

# Tataued Warrior

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Ritual, ceremony, and tradition are vital parts of life for a tataued warrior. In a world where death stalks every man and survival is not taken for granted, the wisdom of past generations is often all that separates the living from the unlucky. Tataued warriors are so deeply ingrained in their culture's tribal traditions and ceremonies that they draw shamanistic power from the spiritual connection it affords them. Fiercely protective of their home-grown ideals and hesitant to trust outsiders, tataued warriors are paragons of the tribal lifestyle and defenders of their people.

Often times a tataued warrior is part of the spiritual center of a warrior culture and has some role to perform outside their martial endeavors. This can be political and/or religious in nature- though they tend to not hold the highest positions within a tribe (those are reserved for chieftains and priests).

Most often tataued warriors are found in isolated cultures outside of established empires or at the very least not in constant contact with other major political entities. Small island nations, those separated by inhospitable environments (savage savannas, deep jungles, high peaks, etc) or even adverse climates are havens for such cultures.

The most prominent feature of a tataued warrior is their numerous and extremely elaborate tribal tatau that adorn their bodies. While some cultures focus primarily on full body tatau (see Maori t' moko), other cultures concentrate on a specific area of importance (see yakuza tatau or Samoan pe'a). These tatau can take weeks or even months to apply and are seen as great symbols of status within their respective communities. Receiving one is a great privilege as they require dozens of man hours of labor and represent an investment by the community in the recipient.

These tatau, which are as sacred as the rituals they perform, are mystic in nature and grant them powerful boons. These tatau, which might have been initially crafted by earthly artisans, take on a life of their own as a tataued warrior gains in level. They grow, become more complex, and evolve to reflect the status and powers the wearer possesses.

A tataued warrior is assumed to be from an isolated culture and have some natural status within the tribe, as tataued warriors are not drawn from the lower ranks of society. A tataued warrior is often the second or third son of a chieftain; the child of a spiritual leader with no real political power; or even a rising artisan's child who was granted the tatau as a boon to his father.

**HIT DICE:** D10.

## **ROLE:**

Tataued warriors are granted supernatural abilities as a result of their unique connection to the spirit world. This power, stemming from their sacred tatau and strict adherence to ceremonial tribal magics, grants them unique martial powers that other characters cannot achieve. As their tatau continue to grow, so does their power.

## **SIDEBAR: "TATAU" vs "TATTOO"**

The term "tattoo" is believed to have been derived from the polynesian word "tatau". It is pronounced "ta-tau" (the 2nd syllable rhymes with "now").



### ALIGNMENT: ANY LAWFUL

Tataued warriors are innately respectful of their community and its rituals. By the very nature of the profession, they are required to be sticklers for details, honor the social contract, and work for the betterment of their tribe. Tataued warriors tend to follow the general alignment of their respective cultures for that reason. A savage jungle goblin tataued warrior might be evil as the majority of his barbaric goblinoid brethren are evil. A tataued warrior of a peaceful island tribe of fishermen (where people are predominantly of good or neutral alignment) would be of generally good alignment.

Falling out of favor with your tribe or having your alignment shift away from lawful causes a painful gap to form in your ability to contact the spirit world. They may cause your tataus to burn painfully as if they were crawling with fire ants, your dreams to be plagued by horrific and vivid nightmares, or you may even come down with a horrific magical disease. Furthermore, if this gap should occur, a tataued warrior loses access to all his tataued warrior class features and cannot progress in the class until the break has been repaired. This may involve begging for forgiveness, partaking in a daring quest, seeking pardon from your tribe's deities, or even an act of ritual self-sacrifice (cutting off a sacred lock of hair, putting your son to death, giving up all your worldly possessions, etc). If your alignment changes, you must also rectify that before your favor with the tribe may be restored.

**STARTING WEALTH:**  $2d6 \times 10$  gp (average 70 gp.). In addition, each character begins play with an outfit worth 10 gp or less. Finally, a tataued warrior begins play with a series of intricate body tataus that have religious, societal, and political significance.

### CLASS SKILLS

The tataued warrior's class skills are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (local) (Int), (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str)

**SKILL RANKS PER LEVEL:** 2 + Int modifier

### CLASS FEATURES:

The following are the class features of the tataued warrior.

### WEAPON AND ARMOR

#### PROFICIENCIES:

The tataued warrior is proficient with all simple weapons, light armor, and all shields (except tower shields).





