

Akashic Mysteries Guide 3: The Daevic

The Daevic is the third and last of the initial release of the DSP port of the 3.5 Incarnum system. These are the guys meant to be up close and in the thick of things, unlike the distant Vizier and evasive Guru. They form a mystical bond with a being of pure emotion, called a Daeva, which grants them power.

Long story short on the function of Akasha, for those who don't know (and who haven't read my previous guides): You create effects called Veils, tied to certain slots on your body called Chakras. Only one of any given Veil, and only one at any given Chakra. You can charge them with bits of your soul, called Essence, to increase their power. As you grow in power, you learn how to step up their effects even more by increasing their capacity for Essence, gaining more Essence in your total pool, and by tying the Veils closely to their respective Chakras. This process is called Binding. The biggest advantage of it all is flexibility, you always have the ability to change a large chunk of your build overnight, and you can shift your bonuses around to meet whatever challenges you are facing with a Swift action to reallocate your Essence where it will be most beneficial.

Now that the introductions are over, here's how to read the guide. I will, like everyone else, be using a color-based system to rate various aspects, features, feats, veils, etc. I'm a bit colorblind, though, so Treantmonk's original doesn't work so well for me. Here is what I'll be using in this guide:

RED is a terrible option, and should be avoided in nearly every build. If it's a class feature, expect to not use it.

ORANGE is generally bad, but might be useful to some builds.

YELLOW is medium-range. Something to take if you don't have anything else to do. If it's a class feature, then you will likely be using it whenever your main deal is offline for whatever reason.

BLUE is good, something most builds will want to take a look at and/or use frequently.

SKY BLUE is pure excellence, and/or should be taken by nearly everyone at first opportunity

The Daevic Class:

The Daevic dives into combat, and can reasonably expect to be taking significant punishment back as well as dishing it out.

Chassis:

Hit Die: **d10** hit die is a nice thing to have when you plan to be up in their faces as much as this class does.

Skills: **4+int** is nice to have, and good for a Martial-oriented class. The **Class Skills** are good, though with a short list. This gets more depending on your Passion, but standouts on the base include Bluff, Intimidate, and Use Magic Device

Proficiencies: Unlike the others, you get the full suite. **Simple and Martial Weapons** along with **Heavy Armor and Shields**. These will all come in handy, trust me on this.

Saves: **Good Fortitude and Reflex**, poor Will. You have the traditional Melee weakness to Charm/Domination, though you thankfully have a class ability that will help there.

Stat Priorities:

Daevics can be a bit MAD, but you can usually alleviate this by build choice. You need Strength and Constitution up in the front line. Some builds want Dex, though you can leave it at 12-14 if you're wearing heavy armor. Int and Wis are nice, but not priorities in any build. Charisma is good to have, but ultimately only needed in build choices that make heavy use of skills on that stat or save-based Veils (and the occasional Benevolence Passion).

Class Abilities:

Daevic Veilweaving: This has two effects:

-**Veilweaving**: not the greatest out there, but it does significantly define who and what you are. You gain almost no Essence (but see below), along with a restricted Bind location list, but your Veil and Bind count are good and you get a unique location, the Blood chakra.

-**Passion Bond**: Otherwise known as "why 10 Essence is enough", this can literally quadruple your investment into it eventually.

Passions: A Daevic is literally defined by his passion. There are three here, each splitting into two sub-groups. Your choice here is your everything, as it encompasses your mainstay class abilities as well as which Veils can be used with your Passion Bond.

Dominion: The Sword and Board kings, these guys all get basic feats to TWF with their shield for free, though bigger investments into the series later is a must if you want to milk the potential from it. The Passion Veils are solid, notably Armory of the Conqueror and Crusader's Shield are in there. Diplomacy is also a class skill. Also note that you do not necessarily have to use a Shield to TWF with, but if you don't you are losing out on the use of two free feats (and one of your more awesome Passion Veils).

-**Benevolence** subgroup become basically a melee version of Seer Viziers, gaining and granting Teamwork feats. Duration based on Cha mod. While this makes you just a hair MAD, even a +2 bonus is enough after 11th level when you can share as a Swift.

-**Tyranny** subgroup gains Swift Intimidates and decent bonuses to Intimidate. This can and will stack up quick against anything not fear-immune, and assists your entire group. Just be careful, using this Intimidate means you can't shift Essence that turn.

Wrath: For when you really just want to make the bad people go away, it's hard to argue here. These guys represent easily the highest damage output of any of the current Akashic classes (level 20 builds can crack 1200 expected DPR). They all get bonuses to Bull Rush and Overrun, and get an additional AoO out of it when they succeed at either. The Passion veils are all incredibly good, many builds will shape more of them than just the ones from Main Passion.

-**Justice** gains huge single strikes in the form of the Vital Strike line along with the ability to make one instead of the Wrath Attack of Opportunity.

-**Vengeance** gains a full Pounce off of a Bull Rush or Overrun, but only with natural attacks (which most of your Veils give). I've personally gotten this to 10 attacks (2 Claws, 2 Talons, 1 Horns, 1 Tail, 2 Tentacles, 1 racial Slam, 1 Bite from another source), and anything that enhances your natural attacks has greatly amplified effects when applied here

Desire: An eclectic and varied Passion, the base ability lets you use Charisma for qualifications instead of Int AND Dex, plus getting a couple of bonus feats to get you started. The two branches are completely unique within all of Akasha for their effects. The Passion veils tend to be more fiddly and pale individually, but the intent is to use them to synergize with other abilities for greater effect.

-**Love** gains a powerful Paramour, in essence a Cohort with restricted class choices. You can't take a primary spellcaster, nor a pet class, nor can either of you take Leadership. Then again, this leaves open a TON of very nice options, ranging the gamut from additional fighting types to skillmonkeys to crafters... and that doesn't even count monstrous ones. At level 20, things like a Mature Adult Gold Dragon are an option.

-**Avarice** gains an enhanced version of the Returning and the Called weapon properties for free on every weapon they have, which incidentally makes them vicious Thrown weapon users. Chakram are the weapon of choice if you do so, and remember that Daevic Essence gives bonuses to ranged attacks for you... but also that said bonus is insight and won't work with Chakra Targeting.

Resist Influence: This provides a minor, but scaling, bonus to Will v enchantments. Considering that's about half of all immediately disastrous Will saves, and Will is your weak save, this is a very good thing to have.

Chakra Binds were covered in Veilweaving

Improved Passion Capacity: You only get two ticks of this... but remember that whatever you put into your Passion is effectively in every Passion Veil you have. This means upwards of four times your investment, so these points COUNT.

Blood Bind: You have to be careful here, but binding to the Blood slot can give you capstone-power effects eight levels early. Look for any Neck, Head, Headband, or Body bind that doesn't require Essence to be awesome. Same goes for the other lists on all but the Body bind, you are only one feat off of using any of them.

Apotheosis: Outsider type with no subtypes (Native probably implied) is not bad. not needing to eat or sleep is nice, but being able to reshape with an hour's meditation at any time is VERY good to have.

