

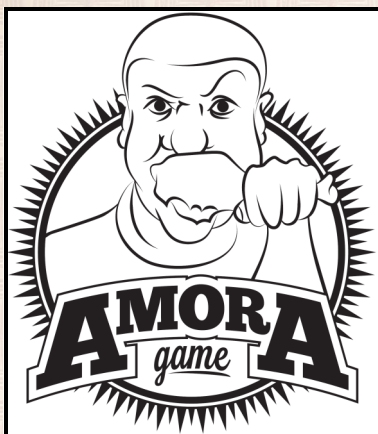
# ART OF WAR

## Youxia



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## ***Art of War: Youxia***

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## Youxia

*For ten years I have been polishing this sword;  
Its frosty edge has never been put to the test.  
Now I am holding it and showing it to you, sir:  
Is there anyone suffering from injustice?*

~ *The Swordsman* by Jia Dao

Those who travel across the land to right the wrongs done to the common people are the wondering force known as youxia. Youxia hail from all backgrounds of social class that birth those that value freedom to roam the land helping those in need. Sometimes called Flowering Knights or knights-errant they look to blend martial arts with weapon mastery as they crusade for noble causes. This isn't to say that they swing first and discuss later, youxia are wise enough to know when to hold back and when to take action. Much like monks they search for an inner focus to channel their ki and perform spectacular displays of physical and mental prowess. They are a balance of yang and yin in an effort of self sacrifice for a greater good, however some do so while seeking fame and glory. Wandering swordsman and women looking to make the world a better place through action instead of passive behavior, is the youxia.

**Role:** Youxia can display heroic acts on the front-line with a diverse array of martial training, but narrow enough to specialize in a single path. They offer multiple options of ki powers with select feats giving them a flex in a customizable character.

**Alignment:** Any

**Hit Die:** d10

**Parent Class:** Fighter (Samurai) / Unchained Monk

**Starting Wealth:** 2d6 × 10 gp (average 70 gp).

### Class Skills:

The youxia's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy, Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Meditation (Wis), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier

### Class Features:

**Weapon and Armor Proficiency:** A youxia is proficient with the youxia weapon group (bo staff, brass knuckles, butterfly sword, club, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, jutte, kama, kusarigama, kyoketsu shoge, longbow, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, short bow, short sword, shortspear, shuriken, siangham, spear, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, wushu dart).

Youxia are proficient with light armor and medium armor, but not with shields.

**Bonus Feat:** At 1st level, 2nd level and every 4 levels thereafter, a youxia can select the Armor Trick feat, Equipment Trick feat, Weapon Trick feat, a ki feat, a mediation feat, or a style feat. He must meet the requirements of the feat being selected. The youxia may choose to use his youxia level as an equal monk or fighter level in qualifying for these feats.

**Resolve (Ex):** Starting at 1st level, the youxia gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can use this ability once per day at 1st level, plus one additional time per day for every two youxia levels beyond 1st. These daily uses replenish each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Determined:** As a standard action, the youxia can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the youxia is at least 8th level, he can alternatively remove the exhausted, frightened, nauseated, or staggered condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

**Resolute:** Whenever the youxia is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

**Unstoppable:** When the youxia is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not



fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

**Unarmed Strike (Ex):** At 1st level, a youxia gains Improved Unarmed Strike as a bonus feat. A youxia's attacks can be with fists, elbows, knees, and feet. This means that a youxia can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a youxia striking unarmed. A youxia can apply his full Strength bonus on damage rolls for all his unarmed strikes. A youxia's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A youxia's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a youxia's unarmed strike is determined by the unarmed damage column on Table: Youxia.

The damage listed is for Medium youxia. The damage for Small or Large youxia is listed below.

***Unarmed Strike for Small or Large Youxia***

Level	Small	Large
1st - 4th	1d4	1d8
5th - 9th	1d6	2d6
10th - 14th	1d8	2d8
15th - 19th	1d10	3d6
20th	2d6	3d8

**Ki Pool:** At 2nd level, a youxia gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a youxia's ki pool is equal to 1/2 his youxia level + his Wisdom modifier. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the youxia possesses levels in another class that grants points to a ki pool, youxia levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of

which score to use is made when the second class ability is gained, and once made, the choice is set. The youxia can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

Having ki gives the youxia some control of her destiny allowing her to perform extraordinary abilities but spending ki as a swift action.

As long as he has at least 1 point in his ki pool, he can make a ki strike. At 3rd level, ki strike allows the youxia to treat unarmed strikes and youxia group weapons as magic weapons for the purpose of overcoming damage reduction. At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

By spending 1 point from her ki pool, a youxia can make one additional attack at her highest attack bonus, but she can do so only when making a full attack.

By spending a 1 ki point and expending a use of an attack of opportunity, when an opponent makes a melee attack against the youxia can attempt to parry that attack. The youxia makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the youxia, she takes a -2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The youxia must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry and if she has at least 1 ki point left, the youxia can as an immediate action make an attack against the creature whose attack she parried, provided that creature is within her reach.

**Ki Technique (Su):** At 3rd level and every 2 levels thereafter, a youxia can select one ki technique. These powers allow the youxia to perform amazing feats of mystical power and acrobatic prowess by expending points from his ki pool. Once a ki technique is selected, it cannot be changed. Some Ki techniques require the youxia to be of a specific level or higher before they can be chosen. Unless otherwise noted, a youxia cannot select an individual ki technique more than once.

**Abundant Step (Su):** A youxia with this ki technique can slip magically between spaces, as if using the spell dimension door. Using this ability is a move action that consumes 2 points from his ki pool. The youxia's caster



level for this effect is equal to his youxia level. He cannot take other creatures with him when he uses this ability. A youxia must be at least 8th level before selecting this ki technique.