## TABLE 3-1: THE TATAUED WARRIOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Rites of battle, tatau, ritual weapon (+1)
2nd	+2	+3	+0	+3	Rites of battle
3rd	+3	+3	+1	+3	Tatau
4th	+4	+4	+1	+4	Ritual weapon (form change), spells
5th	+5	+4	+1	+4	Blood casting, tatau
6th	+6/+1	+5	+2	+5	Rites of battle, battle chant (1/day)
7th	+7/+2	+5	+2	+5	Tatau
8th	+8/+3	+6	+2	+6	Ritual weapon (+2)
9th	+9/+4	+6	+3	+6	Tatau
10th	+10/+5	+7	+3	+7	Rites of battle, battle chant (2/day)
11th	+11/+6/+1	+7	+3	+7	Tatau
12th	+12/+7/+2	+8	+4	+8	Ritual weapon (+3)
13th	+13/+8/+3	+8	+4	+8	Tatau
14th	+14/+9/+4	+9	+4	+9	Battle chant (3/day)
15th	+15/+10/+5	+9	+5	+9	Tatau
16th	+16/+11/+6/+1	+10	+5	+10	Ritual weapon (+4)
17th	+17/+12/+7/+2	+10	+5	+10	Tatau
18th	+18/+13/+8/+3	+11	+6	+11	Battle chant (4/day)
19th	+19/+14/+9/+4	+11	+6	+11	Tatau
20th	+20/+15/+10/+5	+12	+6	+12	Masterwork tatau, ritual weapon (+5)

### rites of battle (su):

Before blood is spilled, before angry words stir angry blood to action, before the dice of life and death are rolled ... one must observe ceremony. A tataued warrior is polite, orderly, and respectful of his opponent- most importantly when they are not in return. On his first turn, a tataued warrior must take a swift action to offer a sign of respect. This might be a deep bow, a respectful salute, or even offer a traditional war dance. Should he remember to offer this he gains the blessing of the spirits. These boons manifest themselves in the following fashion:

**2nd Level:** When wearing light armor (or unarmored) and unencumbered, the tataued warrior gains a sacred bonus to his AC and CMD equal to his Charisma modifier. In addition, a tataued warrior gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 tataued warrior levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the tataued warrior is flat-footed. He loses these bonuses when he wears heavier than light armor.



**6th Level:** A tataued warrior may choose to add his Charisma modifier to damage rolls in place of his Strength modifier with his ritual weapon.

**10th Level:** A tataued warrior adds his to Charisma modifier to damage rolls (in addition to his Strength) with his ritual weapon. This replaces the 6th level benefit from rites of battle.

#### SIDEBAR: SACRED BONUSES

Certain abilities in this class specifies that they provide a sacred bonus. This is only true for good-aligned tataued warrior. Evil aligned tataued warriors provide a profane bonus in place of a sacred bonus and a neutral aligned tataued warrior must choose to provide sacred or profane bonuses. Once this choice has been made, it cannot be changed.

### RITUAL WEAPON (SU):

Weapons are instruments, meant to be played in a certain succession designed to invoke a specific effect. A tataued warrior cares only for the spiritual and metaphorical significance of his weapon, not the physical creation of it. As such a tataued warrior only uses ceremonial weapons. These are often mundane things like ornately carved sticks, spears crafted from a sacred wood or even things like palm fronds or thickly braided rope. However, in the hands of a tataued warrior, they light up with spiritual energy and become deadly weapons. A shimmering aura of greenish St. Elmo's fire sheaths a walking stick making it as sharp as a blade crafted by the finest smith. A braid becomes taut and strong as steel as a blazing purple fire gives it the weight and balance necessary to be wielded as a club. What once was a boat oar now has spiritually sharpened edges in the hands of a master tataued warrior.

At 1st level, a tataued warrior selects a ritual object and a weapon they are proficient in whose form the object can emulate. They must be the same approximate size (and handedness). The weapon selected must be a melee weapon and a ritual weapon's form, once selected, cannot be changed. As a swift action, he can cause the otherwise mundane object to become a +1 version of that weapon (statistically) as it enters its empowered form. The unpowered form of his ritual weapon must be crafted from natural materials and no metal may be used in its construction (most are crafted from wood or plant fibers). A ritual weapon may exist in its empowered state for a number of rounds per day equal to the tataued warrior's level plus his Constitution modifier. He may revert his weapon to its unassuming form as a free action. Once it is depowered, he is fatigued for a number of rounds it was active for.

Should his ritual object be destroyed, broken, or stolen the tataued warrior may designate a new object as his ritual object after 1 week. A ritual weapon that leaves the grasp the tataued warrior ceases to function and he becomes fatigued. At 1st level, his ritual weapon is treated as if it was made of iron for the purpose of determining his hardness and HP. A broken ritual weapon no longer functions and reverts to its depowered form (the object is broken as well).

As his power grows, so does the strength of his ritual weapon.

**4TH LEVEL:** The tataued warrior may select a 2nd weapon form for their weapon. They may switch between weapon forms as a swift action. Additionally, a tataued warrior may perform a ritual that takes 2 hours to change the forms of their weapon to other weapons they are proficient with (the object's size must still be similar to the weapon chosen).



**8th Level:** The tataued warrior's ritual weapon function as a +2 weapon. The weapon is treated as if were made of adamantite for the purpose of determining its hardness and HP.

**12th Level:** The tataued warrior's ritual weapon function as a +3 weapon. A tataued warrior may select a 3rd weapon form for their weapon.