Notes: Tons of very direct bonuses lead to a strong combatant, landing high in T4 territory. Some builds, particularly Love builds, can be low in the T3 range. When building, between Feats and Veils, be careful of bonuses that overlap each other. Insight bonus to Damage is very common, in some cases upwards of three sources will be trying to give it, and failing to avoid this will result in wasted effort and Essence, neither of which you can afford.

Daevic Veils:

Daevics will have to pick half of their Veils from their Passion, but this is not much of a drawback given how big a bonus they get to shaping and using them. What Daevics do have to watch out for is their essence pool, which is pitifully small and needs to be very carefully assigned at all times. Veils with good on-shape or on-bind effects that don't need investment to give benefits will be prized.

I will be noting what Passions any given Veil belongs to, if any. Please note that, although you can (and often will) devote non-Passion slots to Veils on your Passion list, these will NOT share in the essence from your Passion Bond and will need to be invested in individually. Given that you will likely end up around 15-17 Essence total in your pool, this is not a good thing.

Hands Chakra (Lvl 2): Five Veils are in this slot, four of which can be VERY good for you (and the last is in the mediocre range). Those three are all potent combat boosts, for differing styles.

Armory of the Conqueror: (Wrath and Dominion Passions) This Veil is beneficial to anyone striking with a single weapon, which will be most of you. In particular, Justice Daevics will see this greatly magnify their Vital Strike attacks. Binding this usually won't be worthwhile, the effect is too narrow and low magnitude. Also has a Wrist bind, which I will cover there.

Crusader's Shield: (Dominion Passion) It is odd for a purely defensive veil to rate this high, but there are few better ways to defend your allies than this. The wall formed from the ability is an Object, but cannot be destroyed over time. It's either all or nothing. It isn't all that tough if you're facing a single striker, even at level 20 you're only looking at 40 HP and Hardness 21 (so single strike of about 101 damage to knock it out)... but against swarms of ranged attacks this is pretty much impenetrable. Binding makes it reactive, so if you see a threat you can intercept it without having a readied action.

El's Utterdark Shield: On the one hand, this has a lot of points of failure. It requires an enemy within your reach to miss in melee, you hit them, and then they fail a Will. On the flip side, this takes them out of the fight entirely for multiple rounds if it succeeds and deals solid damage that

scales exponentially with Essence (even more so one bound). Has a Wrist bind, which I will cover there

Forcstrike Knuckles: For those of you with tons of natural attacks (hello, Vengeance), this can increase the damage from each and every one of them by a significant amount. Force damage, too, which has all kinds of interesting effects. Binding gives you that missing Shield bonus to AC. Anyone going Unarmed or using natural attacks pretty much WILL shape this and keep it loaded eventually.

Immaculate Touch: (Desire Passion) Though half-decent on a Guru, you have WAY better things to be doing in this slot. Your job is not in healing, and that job will usually require your Hand slot.

Loyal Paladin's Spear of Light: If you need some area control, this can be a good way to do it. Good damage, tons of reach, and a Line AoE on Bind. Problem is that it conflicts with a ton of primary build Veils, and because of this will not often be picked.

Plaguebringer Gauntlets: Immaculate Touch's evil twin, and has pretty much the same issues as the Spear of Light. This does decent damage and hands out solid debuffs (Curse is particularly nasty), but it conflicts hard with primary building blocks.

Wrathful Claws: (Wrath Passion) The OTHER big fighting style, shaping this gives two weapons, investing gives significant bonuses, and Binding turns both of these claws into significant threats. Pretty much a guaranteed shape and Bind for Vengeance, and Justice can make good use of it before level 6.

Feet Chakra (Lvl 4): You put combat everywhere, but this one includes some good non-combat choices as well.

Horselord's Greaves: (Dominion Passion) When you just want to get away. The skill bonuses from the Veil and Essence are mediocre, unless you are doing a lot of riding. Obviously much better if you are. The Bind effect to cast Mount at-will is excellent if you need to get from place to place, though. Unlike the Vizier, unless you formed this on your Passion you are unlikely in the extreme to have spare essence lying around to kick in the extra bonuses.

Immovable Boots: Frontliners like the resistance to two of the more common combat maneuvers, but EVERYONE loves having a rare movement form when bound.

Lover's Tread: (Desire Passion) Boosts to Trip plus a free Charm attempt on a success are good... assuming you are making Unarmed trip attempts. Thing is, the Charm will usually be resisted due to the enemy getting a +5 bonus from your aggressive action (per the spell), combined with attempting to stat for both the trip attempt plus a Charisma-based save DC makes you a bit MAD as well (not as bad for Desire, who don't need Int for Trip builds).

Sea Drake's Talons: (Wrath Passion) Unbound, these aren't much except for grapplers. The skill bonuses are nice but not likely to come up often for you. Bound, they become a decent pair of natural attack. Really, only Vengeance Wrath will use them, but in that case they are good.

Tauric Brace: This is mostly for Wrath, although some Desire who like to trip will also like it. Can't trigger your main abilities without being able to affect the enemy with a Bull Rush or Overrun. Feet Bind is decent, since you don't have the Coward's Boots to default to.

Head Chakra (Can't Bind): Only two here, and you need a feat to be able to bind, but both are surprisingly good at what they do.

Horns of the Minotaur: (Wrath Passion) Can't really complain about a free secondary weapon, and Vengeance Wraths love it because it adds to their Pounce, even though it's a Secondary attack unless bound. If you use a polearm and have a spare Veil open, this is also very good to have, as it'll cover the blind spot.

Sentinel's Helm: Another skill booster, but this one includes the all-important Perception. Sense Motive is just gravy on that, but it's really delicious gravy. If you aren't doing anything else, this should be your default for the head slot. Uncanny Dodge on-bind is also seriously nice, even if you need a feat to bind it.

Wrists Chakra (Lvl 7): Seven contenders for this slot makes it very crowded, second only to the Vizier Feet slot (or your own Blood if you're daring). Choose carefully, many are extremely good and some others look better than they are.

Armbands of the Irked Elephant: (Wrath Passion) Let me be clear, if you are Wrath Passion and level 6 or greater, this WILL be shaped, whether in the Passion slot or not. It's main benefit needs no investment, and will save you a lot of pain over time. If you have it formed from Passion and have the spare bind, the effect is going to represent a large AC bonus (since you're not likely to be using a shield in these builds).

Armory of the Conqueror: (Wrath and Dominion Passions) Just as good here as on the Hands, this bind is also narrow and niche. If your enemy is Sundering, though, they're in for a nasty shock if you're bound here.

Bangles of the Jealous Seductress: (Desire Passion) Fascinates aren't great, but if you're Cha-focused it might come up. The bind is laughable, though, with pathetic damage that is hard to trigger.

El's Utterdark Shield: Still solid in this slot, it becomes much better against swarms once able to trigger multiple times per round.

Embrace of the Old Ones: (Desire Passion) Narrow, but solid. If Disarming is your thing, this will be both critical and absurdly powerful. The Bind is also good, knocking what you break loose out of easy reach. Also has a Shoulder Bind, which I will cover there.

