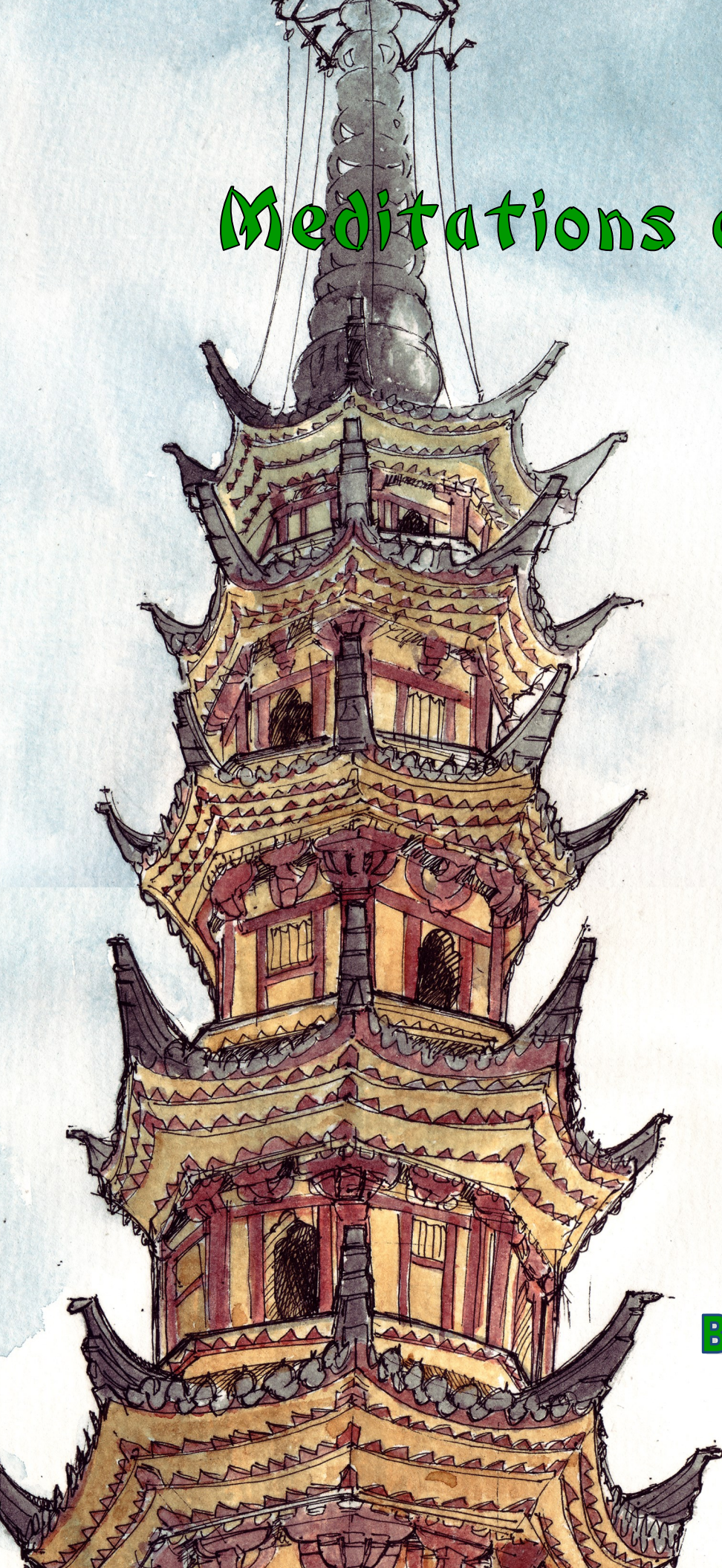


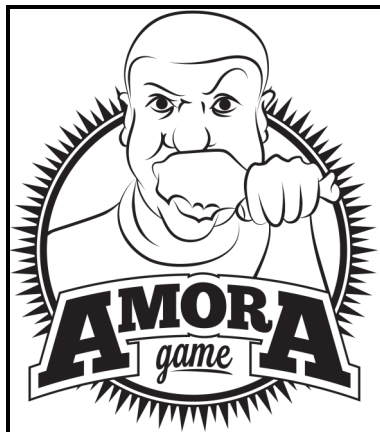
Meditations of Jade



By Greg LaRose

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Meditations of Jade

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This product makes mention of *Liber Influxus Communis: the Book of Collective Influence*.

This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Player's Guide*, *Pathfinder Unchained*, and *Ultimate Combat*.

These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd

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Meditation Feats

Meditation feats first appeared in a supplement* published by the makers the *Pathfinder Roleplaying Game*. We have included three feats from that supplement that are required and provide us with the needed open game content rules for the feats within these pages.