**16th Level:** The tataued warrior's ritual weapon function as a +4 weapon. A tataued warrior may select a 4th weapon form for their weapon.

**20th Level:** The tataued warrior's ritual weapon function as a +5 weapon. A tataued warrior may select a 5th weapon form for their weapon.

## TATAU (SU):

A tataued warrior's tataus are sacred in nature and ever growing. They represent not only his place in his society, the history of his people, but also his spiritual connection. At 1st level and every even level thereafter, he may take a tatau from the list below. As he selects his new tatau, his body gains a complex tribal tatau that represents this. Should he ever lose this physical representation or cover them with more than light armor, he loses the benefit it provides. A tatau will regrow itself in 1d20 hours if removed. Another tataued warrior can attempt to identify the meaning of a tatau with a Knowledge (religion) or (local) check (DC 10 + the level of the tataued warrior you are trying to read the tataus of).

Each tatau has an indicated level where it may be selected. A tataued warrior may select a tatau before they normally would be allowed to do so, but they trigger a flaw. This flaw has a dramatic downside, but that vanishes once the character gains the required level.

## 1ST LEVEL TATAUS

### TATAU OF THE DOLPHIN (1ST)

You gain a +5 foot bonus to your land speed and a +10 foot bonus to your swim speed (if you have or gain one). In addition, you gain a +2 bonus on Acrobatics checks and this bonus improves to a +4 bonus if you are in the water.

- **Drawback:** None

### TATAU OF GRAIN (1ST)

You are constantly full, as if you always had a meal. In addition, once per day as a full round action, you can supernaturally produce enough rations to feed a number of additional medium creatures equal to 1/4th your tataued warrior level. This food, if not eaten, becomes dust in 4 hours. The food is hearty and simple, sprouting from the earth at your command.

- **Drawback:** None

### TATAU OF THE HUNTER (1ST)

You become proficient in all martial ranged weapons and gain the Weapon Focus feat in one of those weapons. If you have this tatau, your ritual weapon's form may be that of a ranged weapon. This weapon still requires ammunition normally utilized by the weapon.

- **Drawback:** None

### TATAU OF THE IBEX (1ST)

You gain Alertness as a bonus feat and you always count as having a running start for the purpose of Acrobatics checks made to jump.

- **Drawback:** None

### TATAU OF THE JELLYFISH (1ST)

You gain Stunning Fist as a bonus feat and may perform it through your ritual weapon.

- **Drawback:** None



### TATAU OF THE MARLIN (1ST)

You suffer no penalty on their attack or damage rolls made underwater (treat them as if they were being swung on land). In addition, you reduce all DR by 3 and hardness by 1/2 on confirmed critical hits with piercing weapons.

- **Drawback:** None

### TATAU OF THE MOUNTAIN (1ST)

You treat non-magical difficult terrain as if it were normal terrain for the purpose of movement.

- **Drawback:** None

### TATAU OF THE OARSMEN (1ST)

You gain the ability to walk on water as if it were land. This functions as per water walk, though only for water (saltwater or freshwater). In addition you treat oars as if they were ritual weapons with the profile of a greatclub rather than an improvised weapon.

- **Drawback:** None

### TATAU OF THE OXEN (1ST)

You gain Toughness as a bonus feat and gain a +4 bonus to your CMD against bull rush attempts.

- **Drawback:** None

### TATAU OF THE PEBBLE (1ST)

As a free action you may produce ammunition from thin air. You gain enough ammunition to make all of your attacks in a round; any unused ammunition disappears at the end of your turn. This ammunition fits whichever ranged weapon you are using, or is a throwing weapon. Throwing weapons deal 1d8 damage, ammunition does damage based on the weapon it is fired from. Throwing weapons count as if they were your ritual weapon. When producing ammunition the tataued warrior may select the type of damage from bludgeoning, piercing, slashing, or non-lethal. You may do this once per day per tatau warrior level.

- **Drawback:** None

### TATAU OF STORMS (1ST)

When in an area of storms, rain, or other form of severe weather you gain a +2 morale bonus on attack and damage rolls with ritual weapons.

- **Drawback:** None

## 3RD LEVEL TATAUS

### TATAU OF THE FERN (3RD)

Once per day you may cause a 30 foot area to spring to life with thick underbrush as a full round action. This area is difficult terrain and provides partial cover for those in that area. In addition, you gain the ability to *speak with plants* (as per the spell) at will.

- **Drawback:** Plants treat you as hostile. While this mostly applies to plant creatures this also causes plants to act inconvenient towards you. They will not grow for you, you may find thorns in your shoe, and a plant may even atrophy fruit rather than let you eat it.

### TATAU OF THE FISH (3RD)

You gain a 30 feet swim speed though you cannot breathe underwater.

- **Drawback:** You are required to submerge yourself in water for at least 1 hour every day.

### TATAU OF THE GOAT (3RD)

You gain a 1d6 gore attack. If you already have a gore attack from a different source you increase the dice size for that attack by 1 dice size.