Hand Cannons: The Cannon is short-ranged but powerful, and once Bound gets more so quickly. The fact that it specifies that you apply ranged combat feats to it is pure gold. Per Ssalarn, this is intended to count as a weapon wielded, which has all kinds of fun attached when you get into other veils or temporary buffs. The Essence effect boosts its range a bit, but also gives Enhancement bonuses, which can help punch out DR. Binding it gives energy-based weapon properties, which only add to the punishment you can deal out. Most builds aren't ranged, but if you are then this will probably be your weapon of choice.

Thurston's Bladeward: The DR here is nice, but not useful against many monsters. It does add up quickly if you know you're fighting swords or claws, though.

Shoulders Chakra (Lvl 10): Four contenders for this slot, which have greatly differing effects on your playstyle. All of them are potential candidates, though.

Courtesan's Cloak: (Desire Passion) Whether or not you decide to Bind this, it is a very strong defensive veil. AC against ranged attacks is nice, but the save bonus goes to everything and stacks with common bonuses to them. Binding gives Evasion in this slot, though it has a Neck bind as well.

Embrace of the Old Ones: (Desire Passion) We meet again, but in much different circumstances. Binding this here gives two tentacles, which can be used for secondary natural attacks (!) with the Grab property (!!). Alternately, they can hold items or a shield. What's not to love?

Gorget of the Wyrms: Always wanted a breath weapon. As mook-clearing Veils go, this is probably one of the better ways to do it. Pick Acid unless you know an enemy is weak to something else, since it is rarely resisted. The Shoulder bind gives a Fly speed, which can get extremely fast with investment. This Veil also has a Neck bind, which I will cover there.

Spiked Pauldrons: You are much more likely to engage in a grapple than a Vizier, but the damage here isn't great. There are better things you can do, even in this slot, even in a Grapple. Your main use will be if you know grapplers are getting thrown at you in order to keep clear.

Blood Chakra (Lvl 12): Ah, your unique Chakra, and what a boon it is. Besides having four Veils all its own (including the almighty Daevic Essence), it can also house and bind any Neck, Head, Headband, or Body (!) Veil.

Note While you can Shape and Bind non-Blood veils to the Blood Chakra, doing so damages you every turn for an amount equal to twice the essence invested in the Veil. Due to being able to shift Essence away from it at need, this isn't too big a threat... unless that non-Blood Veil is

one of your Passion veils shaped. Shifting Essence away from your Passion is usually suicidal in combat, so be EXTREMELY wary about shaping a Passion selection this way.

Crimson Totem: This one is a build-enabler, but requires you to build around it in one of its modes. Using Constitution as your offensive stat is unique and potentially quite strong, especially on a Solhofaat. The Aura use is also solid, providing a backup Morale bonus if you don't have a Bard and don't need the Greatclub

Daevic Essence: (All Passions) This veil is excellent no matter what you're doing with it. Wrath loves its damage bonus, Desire loves both the DC and attack bonus, and Dominion can reach insane AC. Dominion's bind is an incredible defensive boost, and Desire gets Flight out of the deal. Wrath gets a Fire Damage aura, which isn't impressive, but they don't need to bind.

Essence of the Succubus: The base effect is nice to have, as long as you are sure your targets are vulnerable. The Bind, though, gives a straight Enhancement bonus to Charisma and allows you to ignore all kinds of physical penalties... it's a pity that you should already be wearing an item that gives a Charisma bonus if you're going to lean on it.

Heartsblood Caress: (Desire Passion) The *Unnatural Lust* spell is a devastating debuff, allowing you to not only remove an opponent's actions but also direct their movement where you need them to go. With some extra essence, the this will last a long time as well. The problems, though, keep it from hitting full potential. Several descriptors make it easy to resist or become immune to. Requiring a full-round action hurts the action economy until you can Bind it as well. Finally, it has some very stiff competition for the slot.

Infernal Blood: Again with the Fire damage, though this is accompanied by some Acid as well. Not very much of it, though. Not being able to die to Bleed is nice, but it's also something fixable by any number of other means that do not involve going to 1 HP.

Headband Chakra (Can't Bind): Just one thing here, and it's only because it is available to all that you have it. To be honest, probably going to remain empty.

Dreamcatcher: There are few better uses for downtime than this. Just remember the seven P's (Proper Prior Planning Prevents Piss Poor Performance), and then remember that this can give upwards of +10 to Knowledge skills... but unlike for Guru and Vizier, you do NOT have the Essence to spare to have half of it locked all day unless you know for certain that you are safe. Just be careful. You can shape and bind to Blood, if you really feel Detect Thoughts is needed, but the damage you will be taking while trying to snoop in on someone else's mind will add up VERY fast for a social situations

Belt Chakra (Lvl 13): Six contenders here, and most of them can see common use if you are so inclined (and the other two can definitely help in niche circumstances)

Cincture of the Dragon: (Dominion Passion) Simple and direct, you get to load up some natural armor. The Bind is also good, potentially greatly increasing your AC with a difficult bonus type and also able to deliver a Stun to those who dare try to get you out of their way.

Horselord's Greaves: (Dominion Passion) Phantom Steed is a very good way to get a mount, and by this point it has almost all of its abilities. However, this is also around the time that long-range teleportation starts becoming more common when you have casters running around. Consult with your local wizard before using the bind on this.

Stone Giant's Girdle: (Dominion Passion) This provides a good buffer of temporary hit points, not to be trifled with (especially in early levels, given that it regenerates relatively quickly). This falls off fast, but is still a good default for this slot if you aren't doing anything else. It's still lots of health that you didn't have before. The Belt bind isn't all that great for you, but it's decent if you expect to face incoming thrown rocks a lot.

Tauric Brace: The main purpose of binding this here is not to damage. Rather, it's to run over enemies to get to freedom. Usually not going to be worth shaping, but still a possibility. More likely, you will place it here due to needing to keep the Feet open (Vengeance passion needing Sea-Drake's Talons, for example), but notably not needing to roll to set off a Wrath attack is a big deal if your modifiers aren't that great.

Waistband of the Wealthy: (Desire Passion) The skill bonus to Bluff is very good to have, though Appraise is going to be a waste of time with most DMs. The Bind effect isn't going to be worthwhile in most cases, unless you expect to be somewhere that you can't easily bring your Bags of Holding normally (you're level 13 and should be able to afford it by now).

Whirlpool Lash: A tail slap is a tail slap (which makes it a high priority for Wrath if you don't already have one), but the Investment effect makes this mandatory if you're going Aquatic. The Bind effect gets ridiculous fast if you're right in the thick of things (and no ally is nearby), and this is doubly true for Trippers.

Neck Chakra (Lvl 16): Three candidates for the slot, although they aren't usually going to be the best for you. Unless you see the direct need, this slot will usually remain unshaped.

Collar of Skilled Instruction: (Dominion Passion) This one is available to anyone, but you are typically going to be the actor rather than the assist in battle. Giving as many allies as you can a +2 (or more with Teamwork or certain racials) to nearly any action can be good, especially since you can blanket the battlefield with the effect at need... but only if you don't have anything better to do. Binding grants a Teamwork feat you qualify for and the ability to share it like a Seer, so if your team is all in on the same task it can get really nice.