*Acrobatic Master (Su):* As a swift action, a youxia with this trick can focus her ki to grant her a +20 bonus on one Acrobatics check of her choice made before the start of her next turn. Using this ability expends 1 ki point from her ki pool.

*Cobra Breath (Su):* Whenever a youxia with this ki technique uses diamond body to neutralize a poison, he can instead release that poison as a ranged touch attack against a single foe within 30 feet. If the attack hits, the foe must succeed at a saving throw (using the poison's original DC) or suffer the poison's effects, even if it was not originally a contact poison. A youxia must be at least 12th level and must possess the diamond body ki technique before selecting this ki technique.

*Darkvision (Su):* This trick allows the youxia to use her ki to enhance her sight, granting darkvision out to a range of 60 feet. Using this technique is a standard action that costs 1 ki point. The enhanced senses last for 1 hour.



*Deflect Arrows (Ex):* A youxia who selects this ki technique gains the Deflect Arrows feat as a bonus feat.

*Diamond Body (Su):* By spending 1 point from his ki pool, a youxia with this power can remove one toxin from his body as if using neutralize poison, using his youxia level as his caster level. He can remove only one poison in this way per use of this ability. A youxia must be at least 8th level before selecting this ki technique.

*Diamond Mind (Su):* By spending 1 point from his ki pool as a swift action, a youxia with this power can suppress a fear effect affecting him as if using remove fear, using his youxia level as his caster level. He can spend 2 ki points to activate this ability even when frightened or panicked. A youxia must be at least 6th level before selecting this ki technique.

*Diamond Resilience (Ex):* By spending 1 ki point as a swift action, the youxia gains DR 2/—. At 16th level, the damage reduction increases to 4/—. At 19th level, it increases to DR 6/—. This DR lasts for 1 minute. A youxia must be at least 12th level before selecting this ki technique.

*Diamond Soul (Ex):* A youxia can spend 2 points from his ki pool as a swift action to gain spell resistance equal to his youxia level + 10. This spell resistance lasts for a number of rounds equal to the youxia's level. A youxia must be at least 12th level before selecting this ki technique.

*Elemental Fury (Su):* A youxia who selects this ki technique must select one type of energy: acid, cold, electricity, or fire. Once this choice is made, it cannot be changed. The youxia can expend 1 point from his ki pool as a swift action to imbue his natural attacks with this energy, causing them to deal 1d6 points of damage of the chosen type for a number of rounds equal to 1/2 his youxia level. A youxia must be at least 6th level before selecting this ki technique.

*Elemental Burst (Su):* A youxia with this ability can spend 4 ki points to unleash a gout of energy in a 30-foot cone. Creatures within the cone take 20d6 points of damage of the same type as the youxia's elemental fury ki technique. A Reflex save (DC = 10 + 1/2 the youxia's level + his Wisdom modifier) halves the damage. A youxia must be at least 18th level and must possess the elemental fury ki technique before selecting this ki technique.



*Empty Body (Su):* A youxia with this ki technique gains the ability to assume an ethereal state for 1 minute as though using the spell *etherealness*, using his youxia level as his caster level. Using this ability is a move action that consumes 3 points from the youxia's ki pool. This ability affects only the youxia and cannot be used to make other creatures ethereal.

*Feather Balance (Ex):* A youxia with this ability can spend 1 ki point as a swift action to achieve perfect balance. While this is active, the youxia treats any Acrobatics attempt made to balance as if he had rolled a 20. This ability lasts for 1 minute.

*Formless Mastery (Ex):* A youxia with this ability varies his styles, never repeating the same move twice and capitalizing on the weaknesses of an opponent's style. As long as he does not possess any style feat, the youxia can spend 1 point from his ki pool as an immediate action to gain the following against opponents in the stance of a style feat: a +4 dodge bonus to AC, a +4 circumstance bonus on attack rolls, and a bonus equal to his youxia level on damage rolls. These bonuses last until the end of the youxia's next turn (or his current turn if he uses this ability on his own turn). The youxia can activate this ability and the furious defense ki technique with the same immediate action for a total cost of 3 ki points. A

youxia must be at least 7th level before selecting this ki technique.

*Furious Defense (Ex):* By spending 1 point from his ki pool as an immediate action, a youxia with this ki technique can grant himself a +4 dodge bonus to AC until the end of his next turn. The youxia can activate this ability and the formless mastery ki technique with the same immediate action for a total cost of 3 ki points. A youxia must be at least 7th level before selecting this ki technique.

*Ghost Step (Su):* As a swift action, a youxia with this trick can pass through walls as if she were a ghost. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. Each use of this ability uses up 1 ki point. She must be of 10th level to select this technique.

*High Jump (Ex):* A youxia with this ki technique adds his level as a bonus on all Acrobatics checks to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when attempting Acrobatics checks to jump. By spending 1 point from his ki pool as a swift action, the youxia gains a +20 bonus on Acrobatics checks to jump for 1 round.

**Table: Youxia**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Strike Damage
1st	+1	+0	+2	+2	Bonus feat, resolve, unarmed strike	1d6
2nd	+2	+0	+3	+3	Bonus feat, ki pool	1d6
3rd	+3	+1	+3	+3	Technique	1d6
4th	+4	+1	+4	+4	Martial focus	1d6
5th	+5	+1	+4	+4	Technique	1d8
6th	+6/+1	+2	+5	+5	Bonus feat	1d8
7th	+7/+2	+2	+5	+5	Technique	1d8
8th	+8/+3	+2	+6	+6	Weapon training mastery	1d8
9th	+9/+4	+3	+6	+6	Greater resolve, technique	1d10
10th	+10/+5	+3	+7	+7	Bonus feat	1d10
11th	+11/+6/+1	+3	+7	+7	Technique	1d10
12th	+12/+7/+2	+4	+8	+8	Weapon training mastery	1d10
13th	+13/+8/+3	+4	+8	+8	Technique	1d10
14th	+14/+9/+4	+4	+9	+9	Bonus feat	2d6
15th	+15/+10/+5	+5	+9	+9	Technique	2d6
16th	+16/+11/+6/+1	+5	+10	+10	Weapon training mastery	2d6
17th	+17/+12/+7/+2	+5	+10	+10	True Resolve, technique	2d6
18th	+18/+13/+3/+3	+6	+11	+11	Bonus feat	2d6
19th	+19/+14/+19/+4	+6	+11	+11	Technique	2d6
20th	+20/+15/+10/+5	+6	+12	+12	Transcend, weapon training mastery	2d8