- **Drawback:** You must add a random goat noise to the end of sentences frequently.

### TATAU OF THE OCTOPUS (3RD)

You gain Improved Grapple as a bonus feat and a +4 insight bonus on Stealth checks.

- **Drawback:** When you are in the water, any squid or octopus within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.



### TATAU OF THE OSTRICH (3RD)

You gain Run as a bonus feat and a +4 insight bonus on Intimidate checks.

- **Drawback:** Anytime you fail a fear check or are demoralized by someone (and sometimes when you are just stressed) you find a place to shove your head to hide it. If possible, you will attempt to hide your head in the sand. This causes you to be compelled to take a move action to hide your head before you can recover.

### TATAU OF THE PARROT (3RD)

You gain the constant benefit of *comprehend language* and *tongues*. In addition, you gain a +4 insight bonus on Fly checks.

- **Drawback:** Everything you say comes out kind of garbled or with an extremely heavy accent. You take a -4 penalty on all Diplomacy checks.

### TATAU OF PRISON (3RD)

At will, you can use *detect chaos*, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is chaotic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you cannot detect chaos in any other object or individual within range.

- **Drawback:** You unduly attract the attention of the criminal element, finding yourself in trouble more frequently than you should.

### TATAU OF THE RAT (3RD)

You gain the Scent ability and are constantly under the effects of squeeze <sup>ARG</sup>. Furthermore you gain a +2 bonus on attack and damage rolls against vermin and automatically bypass any resistances, immunities, and DR they may possess.

- **Drawback:** You develop kleptomania (a very unlawful thing) and must make a Will save (DC 15) to resist attempting to swipe any unattended food or pilfer any unattended valuables.

### TATAU OF THE SHARK (3RD)

You gain a bite attack appropriate to your size. If you already have a bite attack from a different source you increase the dice size for that attack by 1 dice size.

- **Drawback:** When you are in the water, any shark or shark-like creature within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

### TATAU OF THE SMITH (3RD)

You become proficient with all martial weapons and 3 exotic weapons of your choice. In addition, all manufactured weapons are treated as if they were ritual weapons for the purpose of tataued warrior class features.

- **Drawback:** Any non-simple weapon you wield gains the fragile weapon quality.

### TATAU OF THE TORCH (3RD)

At will you may shed light from an object you are holding as if it were a touch. You can activate or suppress this as a free action. In addition, you gain a +2 bonus on attack and damage rolls against creature of the fire subtype.

- **Drawback:** You cannot suppress your light and it tends to shine extra bright when you are trying to hide as if to point you out.

### TATAU OF THE TURTLE (3RD)

You gain a +2 natural armor bonus to your AC, this bonus stacks with other natural armor bonuses. When taking the total defense action this natural armor bonus increases to +4.

- **Drawback:** You take a -2 penalty to Dexterity, and rising from the prone position takes a full round action.



### TATAU OF THE WARRIOR (3RD)

You count your levels in tataued warrior as levels in fighter for the purpose of qualifying for combat feats. In addition, you gain Weapon Focus in a simple weapon of your choice (this weapon is stylistically represented in the tatau). If you have or ever gain the Weapon Focus feat you gain Weapon Specialization as a bonus feat in that weapon instead. Likewise if you have that feat you instead gain Greater Weapon Focus and if you have Greater Weapon Focus you gain Greater Weapon Specialization in that weapon.

- **Drawback:** You have a 25% chance each time you draw a weapon to accidentally draw the wrong weapon. If you have no other weapon, you may draw a mundane piece of equipment or simply drop your current weapon.

### TATAU OF THE WAVE CREST (3RD)

You gain Improved Bull Rush as a bonus feat and a +2 bonus on attack and damage rolls against creature of the water subtype.

- **Drawback:** The ocean becomes rough and agitated in a radius of 1 mile around you and you cause an unnatural disturbance in the area you walk. This may attract creatures with a strong connection to the element of water (such as water elementals, kami, or druids native to the area).



### 5TH LEVEL TATAUS

#### TATAU OF THE BUTTERFLY (5TH)

You are constantly under the effects of featherfall. You may suppress or reactivate this as a swift action.

- **Drawback:** There is a 10% chance per round that you are using featherfall that it will fail.

#### TATAU OF THE CHAMELEON (5TH LEVEL)

As a free action, you gain the ability to magically blend in with your surroundings. This provides a +8 competence bonus on her Stealth checks. As a standard action, you can also use the spell *disguise self* a number of times per day equal to your Charisma modifier.

- **Drawback:** You may only disguise yourself an anthropomorphic chameleon of horrific proportions and you only gain a +4 on Stealth checks.

#### TATAU OF THE CHIEF (5TH)

You gain Leadership as a bonus feat. In addition, all allies within 30 feet of you gain a +4 morale bonus against fear effects.

- **Drawback:** People whisper and spread derogatory rumors about you. How dare you wear the tatau of the chief without earning it? You take a -4 penalty on all Diplomacy rolls and you risk your standing in your community.