Courtesan's Cloak: (Desire Passion) We meet again. A solid Veil to begin with, getting Improved Evasion out of it as well is going to make you hard to pin down.

Gorget of the Wyrm: (Wrath Passion) The damage die increase is nice, though it's minor overall. The gem here is the resistance aura, which is enough to cut out most of the damage from average rolls on the breath weapon (allowing you to bathe their area in energy without worrying about thrown books), or else put a sharp damper on enemy energy attacks if you know what type is coming.

Chest Chakra (Lvl 19): The last slot you gain the ability to bind to directly, these effects are potentially deadly when applied correctly.

Breastplate of Bloody Conflict: (Wrath Passion) Direct and very dangerous, both to you and your victims. This one can rack up unbelievable damage bonuses on top of every single attack you deliver, but you have to be bleeding for it to work. This is not an ideal state of things, nor is it something you can easily pre-"buff" for. Ignore the Essence effect, it is very little reduction to attack forms most enemies won't use. The Bind effect, though... it fuels itself VERY strongly, not to mention a couple of extra direct dice, but again you have to be VERY careful not to kill yourself using it. Bloody Shroud is a natural pair with this, and Fiendish Essence will make sure you don't drop below 1 from bleed.

Cincture of the Dragon: (Dominion Passion) It's back. Getting a limited-duration version of a spell Wizards were casting eight levels ago isn't the best, but if you see combat coming this is effectively a Barbarian Rage with a couple of extras tacked on, plus some natural weapons you can use if you feel like. Not the best, but not bad.

Cuirass of Confidence: (Dominion Passion) Diplomancers only WISH they had it this good. Even unbound, creatures that were not frothingly hostile to you will stop attacking you on a failed will (since most won't attack on Indifferent, few on Friendly, and almost none on Helpful). Essence ups your Diplomacy check against these victims, which are already 5 points easier due to being a step more friendly. The chest bind lets you stop swords with a smile, and if you've been pumping Diplo these checks can get stupidly high, which makes successfully attacking you an issue. Most Dominions want decent Charisma, and get Diplomacy as a class skill as well

Body (Lvl 20): You can only bind these mighty veils to your Blood slot, which means you take ticking damage to power them with Essence, but all is not lost. These often have good unbound effects, or else have good Bound effects without relying on Essence

Behemoth Hide: Shaping and using essence gives some semi-useful DR, but when Bound this one turns it up fast. Counting as two sizes larger for all incoming effects makes you surprisingly difficult to push around on the battlefield. A very good candidate for pre-20 Blood binding, since it doesn't need Essence to be useful.

Bloody Shroud: (Wrath Passion) Generating a ton of bleeding wounds can really put a crimp on enemy fighters, but this won't stack with itself. Use it to tag enemies who like to run or avoid

you with ticking damage. The Bind effect is incredible if you crit with any regularity, negative levels with no associated save is rough.

Stone Giant's Girdle: (Dominion Passion) Unlike the others, this is RIGHT up your alley. Direct translation of Essence to Strength in a rare bonus type plus a reach increase will make you MUCH more dangerous on the battlefield. Just beware the ticking damage from the Blood Bind, since this one HAS to be fueled with Essence in order to do anything.

Races:

Quite a few here to hit, but unlike Feats below the number is merely in the dozens. I will start off with the Core and Akashic races, and add to them as I find time. These ratings are very likely to change as soon as the Alternate Favored Class Bonuses are released.

Akashic: Three have been released with two sub-races each for a total of nine. These are all up a notch from what they otherwise would be for one simple reason: each gives a point of Essence as a racial feature, and there is no such thing as having too much Essence. This is twice as true for the Daevic, who has VERY little Essence naturally in the pool

Gamla: Bonuses to Con is nice, and the other stats are pretty much a wash. The Spit can be useful (though not nearly as much as for the other classes), but the kicker is Large size. Specifically, reach. Well, that, and the upped die for any natural-attack themes you may have in mind

-Feelkha: Although the stat mix is off for you, the Slam stacks with a Wrath attack routine while also covering the gap if you are swinging a polearm around. Large size also doesn't hurt here, giving extra reach and some extra oomph to the natural attacks.

-Alqarn: Large size increasing your natural weapon damage and reach, awesome stat placement, and the Gore will save you a veil slot (though you'll want to use the Veil version eventually, since its damage fully invested edges out your own).

Sobek: These guys were MADE to be Daevics, and it shows. Perfect stat arrangement, free natural weapon, and hard to flank are very tough to beat. Twice as true if you're using a polearm, the bite covers your blind spot cleanly.

-Nameer: Excellent stat placement for Desire, in particular Avarice builds. Quick land speed is another major perk, and the claws mean you don't need to invest in melee weapons.

-Solhofaat: +4 Con is HUGE, and lets you access powerful feats for nearly no point-buy investment. The natural armor is nice as well, and can add up to +10 eventually. Losing Dex, though, hurts it for many builds. Still good for most applications (especially if you're trying to be tanky), it just won't often be your first choice

Suqur: Barking up the wrong tree, here. Stat arrangement is all wrong for you, especially the loss of Con. The wings are useful, but take essence you don't have much of to fuel. Maybe a ranged build of some kind. Maybe.

-Hibkha: This is all wrong for you. heavily invested in the wrong kind of bonus, losing important stats, with perks that shouldn't be seeing use. All you like here are the wings and Essence, and there are better ways to do that.

-Nisir: HERE we go. Dex/Con bonus is good, though the penalty to Cha hurts most Dex builds for the Daevic. Trading Perception and Fly bonus away can hurt, but the Disease and Poison resistance is a good replacement, and more importantly can be invested in. Since those effects do their damage over time, you will be able to invest after the condition is inflicted and still benefit.

Core:

Human: They're good at everything, and that still holds true here. The bonus feat can help speed up the intensive ranged chains, or go into Extra Essence if that's not your thing (and you ALWAYS need Essence). This goes double for builds with low Int, since their skills need supporting.

Dwarf: As long as you aren't going to be leaning on your save DCs, these guys aren't that bad. In particular, they make good Tyrants, since the Dwarven Waraxe is one of the better one-handed options out there and the heavy armor won't slow you down.

Elf: Think of them as Suqur without the wings and you're very close. This time around, that's not a good thing, except for a very niche ranged build that doesn't want wings for some strange reason

Gnome: This hurts your damage... but for Desire the abilities line up fairly well. Con and Cha are your primary stats in this case, plus you grab Darkvision

Half-Elf: Not usually going to be your best choice, but getting low-light vision and the ability to multiclass less painfully is good.

Half-Orc: Floating stat bonus, darkvision, and Ferocity is good. Unfortunately, any good alternate trait usually replaces Ferocity. A decent choice, but one that moves up noticeably if you want to take certain Teamwork choices. One last detail, for those going Dominion (Tyranny), the +2 bonus to Intimidate is useful to have

Halfling: Much like the Gnome, above, this is better for ranged or save-based builds than your main thrust. Add the save bonus plus Perception instead of Con. They have some good alternate traits as well, in particular Adaptive Luck and Fleet of Foot are good.