*Insightful Wisdom (Su):* A youxia with this ability can spend 2 ki points as an immediate action to give another ally within 30 feet just the right word of advice to prevent disaster. If the ally can hear the youxia, she can reroll a single attack roll or saving throw. The ally must take the second result, even if it is worse. A youxia must be at least 8th level before selecting this ki technique.

*Ki Blocker (Su):* A youxia with this ability can spend 1 ki point as a free action before making an unarmed strike against a foe. If the attack hits, the youxia can interrupt the target's flow of ki. If the youxia successfully damages the target of his attack, that opponent's cost to activate abilities with ki increases by 1 ki point for 1 hour. If the youxia spends 2 points from his ki pool, he can use this ability to affect the target's arcane pool, arcane reservoir, grit points, inspiration, or panache points instead of its ki pool. The effects of this ability do not stack, but multiple hits increase the duration by 1 hour for each hit. A youxia must be at least 10th level before selecting this ki technique.

*Ki Guardian (Su):* As an immediate action before he rolls a saving throw against a targeted effect that also targets other allies or an area effect whose area includes other allies, a youxia with this ability can spend any number of ki points and designate a number of adjacent allies equal to the number of ki points spent. The youxia rolls one saving throw for each designated ally, using his bonus instead of the ally's. For each successful saving throw, the corresponding ally treats the effect as if that ally had succeeded at the saving throw, and for each saving throw failed, the corresponding ally treats the effect as if that ally had failed the saving throw. If the youxia fails any of the saving throws (including his own original saving throw), the youxia treats the effect as if he had failed the saving throw. A youxia must be at least 6th level before selecting this ki technique.

*Ki Metabolism (Su):* A youxia with this ability uses his ki to control his metabolism. As long as he has at least 1 point remaining in his ki pool, the youxia needs to eat and drink only 1/4 as often as normal, needs only 2 hours of sleep each night (including to replenish his ki pool), and can hold his breath for up to 1 hour per point of Constitution. As a move action, he can spend 1 ki point to enter a state of suspended animation, falling unconscious and appearing dead to all senses. At the

time he enters this state, he indicates a preset period of time or a triggering condition, after which he awakens.

*Ki Mount (Su):* A youxia with this ability can spend 1 ki point as a standard action to grant 2 temporary hit points per youxia level he possesses to his mount for 1 hour per youxia level. As long as the youxia and his mount are adjacent or the youxia is mounted, the mount shares the benefits of whichever of the AC bonus, evasion, high jump, improved evasion, ki strike, perfect self, and still mind abilities the youxia possesses. A youxia must be at least 6th level before selecting this ki technique.

*Ki Range (Su):* A youxia with this ability can spend 1 ki point as a swift action to increase the range increment of any thrown youxia weapon by 20 feet. Apply this benefit before doubling the range increment with the Far Shot feat.

*Ki Visions (Su):* A youxia with this ability often sees visions of spirits or hears the voice of his departed mentor in his dreams. On any given night during which the youxia dreams, he can use this ability to gain the benefits of a *divination*. If he does, he spends 2 ki points from the next day's total. A youxia must be at least 10th level before selecting this ki technique.

*Ki Volley (Su):* When a targeted spell or spell-like ability fails to overcome the youxia's spell resistance from diamond soul, he can spend 2 ki points as an immediate action to send that spell back at its caster as *spell turning*. A youxia must be 16th level or higher and possess the diamond soul ki technique before selecting this ki technique.

*Light Steps (Ex):* A youxia with this ki technique can move effortlessly across nearly any surface. Whenever the youxia activates his feather balance ki technique, he can also ignore all difficult terrain. In addition, while active, he can cross any solid surface, even if it would normally not support his weight. This does not allow him to walk on liquids. A youxia must be at least 8th level and have the feather balance ki technique before selecting this ki technique.

*One Touch (Ex):* As long as he has at least 1 point remaining in his ki pool, as a standard action, a youxia with this power can make an unarmed strike against a foe as a touch attack. He adds 1/2 his youxia level as a bonus on the damage roll. He can spend 1 ki point to



double this bonus for that attack. A youxia must be at least 12th level before selecting this ki technique.

*Pressure Points (Su):* A youxia with this technique can strike at an opponent's vital pressure points, causing weakness and intense pain. Whenever the youxia makes a ki strike, she also deals 2 point of Strength or Dexterity damage, decided by the youxia. Unlike normal ability damage, this damage can be healed by a DC 15 Heal check. Each successful check heals 1 point of damage caused by this technique. A youxia with this technique receives a +10 insight bonus on this Heal check. Using pressure points cost 1 ki point.

*Redirection (Ex):* As an immediate action, a youxia can attempt a reposition or trip combat maneuver against a creature that she threatens and that attacks her. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 +  $\frac{1}{2}$  the youxia's level + youxia's Wisdom modifier to halve the duration), plus 1 additional round for every four youxia levels that she possesses. A youxia gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for this ability increases by +2 if the attacker uses Power Attack or is charging when attacking her. This benefit increases to a +4 bonus and the saving throw increases by +4 if the opponent is charging and using Power Attack.