#### TATAU OF THE DEEP SEA (5TH)

You gain the ability to breathe underwater and darkvision 60 feet (or it improves your darkvision by 30 feet).

- **Drawback:** When you are in the water, any large schools of fish within 1 mile are aware of your presence and will become attracted to you as if you were a desirable food source.



### TATAU OF THE HEALER (5TH)

A number of times per day equal to your Charisma modifier you can heal a creature you can touch for 1d8 points per 4 levels of tataued warrior as a standard action. You may not benefit from this yourself.

- **Drawback:** Any amount of healing you grant an ally is deducted from your current HP.

### TATAU OF THE HERON (5TH)

While flying you gain a +2 bonus on all attack and damage rolls with melee weapons against non-flying creatures.

- **Drawback:** You take twice as much fall damage and a -2 penalty on Acrobatics checks to jump.

### TATAU OF ILLNESS (5TH)

You become immune to non-magical diseases.

- **Drawback:** Allies who spend time around you frequently come down with mundane diseases. Each week roll a d% and if you get higher than 75% a party member comes down with a random disease or illness.

### TATAU OF THE KIWI (5TH)

When casting a spell that requires a material component you may elect to pay that cost at a later date. This material component must be offered up in sacrifice within 2 days or the tataued warrior is turned into a kiwi bird until he can offer up the material components or someone else offers them on his behalf. A tataued warrior may elect to do this for an ally when they are within 30 feet of an ally who is casting a spell that normally requires a material component but does not have one.

A kiwi uses the statistics of a hawk, but without a flight speed or talons and a 10 foot land speed. However, you retain your mental ability scores.

- **Drawback:** You permanently turn into a kiwi.

### TATAU OF THE MERCHANT (5TH)

You can cast detect magic at will. In addition, you gain a +4 bonus on Appraise checks made to evaluate the price of non-magical good.

- **Drawback:** You must pay 5 gp per use of this ability.

### TATAU OF THE MINNOW (5TH)

You gain the evasion class feature of the monk and Lightning Reflexes as a bonus feat.

- **Drawback:** Cats and fish, large and small, find your scent delectable and any are prone to attack you should you attract their attention.

### TATAU OF THE MOON (5TH)

You gain the ability to damage incorporeal and/or ethereal creatures normally with weapons you wield or natural attacks you make. In addition you gain a +2 insight bonus on Knowledge (planes) and Knowledge (religion) to identify creatures.

- **Drawback:** Any undead within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

### TATAU OF THE PLATYPUS (5TH)

You develop electrolocation while underwater, gaining lifesense 30 feet (see universal monsters rules for more information on lifesense). In addition your nails becomes mildly poisoned. This causes your unarmed strikes and claw attacks to poison creatures. Tataued Warrior Poison; save Fort DC 5 + tataued warrior level; frequency 1/round for 4 rounds; effect 1 nonlethal damage; cure 1 save.

- **Drawback:** You develop the unusual physical features that resemble a platypus. You gain a rubbery bill, an awkward beaver-like tail, brown fur, etc. While in this anthropomorphised form you exhibit many unintentional animal habits, compulsions, and mannerisms that are rather unsightly and uncivilized. You take a -4 penalty on all rolls involving social interactions and a -4 penalty on Acrobatics checks when not in the water for your awkward proportions.



### TATAU OF THE POISON FROG (5TH)

Once per day as a move action you can cover your body in a layer of poison. Creatures who grapple with you or otherwise come into excessive bodily contact with you (an unarmed strike or natural attack is not generally enough to constitute this) suffer the effects of the poison listed below. Once it has been applied to a creature or 1 minute per tataued warrior passes the poison is rendered inert.

Contact ; save Fort DC 10 + 1/2 tataued warrior level + Charisma modifier; frequency 1/round for 6 rounds; effect stunned; cure 1 save

- **Drawback:** Any venomous or poisonous creature within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

### TATAU OF THE PREDATOR (5TH)

You gain a +2 bonus on attack and damage rolls against animals and magic beasts. Additionally you automatically bypass any resistances, immunities, and DR they may possess. Finally, you gain a +2 insight bonus on Survival checks to find food.

- **Drawback:** Any apex predator who has the animal of magical beast creature type within 1 mile is aware of your presence and will become attracted to you as if you were a desirable food source.

### TATAU OF THE PRIEST (5TH)

Your caster level is equal to your character level for your tataued warrior spells. In addition, select three 1st or 2nd level cleric spells and add them to your list of known of tataued warrior spells. You must be able to cast tataued warrior spells in order to benefit from this tatau.

- **Drawback:** Each time you cast a spell you have a 25% chance of summoning an unfriendly outsider who opposes your alignment who has a CR equal to your level -1 + 1d4. The exact nature of the creature is at the discretion of the GM but it should be hostile towards the offending tataued warrior and incensed at his audacity.