Psionic: If you have access to Akashic Mysteries, then Psionics are probably on the table as well. These guys have a couple of edges to them, notably the ability to take Psionic feats and

other Psionic effects without requiring a dip. Several also have good stats and abilities for you as well.

Blue: Stats are all wrong for you, small size hurts, and the bonuses generally won't be worth it. Blues get a Red here.

Dromite: Small size hurts them a bit, but these guys make surprisingly good Desire Daevics.

Duergar: Think of these guys as Dwarves, which have no alternate racials and light sensitivity in exchange for a couple of Psi-like abilities and natural psionics. If you have a reliable way to mitigate light sensitivity, innate Expansion is going to be a huge boost to you.

Elan: As a general rule, you aren't using your Swift much after the first round or two of combat. If you plan on gaining even a few more PP, Elan are walking around with permanent Immediate-action counters and go Sky-Blue. Floating stats and Aberrant Blood are icing on the cake (the latter mostly for Bloodforge feats)

Forgeborn: One good stat, one dump are raised. The drop is a hard one, but if you can avoid using the Charisma modifier for saves the rest of these guys are almost pure gold. basically, don't make Desire with them.

Half-Giant: Stats are well-arranged for you, Powerful Build is invaluable, and if your Charisma is at least decent (which it often will be), then Stomp will work wonders. Take a good look here.

Maenad: A solid option for you, Outburst gives an untyped bonus to your main stat in exchange for two you don't use much. Floating stat point can also help. If you are multiclassing Barbarian or Bloodrager, then this moves up higher.

Noral: Not really meant for you, but not bad. The stats are pretty much a wash, but the abilities have some merit. Having a free Hero point (effectively) 1/day can be good, and the save bonuses are also nice.

Ophiduan: Stats aren't doing much for or against you (though avoid this on save-based builds). The natural armor and Bite are nifty tricks to have, but nothing awe-inspiring.

Xeph: Surprisingly good for ranged builds, though the Strength penalty means that they will rarely be your first pick. The bonus to saves will come up frequently, and Burst is great as a getaway trick.

Bloodforge: The Bloodforge book, also by DSP, presents a large number of additional races to use. The power levels here tend to be high, so make sure to clear it with your DM first. I'll present five good picks here, but there are lots more possibilities in the book itself.

Blinkling: Small size? Strength penalty? You may ask how this is Sky Blue. First, you gain a free Robe of the Forgotten Deity off of an alternate racial, and miss chance stays relevant from one to twenty. You also get a bite attack off of another alternate. Finally and most importantly,

their alternate favored class bonus ends up giving you what amounts to four extra effective essence to place among your Passion Veils. The choice is permanent once made, but most builds have one to two primaries that they like to use.

Dreige: Losing Dex doesn't hurt, while gaining Wis helps shore up your weak Will save... not to mention racial Compulsion resistance. Powerful Build plus Darkvision help you out a lot, and Sunder Magewall will come as a nasty shock to enemies who are trying to hold you at bay magically, Natural Armor makes up for the lost AC, and the Spurn Enslavement alternate provides even more insurance against your biggest weakness.

Grendle: Generally decent, especially for Dominance... but the Imperious Bearing alternate is an unholy terror when placed on a Tyrant. You get enough bonuses to be able to afford the -4 on these attempts, you can clear a room easily enough. Quick recovery, fear resistance, natural armor, and the ability to grab Powerful Build off a feat are all big pluses here.

Half-Bugbear: Although the stat arrangement is a hair off for you, it is still decent... and you get so many bonuses to Intimidate that a Tyranny passion Daevic can stare down the Tarrasque... as a Swift, eventually without needing to bother rolling. Immunity to magical sleep and paralysis is nice to have, but these guys actively REFLECT those effects as well. Comes as a nasty shock to any non-Elf spellcaster trying to get cute targeting your weak save

Houri: This is more for Desire (Love) Daevics, appropriate given their Nymph mothers. Good stat mix for someone focusing on the save-based veils while staying distant, also giving a good AoE distraction debuff. Skill bonuses to a few good ones round this out

Other: There are very many racial choices out there, I'll try to hit some of the highlights.

Tiefling: Just like everyone else, there is a Tiefling out there for you. Demon or Oni spawn are best for more traditional variations, and Div or Rakshasa for more save-based ones. Tons of goodies for you on the random traits as well. The only problem is that Outsider type makes it hard in the early game to benefit from some standard buffs, such as Enlarge Person

Feats:

Let's face it, there is a LOT to go through here. Though I may eventually do something more comprehensive, the only section that I'm going to cover 100% is the new Akashic selection. Anything else, I'm only going to cover if it'll be useful to a primary build, on request, or if it is a notable one to avoid.

Akashic Feats: These will be important for you, including a couple that are absolute must-takes (one of which is a must-take as many times as you can free space for). Simply put, as a Daevic you have nearly no Essence of your own, and most of these give a point each

Access <level> Chakra Slot: You miss the Head and Headband chakras on the way up the levels, and the Head has a couple of decent options for it. Not going to be a priority, but nice to have

Akasha-Imbued Body: You can pick up around 22 bonus HP with this if you're determined, which isn't bad, but there are better ways to do this (and we'll see it later).

Akasha-Infused Spells: Daevics have no way to use this natively, and if a caster is dipping Akasha they are more likely to go with the Vizier

Chakra <Save> Series: These will never be your first choice, but they are excellent ways to fill empty slots. Each gives a point of Essence (always in extreme demand for you), and can always be filled up fast if you see a particular save is going to be needed (upwards of +4 native capacity for you can give a much needed edge). Will of the Daeva is probably going to be the big one for you

Chakra Power: Adds a LOT of pain to what you can dish out. In most cases this will be a very early pick for you. The problem is that you will often have conflicting sources of Insight Bonuses to damage and combat maneuvers. Minor detail, though, and most builds will still utilize it. Avoid if you're Vengeance, you'd probably rather go for Daevic Aspect in a Passion slot.

Chakra Targeting: You don't have anywhere near enough ranged capability in most cases, but if that's going to be your thing this goes sky-blue

Daevic Rage: If you multiclass something with Rage, then this is really good... especially combined with a Vicious weapon (or the Breastplate of Bloody Conflict). Otherwise, obviously, you won't be taking it

Divine Essence: Again only for multiclassers, but if you have access to a Channel pool this lets you bust the limits wide open for your abilities.

Enhanced Capacity: You WILL take this once, but unlike Gurus and Viziers you will ONLY take this once. That one will ALWAYS be applied to your Passion Bond, allowing another precious point of Essence be multiplied in effect.

Essence Expertise: A niche combat style, but if you take the base version, no reason to not upgrade with this. There will usually be better uses for your slots

Essence Focus: If you have Psionic flavor and the ability to use your Focus in more ways than one, this is a critical feat to take. Again, it's going to be niche, but this one is easier to access and activate than most (and doesn't actually require multiclassing in some cases). If you dip PsyWar, this is awesome

Essence of Movement: Beats the crap out of Mobility if you're going that way anyway, but you'll want to avoid it otherwise.