If at 4th level, the youxia can use redirection against an opponent that she threatens and that attacks an ally with a melee attack. At 8th level, the youxia can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, she can use this ability against any opponent that attacks him in melee, even if she is not threatening the opponent who attacks her. A youxia can use this ability once per day per youxia level, but no more than once per round.

If the youxia receives redirection from another source, her levels stack to determine affects.

*Qinggong Power (Su):* A youxia with this power selects any of the qinggong monk ki powers (*Pathfinder RPG Ultimate Magic*) for which he qualifies based on his youxia level. A youxia can select this ability multiple times. Each time, he must select a different qinggong monk ki power.

*Quivering Palm (Su):* A youxia can set up vibrations within the body of another creature that can thereafter be fatal if the youxia so desires. Using this ability is a

standard action that costs 4 ki points, and the youxia must announce his intent to use this ability (and spend the ki points) before making the attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the attack hits and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the youxia can try to slay the victim at any time within a number of days equal to his youxia level. To make such an attempt, the youxia merely wills the target to die (a free action); unless the target succeeds at a Fortitude saving throw (DC = 10 +  $\frac{1}{2}$  the youxia's level + the youxia's Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it can still be affected by another one at a later time. A youxia can have no more than one quivering palm in effect at one time. If a youxia uses quivering palm while another is still in effect, the previous one is negated. A youxia must be at least 16th level before selecting this ki technique.

*Slow Fall (Su):* A youxia within arm's reach of a wall can use it to slow his descent by expending 1 point from his ki pool. When he uses this ability, he takes no damage from the fall (as if using *feather fall*), but he must be adjacent to a wall for the length of the fall (although this can be used to reduce the damage from a fall if only part of it is adjacent to a wall).

*Sudden Speed (Su):* A youxia with this ki technique can spend 1 point from his ki pool as a swift action to grant himself a sudden burst of speed. This increases the youxia's base land speed by 30 feet for 1 minute.

*Water Sprint (Su):* A youxia with this ki technique can spend 1 point from his ki pool as a swift action to gain the ability to walk on water, as if under the effects of *water walk*. Once activated, this ability lasts for 1 minute per youxia level. A youxia must be at least 6th level before selecting this ki technique.

*Wind Jump (Su):* A youxia with this ki technique can spend 1 point from his ki pool as a move action to grant himself a fly speed (with perfect maneuverability) equal to his base land speed. He must end his movement each round on solid ground (or some other surface that can support his weight) or fall as normal. Once activated, this ability lasts for 1 minute. A youxia must be at least 8th level and have the high jump ki technique before selecting this ki technique.



*Wholeness of Body (Su):* A youxia with this ki technique can heal his own wounds as a standard action. By spending 2 points from his ki pool, he can heal an amount of damage equal to 1d8 + his youxia level.

**Martial Focus (Ex):** Much like the feat of the same name, at 4th level a youxia gains the Martial Focus feat. He applies this feat to the youxia weapons group. While wielding a weapon from this group, all damage rolls gain a +1 bonus to damage. This also allows them to qualify for weapon mastery feats.

**Weapon Training Mastery (Ex):** Starting at 8th level, and every four levels thereafter, a youxia gains the ability to either select Weapon Training 1 as per the fighter ability for his youxia weapon group, or select from a weapon training mastery options listed below. If he has selected the Weapon Training 1, each consecutive time it is selected, it increases by 1.

Weapon training mastery options is comprised of fighter advanced weapon training options and weapon mastery feats.

*Abundant Tactics (Ex):* The youxia adds his weapon training bonus and martial focus to the number of times per day he can use a combat feat he has that allows a limited number of daily uses, such as the Stunning Fist feat.

*Combat Competence (Ex):* For any weapon not in his associated weapon group with which the youxia is not proficient, the penalty on attack rolls taken as a result of not being proficient is reduced by an amount equal to the youxia's weapon training bonus and martial focus bonus with that weapon group. Once the penalty is reduced to 0, the youxia becomes proficient with such weapons.

*Combat Maneuver Defense (Ex):* When the youxia is wielding weapons from the associated weapon group, his weapon training bonus and his martial focus applies to his CMD against all combat maneuvers attempted against him, instead of just against disarm and sunder combat maneuvers.

*Cut the Air (Ex):* When a ranged attack is made against a youxia or a target adjacent to him, he can cut the weapon (or ammunition) out of the air, deflecting the attack so the target takes no damage. As an attack of opportunity, he make a melee attack roll at his highest bonus. If the result is greater than the attack roll total of

the ranged attack, the attack is deflected. The youxia must be aware of the attack and not flat-footed. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects cannot be deflected.

*Dazzling Intimidation (Ex):* The youxia applies his weapon training bonus and martial focus bonus to Intimidate checks and can attempt an Intimidate check to demoralize an opponent as a move action instead of a standard action. If he has the Dazzling Display feat, he can use it as a standard action instead of a full-round action.

*Defensive Weapon Training (Ex):* The youxia gains a +1 shield bonus to his Armor Class. The youxia adds half his weapon's enhancement bonus (if any) to this shield bonus. When his for weapons from the associated youxia weapon group reaches +4, this shield bonus increases to +2. This shield bonus is lost if the youxia is immobilized or helpless.

*Devastating Assault (Ex):* As a full-round action, the youxia can bat aside all of her foe's defenses to ensure she makes a single, especially effective melee attack. She makes a single melee attack using an appropriate weapon against a single target, but make as many attack rolls as she could in a full-attack action using that weapon. The youxia makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack.

If any of the attack rolls hit the target, her single attack is considered to have hit and she rolls damage normally.

If one or more rolls are critical threats, she confirms the critical hit only once using her highest base attack bonus.

