Credits to Yoder

**NEKOMIMI**

Ability Adjustments

+2 to Dex

+2 to Int

-2 to Str

Size: Medium

Traits

Darkvision

+1 to Ref

Bonus Feat List

A Song of Arrows

Shadow Blink

Breakneck Pace

The nekomimis are easily recognized by their feline ears and tail, though they otherwise appear human. In many respects, they also tend to act in a cat-like manner. What they lack in raw force, they make up for with their lithe build and cunning minds. For the most part, the other races view them as an oddity, but the nekomimis are ultimately respected for their courteous but distant attitude.

Nekomimi Society

In many regards, the nekomimis resemble traditional Japan. However, their deeply-rooted matriarchy is one notable exception to this tendency. Most of the nekomimi are island-dwellers, preferring heavily-wooded areas of nearly any climate. Their capital, Aijo, is in the center of their primary island settlement of Nekoshima. Given their inclination toward forests and jungles, small pockets of nekomimi civilization are not abnormal near the coastlines of continents. When nekomimis live among other races, they tend to leave their tradition behind and only nominally claim their goddess. Their language is known as Neko, which is essentially Japanese.

Nekomimi government is a strict theocratic monarchy. Being a matriarchal society, they serve a queen who also fulfills the role of high priestess. The queen's eldest child, who is always female, is betrothed to a male infant of the royal knights at birth. Such, the crown princess's fiance becomes the leader of the military when she assumes the throne and marries him. The queen traditionally serves for 40 years before retiring to more dedicated religious service. This theocratic monarchy has continued in an unbroken royal line for ages since they have always been geographically isolated and have only recently let go of enough of their xenophobic tendencies to permit trade with other races.

Though monotheistic, the nekomimis recognize several other important religious figures. Their deity is Amaterasu, the sun goddess. Demi-deities they recognize are Amaterasu's husband, Onetengu; her triplets, Ella(female), Susanoo(male), and Tsukuyomi(female); her avatars, Sasayuki(female) and Genjimaru(male); and her saints, Sumiyaka(husband) and Larana(wife).

Nekomimi culture places a high value upon honor, and they, being in many ways an old-world type of society, respect all authority and revere both royalty and clergy. They all, to no surprise, have an incredible affinity for felines. Felines of all breeds are kept as companions, from the cats as pets to lions and tigers a mounts. Even those felines without owners are allowed free roam of nekomimi islands. All these felines are naturally tame due to Amaterasu's passive influence. Although in constant spats with the kitsunes, most of the nekomimis are removed enough from the battles that it doesn't affect their daily lives.

Typical nekomimi names include (surnames first) Okashi Shirahime, Hibito Kosai, Moteneshu Raiku, Tonbo Goken, and Ginima Rumina.

Nekomimi Magic and Technology

The nekomimis don't particularly favor magic, combat, or technology, utilizing each as it benefits them. Magically-speaking, nekomimis are known for their proficiency with wind manipulation. The primary focus of their wind magic is augmentation and other auxiliary abilities. The nekomimis make heavy use of archery in their combat as well. They have developed many unique types of bows and arrows, each advancing a particular aspect of archery or fletching. They nekomimis are almost entirely responsible for a revived interest in archery around the world despite the ever-increasing prevalence and development of guns. This combination of ranged weaponry with air magic is a perfect synergy.

In technological development, the nekomimis are renowned for the detail-oriented fine craftsmen. All wares they develop are highly intricate, even if that intricacy is only for show. They pride themselves on the precision they can achieve through exception attention to detail. This fine craftsmanship is what enables their revolutionary bow and arrow design. Their swords, called katanas, are also known to be exceptionally sharp and durable. This intricacy also feeds into artistic areas, which is why nekomimi calligraphy is considered one of the most beautiful scripts.