Essence of Recovery: Most notable use is for a Paladin who splashes Akasha, this requires some building around but can put your recovery abilities distinctly above what many enemies are ready to compensate for.

Essence Rejection: Do I really need to comment here? I don't have a darker Red shade to use.

Essence of the Immortal: Requiring Con 15 is tough, but even baseline this will give you 20 HP more than you had. If you are investing in other Akashic feats, this gets better in a hurry.
NOTE: This is being reviewed for balance reasons, and may be changed in the future

EXTRA ESSENCE: Here's the deal, you only have 10 points of Essence natively, and by class alone you'll end up with at least 22 places to put them. You BADLY need the extra oomph, and this is the main way to get it

Focused Critical: For the crit-fishers out there, this is a low-priority but nice investment

Life Bond: You have MUCH better things to be using your actions on. Pass

Pistolero's Bind: In the rare gun-toting Daevic... this would still be mediocre.

Shape Veil: There are a couple of potential veils here that make this a much better option for you than the others. Storm Gauntlets can make a nasty touch-based build, and there are others just as dangerous as well

Shared Veil: While strong, this is very difficult for you to properly utilize without heavy further investment. If you have a Druid splash, for example.

Tainted Chakra: The Evil Veils include some big winners... none of which you have native access to. If you plan on taking Shape Veil for Heart of the Wight, for example, this can be good. Bit of a stretch, though

Treewalker: I'm probably rating this a hair high due to fondness for the effect (and some hilarious moments in playtest), but if trees and lichens are common in your typical environments then the movement options this can provide can be useful. Drops off once you have a decent fly speed, which is unfortunate.

Twin Veil: Can be very good depending on how you want to build. Just think long and hard about it before investing here.

Veilbound Metamagic: Hugely powerful for those able to use it, but those are not likely to pick Daevic as their path to success.

Veilbound Resilience: While you are the one most likely to want healing, this will only ever give you upwards of 48 points of healing per DAY (and that's at level 18). It also locks your precious Essence all day, and that is not something you can afford.

Veiled in Purity: There are a couple of Good veils which are nice to have, plus being able to hide your alignment if Evil can become critical in a generally-good society. Situational, and only useful if Evil, but something to consider.

Veil-Touched Nemesis: You have a hard time activating this without a significant dip, but if it pops up this can be decent.

Veil-Woven Channel: This is more for Clerics who like healing to use as a means to bolster allies, you aren't the type to be spending support actions not killing stuff.

View Energy: Oh, if only the Sight lasted longer. This is a decent way to break through most forms of sneaking, but requiring a Move action every round to keep using is going to murder your action economy.

Wildclaw Chakra: A solid investment for Druids splashing into Akasha, this is unfortunately not usable by you without a significant dip.

Teamwork Feats: You utilize these through the Collar of Skilled Instruction, plus from Benevolence Passion. You do not get a constant effect like the Vizie, but Benevolence does get some free ones to meet prerequisites. Your particular preferences are going to be for melee, though Avarice or Love builds have potential at range. I'll put up anything the class can possibly qualify for. Also leaving off Betrayal feats again, spreading them doesn't do anything.

Amplified Rage: If you have multiple ragers in the group, you might want to make a half-orc for access to this. Otherwise, don't bother. You don't want it.

Back to Back: Could be worse, this eliminates flanking advantage from opponents who get it. If you often find yourself or your buddies in this kind of trouble, it can be worthwhile.

Broken Wing Gambit (and Wounded Paw Gambit): Broken Wing requires striking in melee, gives enemies a bonus to hit you, and grants a melee AoO. Usually not going to be a good choice, but if you have a heavily melee party then sharing it might be viable. Upgrading to Wounded Paw, however, means EVERYBODY is sharing in on the action if one of your buddies triggers it. Wounded Paw is good enough that it may be worth taking Broken Wing to qualify for regardless.

Brutal Grappler: One team setup that came up in discussion included this plus the Spiked Pauldrons, teaming up with a Tetori Monk or Shapeshift Grapple Druid for massive damage. Then we all realized that the Pauldrons give no bonus to CMB, just CMD, and it fell through. Just skip this, Grappler is not a role that multiple teammates take often.

Cavalry Formation: Again, it's team-dependent, but the benefits here are intense if your buddies like mounting up frequently.

Circling Offense: A solid set of benefits, but you usually don't want to be deliberately provoking attacks of opportunity. Tons of ways to avoid them, rather than risking them actually connecting with a primary attack.

Combat Medic: I really wanted to like this one, but let's face it. By level 5, SOMEONE in your group probably has a means of delivering small amounts of in-combat healing, which negates the need for most of it. If you are in a particularly magic-restrictive campaign and can't get any such thing (which would explain why Heal is at 5 ranks), this gets a bit better.

Coordinated Defense: Nice to have, I suppose, but very dependent on having enemies that both like combat maneuvers and aren't overwhelmingly good at them.

Coordinated Maneuvers: Slightly better than Defense, this will let you stand behind an ally and give him a leg up when he tries to trip or grapple an enemy.

Coordinated Reposition: Polearm users and characters with enhanced size can threaten immense swaths of ground. This will let you take frequent advantage of allied steps.

Coordinated Shot: Long way of saying that you get nice bonuses by having an ally in melee. You'll usually be that guy in melee, but the occasional Chakram build can make use of the other side of this.

Covering Fire: Very long way of saying "Make a standard-action shot to give your allies +2 AC against the target, including up to one without this feat". Not a bad thing to do if you move and shoot, actually.

Darting Retrieval: Very niche, though if you love the Embrace of the Old One this gets better. Especially if you are using it in the Wrist bind, and can fling the weapon over to an ally to pick up.

Disarm Partner (and Improved): You are banking on someone who wants to make Disarm checks failing to do so, then someone else succeeding on multiple rolls. Big pass on this.

Distracting Charge: Generally good for any group, most Melee like to charge on the opener and the bonus stacks with everything else when the target survives it.

Duck and Cover (and Improved): Reflex saves are the least dangerous kind, but there is no reason to take more damage than you need to. If you are grouped together and able to use the feat, it will very likely come in handy. Remember that you will usually have a shield of some kind

to give friends that cover bonus to AC. Improved version lets you dump damage you would have taken onto an ally who was there with you, which might save your hide and might earn a thrown book. Thing is, you are the guy who usually wants to be soaking that damage.

Enfilading Fire: The most common team arrangements tend to be two melee and two ranged. This lets those melee give their flanking bonuses to their ranged buddies, which can come as a nasty shock to the poor victim. Actually stacks with Coordinated Shot, above, and this can make things get a bit silly at times

Ensemble: Very, very niche. Even bards aren't going to need this much assistance too often. Very flavorful if you've got a rock band going, but that's about it (Barbarians wrecking face with a Mighty Axe gets much funnier, though).

Escape Route: Probably the best default you can get, this plus properly delayed actions and battlefield movement will deny tons of attacks from enemy teams.

Extend the Bulwark: A bit of an odd duck. Giving up your armor's bonus to AC to give an ally half that for a round can be clutch, but it's situational. If you have multiple heavy-armor types, they can alternate the person up front, and interestingly enough this Circumstance bonus applies to Touch.