Meditation stances can take many forms and its practice can vary greatly upon the practitioner and philosophy. For some, it is a series of postures performed in a slow sequence of flowing movements that are said to guide ones mystical energy. Others might practice a string of poses that are held for an amount of time that allow for the participant to stretch their muscles, before moving onto that next pose. The most common meditation (or at least the most recognized) is that of when a being takes the meditation posture in a seated position with their eyes closed.

While meditation can help any character center herself or calm a troubled mind, those specially trained in the art can use it to unlock fantastic abilities within themselves, reflected in the following feats. These feats can be taken by any character who meets the prerequisites, but are most commonly encountered among those who have trained in a monastery, dojo, temple, or even a shire.

Monks and Meditation Feats: A monk may take a meditation feat in place of a bonus feat. She must meet all of the prerequisites to take the feat as normal.

Liber Influxus Communis support (“LIC”): A mnemonic may take a meditation feat in place of a bonus feat. A mystic may take a meditation feat in place of a mystic talent. They must meet all of the prerequisites to take the feat as normal.

**This supplement is marked with an asterisk and located in the OGL section of this product.*

Abbreviations used in this book:

LIC	Liber Influxus Communis
ML	Meditations of the Lotus
UC	Pathfinder Roleplaying Game Ultimate Combat
UM	Pathfinder Roleplaying Game Ultimate Magic
PU	Pathfinder Roleplaying Game Pathfinder Unchained
ACG	Pathfinder Roleplaying Game Advanced Class Guide

Lotus Position

The foundation of these new meditation feats begin with the 3 feats listed below. They are used in this product as the baseline in which the new feats build upon. These feats are taken from the above mentioned supplement, and reprinted here for easy reference.

Meditation Master (Meditation)

When fully focused on your inner self, you can enter a deep meditative state that allows you a more perfect control over your mind and body.

Benefit: When you meditate for at least 1 hour after getting at least 8 hours of rest, you gain special insight into your situation that is nearly impartial, granting you the edge in whatever endeavor matters most during the day. After meditating, you gain a +1 insight bonus that you can apply to any d20 roll over the course of the next 24 hours without using an action. The bonus may be applied after the roll is made, but must be applied before the results of the roll are determined. Once the bonus has been used for the day, you cannot use it again until after you meditate again after another 8 hours of rest. An unused bonus fades after 24 hours.

Body Control (Meditation)

You can directly manipulate your autonomic functions.

Prerequisites: Wis 11, Meditation Master.

Benefit: For 24 hours after you meditate, you gain a +1 bonus on Fortitude saving throws against poison, disease, starvation, and effects that would make you fatigued or exhausted. You need only half as much food to avoid starvation, half as much water to avoid dehydration, and half as much sleep to heal injuries, avoid fatigue or exhaustion, and prepare spells.

Combat Meditation (Combat, Meditation)

Quick momentary meditation allows you to gain insight in combat.

Prerequisites: Wis 13, Meditation Master, character level 5th

Benefit: You can meditate as a full-round action. If you do, you gain all the benefits of your meditation feats, but they last for only 1 round per character level. Combat meditation allows you to expend the +1 insight bonus granted from the Meditation Master feat to instead roll twice when attempting an ability check, attack roll, saving throw, or skill check, taking the better of the two results. You must decide to use this ability before the initial roll is made. You may only use this alternate ability in place of bonuses granted by the Meditation Master feat. You can perform combat meditation a number of times per day equal to your Wisdom modifier.



Yang

Enter the Zone (Combat, Mediation)

Focused and calculating, the world fades away as you focus on the triumph over your enemies.

Prerequisites: Wis 15, Combat Meditation, Innate Yang^{ML}, Meditation Master, character level 9th

Benefit: For the duration of your combat meditation, whenever you score a critical hit, roll the attack's damage dice twice and take the highest result. This does not apply to extra or precision damage dice.

Flow Like Water (Combat, Mediation)

You can easily change your fighting technique to the best style in any situation.

Prerequisites: Wis 13, Combat Meditation, Meditation Master, character level 5th, two style feats^{UC}

Benefit: For the duration of your combat meditation, you may switch between the starting stances of a style feat as a swift action at any point during your turn.

Note: When performing multiple attacks, you may switch your stance between each attack, so long as you are able to take a swift action.

Identify Imperfection (Combat, Mediation)

An open mind grants insight to opponent's weak points.

Prerequisites: Wis 13, Combat Meditation, Meditation Master, character level 5th

Benefit: When you make a Knowledge skill check to identify a monster's abilities or weakness, you add a +1 insight bonus to the roll for each meditation feat that you possess.

Mind's Eyesight (Mediation)

You use your mind's eye to see all things that are hidden.

Prerequisites: Wis 15, Meditation Master, Self Reflection, character level 4th.