If she hits with two or more attacks, the target must succeed at a Fortitude save ( $DC = 10 + 1/2$  her base attack bonus + her Strength modifier) or suffer a condition for 1d4 rounds. If at least two attacks hit, the youxia can choose from deafened, entangled, or shaken. If at least three attacks hit, she can also choose from blinded or staggered. If at least four attacks hit, she can also choose the dazed condition. Once she has forced a foe to attempt a saving throw to avoid suffering a condition via this ability, she cannot attempt to inflict that condition on it again with Devastating Assault for 24



hours.

**Difficult Swings (Ex):** When the youxia makes a full attack with an appropriate melee weapon, he can force creatures to treat squares adjacent to him as difficult terrain until the beginning of his next turn. He can choose to allow any creature he is aware of to ignore the difficult terrain he effectively create with this ability.

**Effortless Dual-Wielding (Ex):** The youxia treats all one-handed weapons that belong to the associated weapon group as though they were light weapons when determining his penalties on attack rolls for fighting with two weapons.

**Focused Weapon (Ex):** The youxia selects one weapon for which he has Weapon Focus and that belongs to the associated youxia weapon group. The youxia can deal damage with this weapon based on the damage of the warpriest's sacred weapon class feature, treating his youxia level as his warpriest level. The youxia must have Weapon Focus with the selected weapon in order to choose this option.

**Inspiring Confidence (Ex):** A number of times per day equal to his highest weapon training bonus and martial focus bonus as a swift action, the youxia can allow one ally within 30 feet to attempt a new saving throw against an ongoing fear effect that causes the ally to cower or to become frightened, panicked, or shaken. If the ally succeeds at the save, the effect ends. A youxia can use this option even when not wielding a weapon from the associated weapon group.

**Item Mastery:** The youxia gains an item mastery feat as a bonus feat, which functions with any magic weapon he wields, even if the magic weapon does not meet the feat's normal requirements. He must meet all of the feat's prerequisites.

**Retributive Kick (Ex):** When the youxia makes a full attack with an appropriate melee weapon and her first attack misses or is blocked, deflected, parried, or otherwise caused to not hit the target, she can immediately make an unarmed attack against the same target with the same attack bonus. She then cannot make any more attacks as part of that full attack.

**Smash from the Air (Ex):** The youxia can use Cut from the Air against unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by spell effects. Spell effects that do not

require attack rolls cannot be deflected.

**Trained Grace (Ex):** When the youxia uses Weapon Finesse to make a melee attack with a weapon, using his Dexterity modifier on attack rolls and his Strength modifier on damage rolls, he doubles his on damage rolls. The youxia must have Weapon Finesse in order to choose this option.

**Trained Initiative (Ex):** As long as he is wielding a weapon from the associated weapon group or is able to draw such a weapon (even if he is not currently wielding it), the youxia applies his weapon training bonus and martial focus bonus to initiative checks. In addition, if he has the Quick Draw feat and has a weapon from the appropriate weapon group that isn't hidden, he can draw that weapon as a free action as part of making an initiative check.

**Trained Throw (Ex):** When the youxia makes a ranged attack with a thrown weapon and applies his Dexterity modifier on attack rolls and his Strength modifier on damage rolls, he doubles his weapon training bonus and martial focus bonus on damage rolls. Unless he has the Throw Anything feat, the youxia can choose only the thrown youxia weapon group with this option. If he has Throw Anything, the youxia can choose any youxia weapon group with this option and apply this option's benefits to any weapon from that group that he throws.

**Youxia's Finesse (Ex):** The youxia gains the benefits of the Weapon Finesse feat with all melee weapons that belong to the associated youxia weapon group (even if they cannot normally be used with Weapon Finesse). The youxia must have the Weapon Finesse feat before choosing this option.

**Youxia's Reflexes (Ex):** The youxia applies his weapon training bonus and martial focus bonus to Reflex saving throws. He loses this bonus when he is flat-footed or denied his Dexterity bonus to AC.

**Youxia's Tactics (Ex):** All of the youxia's allies are treated as if they had the same teamwork feats as the youxia for the purpose of determining whether the youxia receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually have the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the youxia to receive the listed bonus.



**Warrior Spirit (Su):** The youxia can forge a spiritual bond with a weapon that belongs to the associated weapon group, allowing him to unlock the weapon's potential. Each day, he designates one such weapon and gains a number of points of spiritual energy equal to 1 + his weapon training bonus. While wielding this weapon, he can spend 1 point of spiritual energy to grant the weapon an enhancement bonus equal to his weapon training bonus. Enhancement bonuses gained by this advanced weapon training option stack with those of the weapon, to a maximum of +5. The youxia can also imbue the weapon with any one weapon special ability with an equivalent enhancement bonus less than or equal to his maximum bonus by reducing the granted enhancement bonus by the amount of the equivalent enhancement bonus. The item must have an enhancement bonus of at least +1 (from the item itself or from warrior spirit) to gain a weapon special ability. In either case, these bonuses last for 1 minute.

**Weapon Sacrifice (Ex):** When damage would cause the youxia or an adjacent ally to be knocked unconscious or killed, as a swift or immediate action the youxia can instead direct the damage to a weapon from the associated weapon group that he is wielding. The original target takes no damage, but the weapon receives only half its normal hardness. The youxia can use this option a number of times per day equal to the youxia's weapon training bonus and martial focus bonus with the associated weapon group. He cannot use this option with unarmed attacks.

**Weapon Specialist (Ex):** The youxia selects a number of combat feats that he knows equal to his weapon training bonus and martial focus bonus with the associated weapon group. The selected feats must be ones that require the youxia to choose a type of weapon (such as Weapon Focus and Weapon Specialization), and the youxia must have chosen weapons that belong to the associated youxia weapon group. The youxia is treated as having the selected feats for all the weapons in the associated weapon group that are legal choices for those feats. The youxia is also considered to have those feats with these weapons for the purpose of meeting prerequisites.