Feint Partner (and Improved): Being able to give this to the entire group means that one guy making one skill check can take huge chunks off of an opponent's AC for your entire team's turn. If the group is heavily melee, then Improved will break the action economy in half. If you have multiple members rocking Sneak Attack dice, then this becomes effectively a SOD for your enemy.

Fighting Frenzy: Requires the Rage class feature to learn, which requires dipping a different class. The benefit isn't all that spectacular, either.

Focusing Blow: Hobgoblin-only, has a prereq that's only good in Hobgoblin-heavy parties, and requires allies to deal damage to each other... but breaking Enchantments can potentially turn a hideous Domination into a mere delay if you are willing to deal with it.

Friendly Fire Maneuvers: Basically says that you can ignore the fact that allies are anywhere near enemies, but this usually isn't needed with smart play. Also good if you have a relatively indiscriminate blaster on the team, +4 against allied Reflex saves can be nice to have.

Harder They Fall: Good benefit if you can afford to burn a turn, assuming you have an ally who likes those combat maneuvers

Horde Charge: There are a LOT of potential bonuses to the Charge in this section, and they all stack up together quickly. If you are already on the right race (or Bloodline), this one can turn your group charging into battle that much more lethal.

Intercept Charge: This will be invaluable for allowing you to tank much more effectively, but even the squishier members of your group can act to save the tail of one of your buddies if they are about to take a potentially-lethal hit. Note that you can use this to stop the opponent WAY short of the target, which can let them get some needed movement free.

Lookout: Acting in the surprise round is not to be underestimated for someone who can rearrange his bonuses to suit the situation as a Swift. If everyone has decent Perception, this actually goes Sky Blue for allowing full actions in the surprise round.

Outflank: Goes up noticeably in value when you have a bunch of guys on your team that like getting up close and personal.

Overwhelm: Good effect, but difficult to reliably trigger. Fact is, your Melee guys (yourself included) will often want to be upped in size, which will disable this.

Pack Attack: Might cost 5-ft steps, but this allows you to permeate enemy defensive lines without provoking and it is all in addition to regular movement.

Paired Opportunist: Wrath charging at someone already engaged with an ally automatically triggers this bonus for both players. It is unclear if it would apply only to your first attack or if it would assist a full Pounce, but either way it's good. Less so if you aren't routinely triggering AoOs, or if your teammates tend to stay back a lot more.

Phalanx Fighter: Goes up a half-notch if you're crusading against the forces of Evil, you can nearly always arrange for a +1 to +3... but requires you to bunch up.

Precise Strike: Much like Outflank, this feat goes up in value if your team likes to get up close and personal.

Seize the Moment: Crit-dependent, but if you are friendly with a crit-fisher or two this can get sick quickly.

Shake it Off: I wanted to rate this higher, I really did, but this is very dependent on your team all wanting to be in the same general area. If you regularly form up a square (and you aren't afraid of AoE attacks from enemies), this is sick. Take this if your group clumps a lot.

Shield Wall: This would be a lot better if it didn't require BOTH partners to be using a shield. Still, if you happen to be a Dominance and paired up with another shield-user, this can be good.

Shielded Caster: You won't be making many of these checks, but by your presence you can give your friendly Wizard a +5 to concentration (or your friendly Paladin/Magus/Inquisitor/etc). This is a HUGE bonus, and makes those checks nearly certain to succeed. You just don't get anything out of it yourself.

Snapping Flank: Good feat for extra attacks, as long as the party has a bunch of Bites. Unfortunately situational.

Spirit of the Corps: If you have one buffer in the party (or really, anyone who can generate Morale bonuses), suddenly EVERYONE gets to benefit at least in part. The invocation is a nonaction, and not limited to your turn (so you can borrow a Barbarian's Will bonus from rage, for example).

Stealth Synergy: Becomes bluer than the bluest blue that ever blueed if you are in a stealth-heavy campaign, since if your team is all rolling checks and everyone takes the highest, there is virtually no chance of failure outside of overwhelming odds.

Stone Dodger: Really niche applications, but if you fight Giants and/or deal with Sieges a lot, this will be a lifesaver. Feast or famine here, it all depends on the campaign.

Suppress Regeneration: Again, depends on how much it comes up. Turning off Regeneration for potentially 3-4 turns is a game-ender for most creatures who normally rely on it, the trick is triggering it when you can capitalize.

Swap Places: More methods to get you and your allies repositioned around the fight outside of standard moves, ignoring AoOs. Although most of these feats are good, you won't need more than one or two if your group knows how to move normally.

Swing About: You get the point by now. Another good movement option, but don't waste all your slots on that.

Tandem Evasion: Only useful against Dragons, and only against their Breath and Tail Sweep. While they tend to be serious threats, the big things to watch out for are not those unless you're fighting a brood of them. You have better ways to resist energy, and the Tail Sweep is limited in damage.

Tandem Trip: The benefit here is crazy good if you like tripping and/or have a buddy who does.

Target of Opportunity: You are much less likely to be able to use these extra attacks, but Chakram builds do exist and bonus attacks are very nice to have for them if you happen to be one.

Team Pickpocketing: Cool and flavorful, check. Effective? Not so check. This is highly niche and can't really get much of anything, so unless you are in a mission where this pops up a lot then avoid this.

Topple Foe: As long as the enemy is both bigger than you and ground-bound, and either you or someone else in the group likes to Trip, this can be decent.

Tribe Mentality: The bonus is massive, since your high-Will guys can share with their lower save buddies. The problem is that it's a narrow subset of spells that have to ALSO hit multiple allies simultaneously. Those situations are very rare.

Underhanded Teamwork: Dirty Trick is an unusual specialty, but if your buddy manages to get a Blind off and you extend it by a bit, the game just ended in your favor.

Volley Fire: Doesn't benefit the team as much, unless you are heavily ranged. In that case, allies will LOVE generating +3 and +4 to their ranged attacks.

Wall of Flesh: This is a very good feat with a sharp limit, that is that you have to be Small to take it. If you are a Ranged build, or else a Blinking, this can be good (since the others do not need to qualify themselves)

Bloodforge Feats: These feats offer quite a few benefits that you can't really pick up normally via feats. Daevics love most of these, though Wrath in particular could spend half of their feats in this section and not go wrong. I am only skipping four feats here. Bloodsong Adept and Blood Affinity you don't qualify for, and Kinslayer and Resist Kindred are so campaign-dependent that I can't effectively rate them here.

Mixed Blood: Starting this a bit out of alphabetical order, since this is the "additional feat" I was talking about. Several subtypes give very potent bonuses, such as Low Light or Darkvision, Scent, and resistances. Some give skill bonuses and movement modes, which can help. Others (such as the Alignment and Dwarf subtypes) should be avoided at all costs unless they are absolutely required in order to acquire something you need later. I will be factoring the value of your required Mixed Blood into the value of the feats that require them.