**KITSUNE**

Ability Adjustments

+2 to Int

+2 to Cha

-2 to Con

Size: Medium

Traits

Fast Movement

+1 to AC

Bonus Feat List

To Pierce the Heavens

Kensai

Shadow Blink

The one physically-defining aspect of the kitsunes is their fox-like ears. Also, all kitsune have 1 to 9 fox-like tails. Apart from these two areas, kitsunes look like humans. These tails signify power level and form a clear chain of authoritarian command. Normal kistunes can never have more than 3 tails. At Level 0, the kitsune grows a single tail. At Level 10, the kitsune grows a second tail. At Level 20, the kitsune grows a third tail. If any tails are damaged, they mend/regrow after a full night's rest. You may freely reduce the number of your tails that are visible. Though not as hardy as other races, their resourcefulness and deceptive nature assist them in cross-cultural encounters. Although the races generally know of the existence of the kitsunes, they have a somewhat negative opinion about them since they have almost no interaction with them and only hear negative tales about their espionage.

Kitsune Society

The Kitsune can generally be found living in the foothills around mountain ranges. If a kitsune ever ventures from their incredibly secretive lands, they will generally disguise themselves. Such, kitsunes are rarely seen outside their nation of Shogekiteki. Though few outsiders may travel through their lands (and they are heavily monitored for any suspicious behavior), none are permitted to enter Zeitaku, the capital city. The kitsune speak a dialect of Neko unique to them, though nekomimis can still understand them.

The kistunes are subject to a monotheistic theocracy, meaning that adherence to a strict set of rules is a must. Also, absolute obedience to any direct command is required. For the kitsunes, this rigorous standard isn't as much of a problem as it would be in other theocracies, because their laws are loose and directives are few. They do have mortal intermediate leaders, but their governmental requirements vary depending on sect. They are more militaristic than the Nekomimis are, but this might is entirely used in defending their territory. Despite their militaristic bent, their actual dedicated forces are few and serve mainly as border patrol, because the average kitsune is more than capable of defending himself. This is due to the fact that martial and magical training regimens are tightly integrated with their education from an early age.

Being a monotheistic theocracy, the sole focus of the kistunes' worship is their deity, Kyuubi, the 9-tailed fox. Kyuubi interacts indirectly with her followers through her children, Kurama(male), Rin(female), and Yukihime(female), who also act as her avatars. Their directives, authoritatively speaking, are on par with Kyuubi's own command. Each of these three acts a patron saint of a different societal sect of the kitsunes. These sects are defined by origin ancestry, with those who descend from the original spirit foxes changed into kitsunes claiming the 6-tailed Kurama, those Nekomimis who were forcefully transformed into kitsunes claiming the 4-tailed Rin, and those of any race who willingly submitted to being turned into kitsunes claiming the 5-tailed Yukihime. Each sect has a priesthood which operates as an intermediate layer, since the avatars themselves don't usually have the time to interact with the populace.

The kitsunes are a people with a goal. Their mission is to serve Kyuubi dutifully, as she is literally what sustains them. Since Kyuubi is Amaterasu's enemy, the kitsunes are in a constant but not outright struggle against nekomimi civilization. Though the kitsunes are outmatched in most ways when compared to nekomimis, they still fight. Most of the time, this conflict is manifested in political and religious ploys that, aside from the most daring plots, don't directly affect the either people group.

Typical kitsune names include (surnames first) Ginima Ketsugi, Sagara Sasuke, Richi Mitsurugi, Torakaka Minishu, Gikumi Ishenomu .

Kitsune Magic and Technology

Like the nekomimis, the kitsunes strike an even balance among magic, combat, and technology. In magic, they tend toward the use of fire spells. Anybody who has faced a kitsune in combat has a deep respect for their skill in wielding polearms. That they can keep their enemy at a distance, allows them to make better use of the explosive and consuming properties inherent to their fire-based magic. Facing a group of kitsunes is viewed as a suicide mission, because they are usually familiar enough with battlefield strategies to devise a strategy regardless of the situation.

As far as their own technological advancement is concerned, there is little worth mention. Very little innovation is encouraged among the kistunes. They usually draw on the knowledge converts have from their old lives and send spies to steal the secrets of technological breakthroughs. They have also been able to acquire some technology from invading forces they have put down. There is also a small but entirely dedicated group of researchers in the kitsune nation, but most of their time is spent reverse-engineering rather than inventing. No art of renown has been produced by the kitsunes.