**Greater Resolve (Ex):** At 9th level, a youxia can spend his resolve to negate some of his most grievous wounds.

After a critical hit is confirmed against him, he can spend one use of his resolve as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the youxia uses this ability.

**True Resolve (Ex):** At 17th level, a youxia can spend uses of his resolve to avoid death. If he has at least two uses of his resolve remaining, he can spend all of the daily uses of his resolve that he has available to him to avoid death. Regardless of the source of the attack that would have killed him, he is left alive, at -1 hit points (or lower if he was already below -1), unconscious, and stable.

**Transcend (Ex):** At 20th level, death is an inevitable cause of life and once a youxia is successful in this life, he moves on to the next. Resolute in his actions and perhaps foolhardy, a youxia can choose to go out in a time of self sacrifice. Much like the conditions to use true resolve, if he has at least two uses of his resolve remaining he can spend all of his daily uses for a last ditch effort to make a lasting impact before death.

For a number of rounds equal to his final resolve uses expended + his Wisdom modifier, the youxia is treated as though he had 1 hit point and is able to act as normal, as if he was conscious. Any damage that is incurred during this period, do not take effect until the duration expires. Once this period ends, the youxia returns to the number of negative hit points he had before he attempted to cheat death. He then suffers all the accumulated damage that he suffered during this duration. At which point his body begins to glow as *daylight* for 1 round and his body begins to dematerialize. He transcends death and can not be brought back by anything short of godly intervention or a *wish* spell.



## Art of War

In the upcoming campaign setting *Art of War*, we add a skill and optional rule for ki, to the system of play. The first is the Meditation skill that most classes with a ki pool will have access to. For those that do not, a simple faith trait called Monastic Youth can make it a class skill.

The optional rule we introduce is called Ki Focus. Ki Focus allows for those with ki pools to become focused and to help use ki feats. Within these pages are just a few examples of ki feats in *Art of War*. There are also a number of third party publishers that also support ki feats as well.

For those that wish to incorporate the Meditation skill now as a class skill, we recommend the following classes, and our own classes from *Liber Influxus Communis*.

**Core:** cleric, monk, wizard, ninja, samurai, kineticist, monk (unchained).

*Depending on the archetype: fighter, brawler, or those with an eastern flavor.*

**LIC:** conduit, mnemonic, mystic; and their archetypes.

### Trait:

**Monastic Youth:** In your younger days you spend time at a temple, took classes once a week for yoga, or was taught by a parent or mentor the way of a settled mind. As you grew, you continued to practice these lessons. You gain a +1 to Meditation skill checks, and it is a class skill for you.

## New Skill

### Meditation (Wis; Trained only)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

**Check:** The DC and the effect of a successful check depend on the task you attempt.

**Concentration:** When dealing with spells, you may use your ranks in Meditation in place of your caster level and use your Wisdom modifier instead of your ability score modifier when making concentration checks.

**Inner Focus:** You can attempt to become ki focused in a short amount of time by making an inner focus check. If you are successful on a meditation check, ki focusing is reduced to a move action. If this check fails, you still take a full round to become ki focused.

**Memorize:** You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this

Task	DC
Concentration	Per concentration check
Inner Focus	25
Memorize	15
Overcome Nausea	20
Resist Dying	15
Resist Fear	Fear effect DC
Tolerate Poison	Poison's DC

information; however, you can recall it only with another successful Meditation check.

**Overcome Nausea:** When your stomach churns due to a *stinking cloud* or deadly (un)natural odors, you can attempt to overcome your nausea, as a swift action. You can make a Meditation check, if successful, you can take a standard action while nauseated. You must make a check for each strenuous action you want to take as part of this action. A failed Meditation check in this circumstance carries no direct penalty, you just are unable to take a standard action until the nausea passes.

**Resist Dying:** You can attempt prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Meditation check for your Constitution check to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the Constitution check in later rounds if you are initially unsuccessful.

**Resist Fear:** In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your Meditation check meets or beats the DC for the fear effect, you may make an additional Will save with a +4 competence bonus to shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

**Tolerate Poison:** You can attempt to resist the effect of any standard poison. Every time you make a saving throw against the poison, you make a Meditation check. If your Meditation check exceeds the DC of the poison, you receive a +4 competence bonus on your saving throw against the poison. This skill has no effect on the initial saving throw against poison.

**Action:** Various. Making a meditation check to become ki focused takes a full round action, overcoming nausea is a swift action. Recalling a memorized page is a free action. Commonly used as a free action (when attempted reactively) or part of another action (when attempted actively).

**Try Again:** Yes, for overcoming nausea, memorizing, and resisting fear, though a success doesn't cancel the effects of a previous failure. No for the other uses.



## Ki Focus

Some feats, ki powers/techniques, or ki class abilities work with either by maintaining or expending ki focus.

**Gain Ki Focus:** Merely having the ability to hold a reservoir of ki points in mind gives characters a special energy. Characters with a ki pool can put that energy to work without actually paying a ki point cost—they can become ki focused.

If you have a ki pool or the ability to manifest ki in some manner, you can meditate to become ki focused. Meditating is a full-round action that provokes attacks of opportunity.

When you are ki focused, you can expend your focus on any single concentration or Meditation skill check you make thereafter. When you expend your focus in this manner, your concentration or Meditation check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your concentration modifier is 15. You can also expend your focus to gain the benefit of a ki feat—many ki feats are activated in this way.

Once you are ki focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance).

You may still gain ki focus even if you have depleted all of your ki points.

You may expend your ki focus to initiate the opening of a chakra. You may expend your ki focus in place of spending a ki point to maintain an open chakra for a round.

Expending your ki focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending focus by expending your ki focus once; each effect requires its own instance of expending ki focus.