Vestigial/Aerial Wings: While there are other ways to get this instead of sinking 2-3 feats into it (most commonly Wings of Flying), Flight with good speed and Good maneuverability, plus Fly as a class skill, is not to be discounted. The subtypes accessing this include several good ones, so you aren't wasting the Mixed Blood to get in

Altered Life/Unnatural Resistance: For the most part, it is just quicker and easier to have a decent Con score than to bust two feats replacing it with a mental stat. Akashics almost always want a minimum of 13 con for feats as well. I can see a Houri Daevic of Love possibly taking these, but they would be low priority even then.

Ancestor's Breath: This one falls under saving you a Veil, in this case the Gorget of the Wyrms. Has the advantage of being able to pick Sonic or Negative Energy as damage types, which are resisted less often... but the disadvantage of not being able to change it overnight.

Blood Frenzy: The bonus has no cap. Any big boss that decides to bring minions is going to have a VERY bad day on his hands. This goes down in value considerably if your encounters tend to be in ones and twos, but that is very campaign-dependent. You are usually going to be killy enough to rack up the bonuses fast.

Champion's Presence: Very rough subtypes to enter with, and the benefit is restricted to those who are sticking to your particular alignment. Broad but minor bonus as well, in a common bonus type that will often be overwritten. Usually going to be a trap, may see some use if your group is both devoted to a given alignment and also lacking a Bard or other similar buffer.

Feral Fighter: Vengeance will ALWAYS want that Bite if they don't already have one racially, and so will anyone using a polearm. Easy subtype entry as well.

Sanguine Sorcery Line: Daevics of Desire especially, but lots of the spells here can prove useful. Charm Person, Haste, Invisibility, and SHADOW CONJURATION are real winners

Spark of Divinity Line: Base and Improved, you really can't go wrong with any of the SLAs present. If you get Greater, take Divine Power for the juicy +6 to everything you care about up to three times per day at 20 (+4 1/day when you are first able to get it), plus free haste effect. Also have fun tricking people into thinking you're a Paladin.

Hold Prey/Instinctive Grapple: Can be half-decent, but you normally aren't really into Grappling and you can already get Grab on Tentacle attacks. Borders on Yellow, but not quite there

Mighty Frame: If damage is your game and you don't already have Powerful Build, you have no reason whatsoever to pass this one up. Doubly true on Wrath, since it lets them affect a size up on Bull Rush. Easy to get into the subtypes, and if you need a feat to do it then several give good bonuses from Mixed Blood

Overflowing Life: Never rely on this in-combat, but having the ability to start things off at full health reliably throughout even the worst adventuring day is important for someone who will be drawing as much incoming hatred as you. Less critical if you have a good source of out-of-combat healing, or if you generally stick to short adventuring days (or if you are a Grendle, since they recover quickly anyway).

Scrambler's Gift: Climb speed is generally not going to be worth it when you can just as easily acquire Fly with Good or better maneuverability. Avoid this even if you come by the prerequisites without having to go out of your way (and ranks beyond 1-2 in Climb are usually out of your way in most campaigns)

Small Stature: Decent if Stealthy is your goal, but being able to use downsized weapons without penalty is rarely going to be a big benefit (other than, again, being easier to hide). It is very rare for smaller to be better in this game, since this does not affect AC or attack rolls. Stealth is not really a Daevic thing to go for.

Woeful Stench: VERY easy entry, and Sickened is a fight-ender... but this does not exclude allies and targets the save that is traditionally highest on your opponents.

Other Feats: There are hundreds of feats out there, but most conventional wisdom stays true. They don't usually need to get reviewed one by one, you've probably seen it all by now. Some highlights:

Power Attack, Piranha Strike, and Deadly Aim: Same thing for different weapons, but very nice to have. If you expect to be able to use it, grab one. You might not grab the Akashic sequel automatically due to essence limits and possible conflicts on the bonus type, unlike the other classes..

Point Blank Shot (series): If you're into ranged combat, take these and don't look back. Get, at the very least, PBS and Precise Shot. Rapid Shot is optimal for damage if that's what you're going for, but going for Shot on the Run can be fun.

Improved Initiative: A classic standby, and still very nice to have. You getting a Swift action available before your opponents means that you can set yourself for the attack.

Reckless Offense: For melee attacks, you usually don't care about your AC due to your enemy dying very quickly. This can help offset Power Attack and similar penalties

Equipment: I am not even going to remotely try to go through every possible enchantment, wondrous item, and other mystical gizmo that may or may not help you in your quest. That would quite frankly be futile, since every character is different and every campaign even more so. Instead, I am going to give some general guidelines and point out some major stand-outs to save you some searching. If you know of any item that is undeniably awesome for the class that I missed, please tell me and I'll look it up for inclusion here.

Generic items: +stat for the ones you care about, +save items, plus movement and vision modes you don't have, are always going to be important.

Specific Items: Vengeance will want to get an Amulet of Natural Attacks as soon as they possibly can, its effects will be greatly amplified by the raw number of attacks they can put out. Same with a pair of Deliquescent Gloves. All Daevics focusing on damage want items that can

increase your size category, as well. Avarice Daevics may want to invest in a Blinkback Belt to let them reset their attacks more quickly until level 11, when they can just dump it.

Armor Enchants: Fortification is going to be important, given the way you like to fight.

Weapon Enchants: This depends on how you want to do things. Builds who love to flurry attacks (like Vengeance and Avarice) want as many bonuses stacked up per-attack as possible. The energy enchantments and Keen are likely to pay off in a big way. You usually want to keep the numeric enchantment low and just get a Greater Magic Weapon cast on it (you can do it yourself via UMD).

Builds:

<WIP>

The Natural-Attack Blender: Wrath (Vengeance) Passion. Load up as many attacks as you can and just boost the crud out of them. You can get 9+ attacks on a full attack (Wrath Claws, Bound Sea-Drake Talons, Bound Embrace of the Old One, Horns of the Minotaur, Whirlpool Lash, Armbands of the Irked Elephant, and racial Bite), and with the Quick Bull Rush feat you can do it all AGAIN in the same round off a Bull Rush. This sims for ludicrous amounts of damage out (well over a thousand DPR at level 20), the highest of any Akashic build, but won't be doing much else.

Fear Itself: Dominion (Tyranny) Passion. Straightforward as it gets. Any time you don't need to be shifting your Essence around, you will be delivering Intimidates on your Swift while making your attacks. Take the TWF series as far as you can, and use a Heavy shield for damage (Light if you can't afford the -2 to attack rolls).

Chakram Flurry: Desire (Avarice) Passion: It's interesting that Thrown weapons can follow several feat chains to get bonus attacks, and free-action Called means you can use the same weapon for every attack you make. TWF Series, Rapid Shot, and Twin Throw lead to tons of pain spread to any target that gets within 30 feet. Remember that many of these feats cost you accuracy, but are optional turn to turn if you find yourself having issues hitting. Chakram main weapon will usually be best, with a Starknife offhand for accuracy. You need to stack Dexterity to hit (unless you pick up a Belt of Mighty Throwing, or else use Prodigious TWF), plus make sure Daevic Essence is shaped and stuffed for accuracy. Some feat choices can change around how stats apply, make sure to focus in on the theme.