Benefit: You can meditate as a full-round action. For a number of rounds equal to your character level, you gain the ability to see auras of living creatures and magical items that project auras that are within your line of sight. Even those that are concealed in mundane casings (such as a sword sheath) or hidden by magical means (such as *invisibility*). However you are unable to see auras through obstructions thicker than 2 inches or if an item is placed into a magical pocket (such as a handy haversack or bag of holding).

You are unable to read auras out right. But with time and practice you are able to sift through aura and find their meaning. As a spell-like ability once per day, you may read auras as though you had casted the *aura sight*^{ACG} or *detect magic* spell as a wizard of equal level. This last for the duration of this feat.

Reckless Clarity (Combat, Mediation)

By letting go of everything you find transcendence.

Prerequisites: Wis 13, Meditation Master, character level 5th, rage class feature, rage power: moment of clarity or calm stance^{PU}

Benefit: For the duration of your rage power, you are treated as though you are effected by a combat meditation (except for duration), gaining all of the benefits granted by the feat.

Special: This feat can be used to qualify for meditation feats in place of the feat combat meditation.

Regurgitate Poison (Mediation)

You spit ingested poison at your opponent.

Prerequisites: Wis 11, Meditation Master, Body Control

Benefit: You throw caution to the wind and ingest a dose of poison or halt the poison in your stomach. Prior to the poison taking effect, you are able to spit it at a target as a ranged touch attack. This attack is a primary natural attack with a range of 15 feet. If successful, the target must make a save to resist or become poisoned.

You are able to delay it's onset time for up to 1 hour while ingesting the poison. A Fortitude save must be made once each hour after the first against the poison's save DC + 2. This DC increases by a +1 each additional hour. If this check results in failure, you suffer the effects of the poison.

At any point during the ingested period, you may voluntarily expel the poison from your body, without suffering any side affects. By doing so, you loose your spit attack.

Self Reflection (Mediation)

Contemplating a future action brings greater insight.

Prerequisites: Wis 12, Meditation Master

Benefit: Meditating for a 1 minute gives you insight as to whether a particular action will bring good or ill fortune to you in the future.

Your GM makes a percentage roll with a 50% chance that you will be successful in your contemplation. This chance can be increased by spending more time in deep thought. For every additional minute spent meditating you gain an additional 5% up to a maximum of 90%.

If successful, you receive one of the four results:

Weal (if the action will probably bring good results).

Woe (for bad results).

Weal and woe (for both).

Nothing (for actions that don't have especially good or bad results).

If the chance is unsuccessful, your concentration is broken and you are unable to focus on the particular action to gain hidden insight.



This foresight can only feel the strains of fate that the action would cause in the short term. It can not feel the threads of an action's results more than a hour.

Note: Some events that result in weal, may become woe to you in the long term. And the same could be reversed from woe to weal. Fate is finicky and can change due to outside interference.

Tummo (Mediation)

Meditating raises your core body temperature.

Prerequisites: Wis 11, Body Control, Meditation Master

Benefit: For 24 hours after you meditate, you do not suffer harm from being in cold environments. You can be comfortable in weather of temperatures of -50 degrees Fahrenheit without having to make a Fortitude save.

While meditating, if your meditation is an hour or longer, your body generates heat that can melt snow and most ice that is within 5 feet of you. This heat dries wet items you are wearing and can keep others from suffering the effects of hyperthermia.

Yin

"In a universe animated by the interaction of yin (female) and yang (male) energies, the moon was literally yin visible. Indeed, it was the very germ or source of yin, and the sun was its yang counterpart."

- Bai Li, *The Selected Poems of Li Po*

Dim Step (Combat, Mediation)

You are able to step through the shadows as though you had learned secrets are of the shinobi.

Prerequisites: Wis 13, Meditation Master, Combat Meditation, character 8th level

Benefit: For the duration of your combat meditation, you gain the ability to step between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some dim light. The distance that you may jump per day can not exceed your base speed; this may be a single jump or it can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Shadow Reflection (Mediation)

Your shadow comes to life as distraction.

Prerequisites: Wis 12, Meditation Master, Combat Meditation, Self Reflection

Benefit: Meditating for a 1 minute lets you create an illusory double of yourself that moves away from you, allowing you to create a distraction. When you use this feat, an illusory double appears and moves away from you, heading in one direction. The double climbs walls, jumps pits, or simply passes through obstacles, moving

at twice your speed in the direction decided upon when the feat is used. Its course cannot be changed. This double persists for 1 round per character level. Those who interact with the double receive a Will saving throw to recognize that it is a fake. The DC of this save is 10 + 1/2 your character level + the your Wisdom modifier.

This ability may be used once per day.

Special: After your initials use of this feat, you may spend a ki point to activate this ability additional times.

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4

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