If your ki pool is empty, you can also expend your ki focus to fuel a ki power, technique, or ki class ability so long as the activation cost is 1 ki.

## Feats

### Ki Feats

#### Ki Shot (Ki)

You can charge your ranged attacks with additional damage potential.

**Prerequisite:** Point Blank Shot.

**Benefit:** While you maintain ki focus, your attacks with a ranged weapon deal an extra 1 point of damage. Additionally, if you expend your ki focus as part of an attack with a ranged weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your ki focus.

#### Ki Weapon (Ki)

You can charge your melee weapon with additional damage potential.

**Prerequisite:** Str 13.

**Benefit:** While you maintain ki focus, your attacks with a melee weapon deal an extra 1 point of damage. Additionally, if you expend your ki focus as part of an attack with a melee weapon, that attack instead deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your ki focus.

## General Feats

### New Ki Power

You learn another ki power.

**Prerequisite:** Ki power class feature

**Benefit:** You gain one additional ki power. You must meet all of the prerequisites for this ki power.

**Special:** You can select this feat multiple times.

### New Ki Technique

You learn a new ki technique

**Prerequisite:** Ki technique class feature

**Benefit:** You gain one additional ki technique. You must meet all of the prerequisites for this ki technique.

**Special:** You can select this feat multiple times.

### Signature Ki

You over use of an ability becomes more natural.

**Prerequisite:** Ki pool, Ki technique or power or an ability that is fueled by ki that is not a feat.

**Benefit:** You select one ki technique, power, or ability that uses ki. Your cost for activating the ki fueled ability is lowered by 1. A ki fueled ability can never not be lowered below 1 ki point and must always cost a minimum of 1.

**Special:** You can select this feat no more than three times. Each time you select this feat, you must select a new ki power, technique, or ability.

## Optional Rule: Meditation & Chakra

An optional rule to be discussed between players and a GM is the use of Meditation skill to open chakras. In doing so, you would use the Meditation skill to meet the DC of each chakra. On a successful skill check, the chakra is open. On a failed roll, the character would need to make the appropriate Fortitude and Will save as required by failing a roll.



## Art of War

In the upcoming campaign setting *Art of War*, we take known combat style feats and combine them with combat style feats from other publishers. Merging combat style feats expands upon the 3 feat system. Doing so allows for more "flavor", longer progression in a school style, and offers something to look forward to when advancing in levels.

### Crane Style

**Crane Style** – Hailing from the teachings of Master Qinlang developed during her stay among the Imperial Family. Qinlang was commissioned to teach the children of the noble families to defend themselves against assassination attempts and kidnappings from enemies during the controversial reign of the 7th Emperor Liu. She is credited for the creation of a marital style that imitated mother cranes protecting their young. This style mimics pecking and the flapping of wings to defend its flock to drive off attackers, while maintaining a staggered pigeon-toed stance.

Qinlang taught this defensive style for 10 years, to encompass three generations of the imperial family. Before her retirement she opened up a single school in the countryside, where she continued to receive students from the Imperial Family and those of aristocratic households. Upon her retirement, she taught her technique to 3 students who she designated as her successors. One of these students was of imperial heritage, who took the name Tsurui Red-Crane. Tsurui went on to found the Vermilion Style sub-school.

#### Crane Style (Combat, Style)

Your unarmed fighting techniques blend poise with graceful defense.

**Prerequisites:** Dodge, Improved Unarmed Strike, base attack bonus +2 or monk level 1st.

**Benefit:** You take only a –2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defense action, you gain an additional +1 dodge bonus to your Armor Class.

#### Crane Wing (Combat)

You move with the speed and finesse of an avian hunter, your sweeping blocks and graceful motions allowing you to deflect melee attacks with ease.

**Prerequisites:** Crane Style, Dodge, Improved Unarmed Strike, base attack bonus +5 or monk level 5th.

**Benefit:** When fighting defensively with at least one hand free, you gain a +4 dodge bonus to AC against melee attacks.

If a melee attack misses you by 4 or less, you lose this dodge bonus until the beginning of your next turn. If you

are using the total defense action instead, you can deflect one melee attack that would normally hit you. An attack so deflected deals no damage and has no other effect (instead treat it as a miss). You do not expend an action when using this feat, but you must be aware of the attack and not flat-footed.

#### Crane Riposte (Combat)

You use your defensive abilities to make overpowering counterattacks.

**Prerequisites:** Crane Style, Crane Wing, Dodge, Improved Unarmed Strike, base attack bonus +8 or monk level 7th.

**Benefit:** You take only a -1 penalty on attack rolls for fighting defensively. Whenever you deflect an opponent's attack using Crane Wing or lose the dodge bonus from Crane Wing because an attack missed you by 4 or less, you can make an attack of opportunity against the attacker after the attack misses.

#### Vermilion Style (Crane Sub-school)

Originally taught only to those of imperial heritage, Vermilion Style further developed Crane Style to involve strikes that took advantage of defensive mobility. A forbidden practice for those outside of nobility, has over the last centuries reached specialized schools where it is taught under different names.

#### Vermilion Style (Combat, Style)

Your graceful fighting style focuses on sweeping strikes and circular, flowing posture that give you an advantage against larger and stronger enemies.

**Prerequisites:** Dex 13, Crane Style, Improved Unarmed Strike, Perform (dance) 3 ranks, base attack bonus +4 or monk level 3rd.

**Benefit:** While using this style, you gain a +2 bonus to your CMD and +2 bonus on unarmed strike damage rolls against any opponent that is larger or has a higher Strength score than you. If the opponent has used the Power Attack feat with any attack made against you since your last turn, the bonus to damage increases to +4.

#### Vermilion Sweep (Combat)

Your circular, sweeping maneuvers can strike enemies that think they are outside your reach and hamper their ability to strike you.

