures with wind. If you have The Vortex bound to your Storm chakra, you can form a tornado, waterspout, hurricane, etc above water and cause creatures and objects trapped within to be thrown upwards instead of down. They take fall damage as normal when landing. Houses and other large structures count as ships for the purpose of how they are affected, and may be protected by weatherproofing as a ship would be.

Storm Scoured (Akashic)

Your body was scoured by the force of a particularly powerful or magical storm, awakening essence within you and allowing you to overcome even the most devastating of weather.

Prerequisite: Con 13 or veilweaver level 1, Wis 13.

Benefit: You can invest essence into this feat. For each point of essence invested in this feat, you reduce the miss chance imposed by natural and magical weather by 5% (to a minimum of 0%), reduce any penalties to Perception checks imposed by natural and magical weather by 1 (to a minimum of 0), and reduce the damage dealt to you by natural and magic weather by 2 (to a minimum of 0). These effects also apply to Storm veils used against you.

You gain 1 point of essence.

Storm Souled (Akashic)

You are the storm, the storm is you.

Prerequisite: Storm Scoured, weatherproofing class feature

Benefits: Any creatures gaining the benefits of your weatherproofing also gain the benefits of Storm Scoured. Additionally, you and all weatherproofed creatures can see through 10 feet of fog, smoke, mist, dirty water, and similar effects per point of essence invested in Storm Scoured. If the effect was magically caused by you (such as by shaping a Storm veil), this distance is doubled. If it was magically caused by an enemy (such as a hostile wizard casting fog cloud), the distance is halved.

You gain 1 point of essence.

Surging Scythe (Combat)

Cold as the sea, deep as the grave, there is little difference.

Prerequisites: Two Surging Shark maneuvers know, two Unquiet Grave maneuvers known

Benefits: You count as undead for the purposes of Unquiet Grave effects if you have the aquatic or water subtypes, or are able to breathe underwater. Likewise, you count as aquatic for the purposes of Surging Shark effects if you are undead, have the graveblood subtype, or are healed by negative energy.

Surging Shark Style (Combat, Style)

Your grasp on your prey is unbreakable and deadly.

Prerequisites: Swim 3 ranks, one Surging Shark stance known

Benefits: While you have a creature locked, you may deal bleed damage to them equal to half your initiator level. This bleed damage stacks with any bleed damage caused by Surging Shark maneuvers. The creature continues to bleed until the bleeding is stopped via magical healing or a successful DC 15 Heal check.

Surging Shark Breach (Combat)

You have discovered the methods to translate the flowing movements of Surging Shark to land-based combat.

Prerequisites: Surging Shark Style, Swim 7 ranks

Benefits: You may utilize call of the deep effects while not underwater. You must still have the aquatic or water subtypes, or be able to breathe underwater, to utilize call of the deep effects.

Surging Shark Torrent (Combat)

Water answers your call, striking your foes when they least expect it.

Prerequisites: Surging Shark Style, Surging Shark Breach, Swim 11 ranks

Benefits: As long as you can utilize call of the deep effects, you may make melee attacks at Close range (25 ft. + 5 ft./2 levels), attacking your foes with a deadly spray of water. These attacks are still melee attacks, despite being made at range. You can make charge attacks with this ability, but must move at least 10 feet before doing, as usual.

Magic Items

Omen of the Storm

Price 11,000 gp

Slot none **CL** 7th **Weight** 10 lbs

Aura minor abjuration

This charm is a humanoid skull with two pieces of eight set into the eye sockets. It was originally created by a stormbound pirate captain to protect her ship and crew from her raging powers. A stormbound (or other creature with weatherproofing) can attune to it, a process which takes 24 hours. When attached to a ship, it grants the ship and the entire crew the benefits of the attuned creature's weatherproofing ability. Hostile creatures onboard the ship do not gain these benefits. Any additional effects (such as those granted by the Storm Souled feat) are not passed along by this item.

These benefits cease once the attuned creature is further from the ship than the radius of their Storm veils (or the first increment of their Storm veils, if they have the Widened Storm storm power) and only resume when they are once again within that distance.

An omen of the storm must be mounted on the ship either as a figurehead or as the centerpiece of the ship's wheel. Doing so prevents another magical figurehead or wheel from being used on that ship.

Construction Requirements

Craft Wondrous Item, creator must have the weatherproofing class feature; **Cost** 5,500

Omen of the Storm, Greater

Price 22,000 gp

Slot none **CL** 15th **Weight** 10 lbs

Aura major abjuration

A greater omen of the storm functions as a normal one, but it may also be attached to a totem of the storm, which imparts its benefits to any number of creatures within the totem's area, as designated by the controller of the totem.

These benefits cease once the attuned creature leaves the area of the totem's storm and only resume when they are once again within that distance.

Alternatively, if attached to a ship, a creature may channel their Storm veils through the attached ship, treating the ship's area as their own when determining the size of a Storm veil's area.

Finally, extra effects (such as the benefits of Storm Souled) are no longer restricted.

Construction Requirements

Craft Wondrous Item, creator must have the weatherproofing class feature; **Cost** 11,000

Shipbreaker Pendant

Price varies (**Least** 2,000 GP, **Lesser** 8,000 GP, **Greater** 16,000 GP)

Slot neck **CL** 5th **Weight** 1 lb

Aura faint enchantment

This pendant is made of a rare undersea material called deep platinum, and engraved with the image of a sailing ship being broken in two. It is primarily used by sahuagin mages to sink land-dweller vessels. When worn by a manifester, spellcaster, or veilweaver, it begins to glow with a soft green light. If the creature uses a power, spell, or veil that can only affect creatures or objects of a certain size category, they may affect creatures or objects of a certain number of size categories larger, based on the type of pendant worn (1 for least, 2 for lesser, and 3 for greater).

Construction Requirements

Craft Wondrous Item, creator must be a 5th level manifester, spellcaster, or veilweaver; **Cost** varies (**Least** 1,000 gp, **Lesser** 4,000 gp, **Greater** 8,000 gp)