### TATAU OF RAIN (5TH)

Once per day, after performing a rain dance for 10 minutes, you may change the local weather to that of light rain for 1d6 hours. The changes take effect in 10 minutes after the completion of your rain dance. You gain Wind Stance as a bonus feat.

- **Drawback:** Any time you sleep a localized rainshower drenches your camp. In addition, you only have a 10% miss chance from your Wind Stance bonus feat.

### TATAU OF THE SPIDER (5TH)

You gain a 30 foot climb speed and a +2 sacred bonus on Craft (alchemy) checks.

- **Drawback:** There is a 25% chance per round that, while climbing, your climb speed will cease to function.

### TATAU OF THE TIKI (5TH)

You gain a +2 luck bonus to your armor class and all saving throws.

- **Drawback:** You take half again as much damage from all sources.

## 7TH LEVEL TATAUS

### TATAU OF THE BAT (7TH)

You gain Blindsight 20 feet and a +2 insight bonus on fly checks.

- **Drawback:** You become blind.

### TATAU OF THE ELEMENTS (7TH)

You gain a +2 bonus on attack and damage rolls against elementals and automatically bypass any resistances, immunities, and DR they may possess.

- **Drawback:** Any elementals within 1 mile is aware of your presence and will become attracted to you as if you were a threat to nature.



### TATAU OF THE GALE (7TH)

You ignore range penalties up to the third range increment (though they they return in full on the fourth). In addition, you gain a +2 sacred bonus to your AC against ranged attacks.

- **Drawback:** Chaotic gusts of wind blow around your ranged attack giving them a 20% chance to miss.

### TATAU OF THE KANGAROO (7TH)

You gain the cast jump as a supernatural ability at will. In addition, unarmed strikes made with your feet deal damage as if you were one size category larger.

- **Drawback:** Creatures making attacks of opportunity against you gain a +4 bonus on attack rolls.

### TATAU OF THE MURDERER (7TH)

Creatures you reduce below 0 hp lose two hp per failed stabilization roll. Furthermore, a creature you cause damage to cannot benefit from healing (though they may benefit from temporary hp) until their next turn.

- **Drawback:** You take a -2 penalty on all stabilization rolls.

### TATAU OF THE SNAKE (7TH)

You become immune to poisons (magical and mundane).

- **Drawback:** All allies within 30 feet of you take a -4 penalty on saves against poisons.



### TATAU OF THE STARFISH (7TH)

You gain the ability to regenerate lost limbs and heal yourself. Once per day as a full round action you can regrow severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads if you are a multi-headed tataued warrior), broken bones, and ruined organs grow back. The physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. At the time of using this ability the tataued warrior is also restored 1d8 hp per 4 levels of tataued warrior (minimum 1d8).

- **Drawback:** After 2d10 minutes, any limb you regrew falls off and atrophies. In addition, you are not healed by this tatau.

### TATAU OF THE SUN (7TH)

This tatau around your eyes grants you darkvision 60 feet. If you already have darkvision this ability grants you the capacity to see though even deeper darkness or other magical darkness effects. Creatures with light vulnerability cannot take this tatau.

- **Drawback:** When you are in areas of light you take a -8 penalty to Perception checks.

### TATAU OF THUNDER (7TH)

You gain electricity resistance 15 and once per day when you successfully deliver an attack with a simple melee weapon you can cause a thunderbolt to strike your target. This can be chosen after you have successfully hit but before you roll damage. It deals 1d6 points of electricity per 2 levels of tataued warrior in addition to your normal weapon damage.

- **Drawback:** Anytime natural (non-magical) lightning strikes would strike within 1 mile of you, it instead strikes you. In addition, attacks that deal electricity damage gain a +2 bonus to hit you and your resistance is reduced to 5. Each bolt causes 4d8 points of electricity damage.



## 9TH LEVEL TATAUS

### TATAU OF THE CRAB (9TH)

Once per round on a successful attack with a natural weapon or unarmed strike, you may make a free grapple attempt with your off-hand (provided it is free).

- **Drawback:** You gain a -4 on all grapple combat maneuvers and count as if you were one size category smaller for the purpose of determining of who you can grapple one-handed.

### TATAU OF THE GECKO (9TH)

You gain all-around vision.

- **Drawback:** There is a 20% chance that each time you attempt an action to move that you will remain motionless (though this does not waste the action, just prevents you from moving).

### TATAU OF THE WHALE (9TH)

You count as if you were one size category larger for the purpose of wielding ritual weapons.

- **Drawback:** Reduce your base land speed by 20 feet to a minimum of 10 feet.

## SPELLS:

Beginning at 4th level, a tataued warrior gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list\*. A tataued warrior must choose and prepare his spells in advance.

To prepare or cast a spell, a tataued warrior must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a tataued warrior's spell is 10 + the spell level + the tataued warrior's Charisma modifier.