The **Kitsune** Racial Track

8 HP/Level

6 Skills

KOM: Cha

KDM: Int

BAB: 20

Fort: 10

Ref: 15

Will: 15

Taking this track is comparable to being a kitsune paragon, to use a term from the D&D 3.5 Unearthed Arcana supplement. Those who follow Kurama must take this track racially, those who follow Rin must take this track through Guild Initiation, and those who follow Yukihime are not required to take this track. You acquire every ability listed under each circle.

1st Circle

*Fox FireSLA:* Thrice per Encounter as a standard action, you may cause an partially-illusory burst of [Figment] fire to erupt in the square occupied by any target within medium range with whom you have line of sight/effect. The target must pass a Will save (DC 10 + 1/2 your character Level + your Charisma modifier) or take 1d6 [Fire] damage for every circle of the Kitsune track you possess and is set [On Fire]. The target may not use a move action to put the fire out for the duration of Fox Fire. For the duration of Fox Fire, the target may not be targeted by Fox Fire and is not affected by the damage from Fox Burn originating from another Fox Fire target. If the target passes their Will save, the flames disappear with no effect. You are [Immune] to all detrimental effects of this track.

*Sly FoxSU:* As a full-round action, you may assume a form related to your lineage. Followers of Kurama may change into a spirit fox (an [Ethereal] fox that only has the Kitsune track), followers of Rin may change into a nekomimi, and followers of Yukihime may change into a the race they or their predecessor was before becoming a kitsune. This disguise is a purely cosmetic [Glamer] (not even a difference in size category does anything mechanically), and can only be detected by magical means, though a disguised kitsune not acting like the thing they turned into could certainly raise suspicions (but not lead to definites).

2nd Circle

*Fox Burn:* The target of Fox Fire now emits a field of flames out to a distance equal to your melee range. Anything within that proximity at any point (including during movement) takes 1d4 [Fire] damage for every circle of the Kistune track you possess and must pass a Reflex save (DC 10 + 1/2 your character Level + your Intelligence modifier) or be set [On Fire]. Anybody affected by this may not use a move action to put themselves out while within Fox Burn. Fox Burn lasts for the duration of Fox Fire.

*Fox Flare:* If the target of Fox Fire passes their Will save, they become [Dazzled] for 1 round.

*VixenEX:* You gain a +2 bonus to Bluff checks.

3rd Circle

*Fox Fire:* Fox Fire's range extends to medium. Additionally, Fox Fire lasts for 1 round.

*Sly Fox:* You may assume the form of a spirit fox, a nekomimi, or any race of the size category of you were or your predecessor was before becoming a kitsune.

*Burn Mirage:* While a creature with the Kitsune track is within Fox Burn, they are treated as [Concealed] to the target.

4th Circle

*Fox Fire:* You may use Fox Fire as a move action.

*Fox Burn:* Fox Burn extends out to a distance equal to your close range.

*Fox Flare:* If the target of Fox Fire passes their Will save, they become [Dazzled] for 2 rounds.

*Vixen:* Your Bluff check bonus increases to +4. Additionally, you gain a +2 bonus to Diplomacy checks.

*Fox Flames:* While a creature with the Kitsune track is within Fox Burn, their weapons are treated as if affected by the [Fire] version of the *Flame Blade* spell.

5th Circle

*Fox Fire:* Fox Fire's range extends to long. Additionally, Fox Fire lasts for 2 rounds.

*Burn Mirage:* While a creature with the Kitsune track is within Fox Burn, they are treated as [Fully Concealed] to the target.

6th Circle

*Sly Fox:* You may assume the form of a spirit fox or if:

originally small, any small or medium race

originally medium, any small, medium, or large race

originally large, any medium or large race

*Fox Flare:* If the target of Fox Fire passes their Will save, they become [Dazzled] for 3 rounds.

*Vixen:* Your Bluff check bonus increases to +6 and your Diplomacy check bonus increases to +4. Additionally, you gain a +2 bonus to Perception checks.

7th Circle

*Fox Fire:* Fox Fire lasts for 3 rounds. Additionally, You may use Fox Fire as a swift action.

*Burn Mirage:* While a creature with the Kitsune track is within Fox Burn, they are treated as [Fully Concealed] and [Invisible] to the target.