Like other spellcasters, a tataued warrior can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-2: Tataued Warrior Spells Per Day. In addition, he receives bonus spells per day if he has a high

Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Tataued Warrior indicates that the tataued warrior gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A tataued warrior refers to his spells as ceremonies and must spend 1 hour per day performing ritualistic dancing, chanting, and making offerings to nature to regain his daily allotment of spells. The materials required for his spells may be found in the surrounding area at no cost to him. A tataued warrior may prepare and cast any spell on the tataued warrior spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a tataued warrior has no caster level. At 4th level and higher, his caster level is equal to his tataued warrior level – 3.

### \*RANGER SPELL LIST MODIFICATION FOR THE TATAUED WARRIOR

A tataued warrior does not gain the following ranger spells:

- **1st:** Bowstaff, Gravity Bow, Hunter's Howl, Longshot
- **2nd:** Reloading Hands, Ricochet Shot
- **3rd:** Companion Mind Link, Instant Enemy, Named Bullet
- **4th:** Bow Spirit, Greater Named Bullet, Raise Animal Companion, Terrain Bond

In exchange, the tataued warriors adds the following spells to his spell list:

- **1st:** Cause Fear, Enlarge Person, Magic Weapon, Remove Fear
- **2nd:** Aid, Touch of the Sea
- **3rd:** Heroism, Pain Strike, Rage, Ride the Waves, Fly
- **4th:** Fear, Mass Enlarge Person



**TABLE 3-2: TATAUED WARRIOR  
SPELLS PER DAY**

LEVEL	1ST	2ND	3RD	4TH
1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	0	-	-	-
5th	1	-	-	-
6th	1	-	-	-
7th	1	0	-	-
8th	1	1	-	-
9th	2	1	-	-
10th	2	1	0	-
11th	2	1	1	-
12th	2	2	1	-
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3

#### SPILLS FROM OTHER SOURCES:

Generically, a tataued warrior does not gain any spells that expressly deal with the ranger's class feature (such as their animal companion, favored enemy, favored terrain, etc) or spells that pertain to making ranged attacks/the use of a bow. They instead gain fear spells, spells that grant the ability to resist fear, pain effects, enlarge person, and spells that grant a swim speed.

#### BLOOD CASTING (EX):

At 5th level, as a swift action a tataued warrior can prick himself and make an offering of blood to sacrifice a prepared spells in order to spontaneously cast any other spell on his spell list that he knows of the same level. This offering of blood deals 1 point of non-lethal damage to himself per level of the spell sacrificed. (Example: If he had *heroism* prepared as a 3rd level spell he could take a swift action to deal 3 points of damage to himself to switch his prepared spell to *pain strike*.)

#### BATTLE CHANT (EX):

At 6th level, the tataued warrior gains the ability to ritualistically chant while fighting. This allows him to augment his weapon's powers by awaking the spirits around him. This is often quite intimidating to enemies, though not overt enough to cause an Intimidate check. This grants him an ability to enter into a ritualistic trance, awakening the spirits of war and battle. This grants him one additional attack at his highest BAB per turn as part of a full attack action. This effect stacks with haste and similar effects. A battle chant lasts for a number of rounds equal to his Constitution modifier per use. While chanting he gains a +2 morale bonus on Intimidate checks. Entering this state is a swift action and, at 6th level, he may do this once per day. At 10th and every 4 levels thereafter he may do this one additional time per day.

#### Cultural Examples of the Battle Chant

Haka (Maori), Cibi (Fiji), Manu Siva Tau (Samoa), Baris (Bali), Eisa (Okinawa), Sama (Sufis), War Dance (Lakota Sioux), Indlamu (Zulu), Highland Sword Dances (Scotland)





## MASTERWORK TATAU (Su):

At 20th level, a tataued warrior's individual tatau merge into a cohesive tapestry and take on a new meaning entirely. They are woven together by a larger mural that gives context to the rest of the pieces. This tatau covers the tataued warrior's entire body. These tatau cannot be taken until 20th level. It can take one of the following forms.

### TATAU OF DIVINITY

The first time you die in a 24 hour period you are resurrected as if by *true resurrection* at the start of your next turn. In addition, you gain SR equal to  $10 + \frac{1}{2}$  your tataued warrior level + your Charisma modifier against divine spells.

### TATAU OF DEATH

Any creature reduced below zero hit points by damage you deal has their remains turned to dust as if destroyed by *disintegrate*. Furthermore, you are immune to death effects and gain SR equal to  $10 + \frac{1}{2}$  your tataued warrior level + your Charisma modifier against necromancy spells.

### TATAU OF SUPREME GRACE

You may cast *dominate monster* as a supernatural ability at will. In addition, you become immune to mind affecting effects.

### TATAU OF THE BEAST

You grow two size categories and grow one natural attack of your choosing from the following list: bite, a single claw, gore, slam, or talon. You cannot chose a natural attack you already possess.

This grants you a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), a -2 penalty on attack rolls and AC, and a -4 size penalty on Stealth and Fly checks due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. A humanoid creature whose size increases to Huge has a space of 15 feet and a natural reach of 15 feet.

### TATAU OF THE WARRIOR KING

You automatically confirm all critical hits with your ritual weapon.

TABLE 3-3: TATAUED WARRIOR ALTERNATE FAVORED CLASS BONUSES

RACE	BONUS	SOURCE
Human	+1/6 of a new tatau	CRB
Ifrit	+1 round of ritual weapon per day.	ARG
Merfolk	Battle chant lasts an additional 1/4th of a round while underwater.	ARG
Nawao	+1/4 your tataued warrior level when determining the abilities of your ritual weapon.	HotWa
Sambito	+1/6 a use of battle chant per day	HotWa
Wug	+1/6 of a new tatau	RG3



# New Feats & Talents

## NEW CONDITION: BROKEN BONE

An attack that breaks bone, or the target's equivalent thereof can render the limb struck painful and useless. The bone inside is destroyed- shattered beyond simple repair. Creatures with this condition can have it inflicted on any limb and lose the use of that limb until the condition is removed. As such, a specific limb must be declared before use. This condition may be applied multiple times, but each time it applies to a specific limb. This does not impose any penalties to the attack roll (as is the case if using Paizo's called shot rules). Creatures who have a limb broken must make a Will or Fortitude save (DC 20) or are shaken for 1d4 rounds from the pain. This is a fear effect.

It requires a DC 10 Heal check to set a limb and 3d6 weeks to heal it. Any sort of magical healing sets bones but does not remove the condition if not already set (thus 2 applications of magic healing would remove the condition in addition to the hit points restored by the spell). A heal or regenerate spell will remove the condition as will any magic or abilities that remove ability score damage/drain.

The following creatures are immune to the broken bone condition: creatures without limbs, oozes, any creature immune to precision damage, creatures with the chaotic subtype. Furthermore creatures who definitely lack a skeleton, exoskeleton, or the biological equivalent thereof (subject to the GM's discretion) are immune to the broken bone condition

### SIDEBAR: Converting Existing Bone Breaking Feat

The Jawbreaker feat can be replaced with the Ankleshatter feat found in this book.

The neckbreaker and bonebreaker feats can be left as they are.

## KAPU KUIALUA (STYLE)

The art of kapu kuialua is an ancient Hawaiian martial art that was taught to the ariki or nobles of Hawaiian society. Their warriors were trained not only in the ways of battle but also in the manipulation of their mana.

## KAPU KUIALUA (STYLE) (COMBAT)

*Using the ancient and noble art of bone breaking, you can quickly and efficiently disable your opponents.*

**PREREQUISITES:** Improved Unarmed Strike, Improved Grapple

**BENEFITS:** Any time you deal damage with an unarmed strike against a creature you are grappling, they must make a Fortitude save (DC 10 + 1/2 level + Strength modifier) or have a bone of your choice broken (see bone broken condition above).

## HAKIHAKI (COMBAT)

*Though a mastery of joint locks, bone manipulation, rigorous training in the surf, and striking coconut trees for hours- you know just how to make your strikes hurt.*

**PREREQUISITES:** Kapu Kuialua

**BENEFITS:** While employing Kapu Kuialua, all confirmed critical hits with all weapons (including unarmed strikes) against a creature break bones. After a successful critical confirmation, they must make a Fortitude save (DC 10 + 1/2 level + Strength modifier) or have a bone of your choice broken (see bone broken condition above).



## OLOHE (COMBAT)

*The term for a master of Kapu Kuialua is "Olohe" and means "hairless one". These masters were so deadly that merely striking them risked the attacker's destruction.*

**PREREQUISITES:** Hakihaki

**BENEFITS:** While employing Kapu Kuialua, any creature who fails a grapple check against you must make a Fortitude save (DC 10 + 1/2 level + Strength modifier) or have a bone of your choice broken.

## ANKLESHATTER (COMBAT)

**PREREQUISITES:** Bonebreaker (<sup>UC</sup>), Improved trip, Heal 12 ranks

**BENEFIT:** When you make a successful trip attempt against an opponent that is grappled, helpless, or stunned you may instead expend one use of your stunning fist class feature to grant a creature the broken bone condition as well as halving their movement speed until the broken bone condition is healed.

## BONESAW (BARBARIAN TALENT)

**PREREQUISITES:** Barbarian 6th Level

**BENEFIT:** Whenever you critically hit with a melee attack while raging, your attack also breaks a bone of your choice (DC 20 Fortitude save resists).

## SCARED MANA (FEAT)

**PREREQUISITES:** Ability to cast 3rd level divine spells

**BENEFIT:** By sacrificing one divine spell slot at your highest level in a ritual that takes 10 minutes, your levels in one divine casting class grant a good AC bonus rather than what the class normally would provide for the next 24 hours.

## SNAP (ANTIPALADIN CRUELTY)

**PREREQUISITES:** 9th Level Antipaladin

**BENEFIT:** Target has a bone of your choice break if they fail the Fortitude save associated with your cruelty.