**Prerequisites:** Dex 13, Crane Style, Improved Unarmed Strike, Vermilion Style, Perform (dance) 5 ranks, base attack bonus +6 or monk level 5th.

**Benefit:** While using Vermilion style, if you use the attack action to make a single melee attack at your highest base attack bonus, you can increase your reach by 5 feet. While using phoenix style, you also gain a +2 dodge



bonus to AC against melee attacks from opponents who are not adjacent to you.

### **Vermilion Flight (Combat)**

You are as difficult and dangerous to restrain as the soaring bird of fantasy you emulate.

**Prerequisite:** Dex 13, Crane Style, Improved Unarmed Strike, Vermilion Style, Vermilion Sweep, Acrobatics 3 ranks, Perform (dance) 8 ranks, base attack bonus +9 or monk level 7th.

**Benefit:** While using phoenix style, as a full-round action you can charge an opponent by moving up to your speed and making an unarmed strike. If the attack is successful, you can make a second unarmed strike as a free action. You may then make an Acrobatics check as a free action to make a horizontal jump with a running start (maximum distance equals your base speed) in a direction that passes through your opponent's square; this jumping movement does not provoke an attack of opportunity from the opponent you charged.

You may also make the free action unarmed strike and jumping movement if an opponent fails a combat maneuver check to attempt to grapple you. Any movement from this is subtracted from your available movement on your next turn.

### **Phoenix Style (Crane Sub-school)**

Named for the legendary bird often described as a crane that burst into flame to be reborn, Phoenix Style is an advanced path common among Mystics. Developed by the followers along the Path of Flame who have studied crane style, focus on bringing fiery strikes against their opponents.

### **Phoenix Style (Combat, Style)**

You have adopted a mobile fighting style centered on the use of fiery rising punches.

**Prerequisites:** Wis 11, Dodge, Crane Style, Elemental Fist, Improved Unarmed Strike, Wind Stance, Acrobatics 6 ranks

**Benefit:** While using this style, you gain the ability to deliver a sudden and scorching strike after successfully using the Acrobatics skill to pass through the space occupied by an opponent. To do so, you must successfully move through your opponent's space and expend one daily use of your Elemental Fist feat as a standard action immediately afterward. If you do, your opponent is denied its Dexterity bonus to Armor Class against your Elemental Fist attack, and your attack deals additional fire damage equal to the number of Elemental Fist attempts you have remaining for the day.

Additionally, whenever you successfully move through an opponent's space, the concealment granted by your

Wind Stance feat is increased to 30%. Finally, as long as you have at least 1 daily Elemental Fist attempt remaining, you gain fire resistance 1.

### **Phoenix Feathers (Combat)**

Like a phoenix's wings waves of heat surround you.

**Prerequisites:** Wis 13, Dodge, Crane Style, Elemental Fist, Phoenix Style, Wind Stance, Acrobatics 8 ranks

**Benefit:** You gain one additional Elemental Fist attempt per day. While using the Phoenix Style stance, the concealment granted by your Wind Stance feat applies against both melee and ranged attacks. Additionally, as long as you have at least 1 daily Elemental Fist attempt remaining, you gain fire resistance 5.

### **Phoenix Fire (Combat)**

A passionate inner flame keeps you warm and shields you from harm.

**Prerequisites:** Wis 13, Dodge, Crane Style, Elemental Fist, Phoenix Style, Wind Stance, Acrobatics 10 ranks

**Benefit:** You gain one additional Elemental Fist attempt per day.

While using the Phoenix Style stance and as long as you have at least one daily Elemental Fist attempt remaining, you gain fire resistance 10 and you may expend one daily use of your Elemental Fist feat to gain fast healing 1 for a number of rounds equal to your Wisdom modifier (minimum 1).

## **Scorpion Style**

**Scorpion Style** – Scorpion style has a long history among city guards and security forces of the Tiger and Serpent Clan who look to subdue their opponents to take them into custody without causing too much harm. It was originally developed by Master Gao Ji, who served as a village guard and patrol officer. After a rash of burglaries, Gao Ji was given time to practice and perfect his technique. He developed certain strikes that would to keep criminals from getting away and making them pause long enough to be restrained. The base of this style is still taught today and is common in many villages in the plans of Hanxia.

As with every house of teaching, they adapt and alter this styling to provide special sub-types that hold similar core values, but branch off into their own unique regional styles. Those that are taught in the Scorpion Style School of fighting may learn the sub-schools: Cockatrice Style, Desert Scorpion Style, and Southern Scorpion Style.

### **Scorpion Style (Combat, Style)**

You can perform an unarmed strike that greatly hampers your target's movement.



**Prerequisites:** Improved Unarmed Strike.

**Benefit:** To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

#### **Gorgons' Fist (Combat)**

With one well-placed blow, you leave your target reeling.

**Prerequisites:** Improved Unarmed Strike, Scorpion Style, base attack bonus +6.

**Benefit:** As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

#### **Medusa's Wrath (Combat)**

You can take advantage of your opponent's confusion, delivering multiple blows.

**Prerequisites:** Improved Unarmed Strike, Gorgon's Fist, Scorpion Style, base attack bonus +11.

**Benefit:** Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

#### **Cockatrice Style (Scorpion Sub-school)**

The cockatrice is the magical beast with the ability to cause petrification to those that threaten it. Much like the creature it is named after, Cockatrice Style is about wearing down an opponent's movement. Practitioners of this sub-school come from shinobi clans that work to keep its movements secret.

#### **Cockatrice Style (Combat, Style)**

You focus on delivering debilitating strikes to your opponents, hindering their ability to effectively fight back.

**Prerequisites:** Improved Unarmed Strike, Scorpion Style, Heal 3 ranks

**Benefit:** You gain a +2 bonus to the DC of saving throws when using the Scorpion Style and Gorgon's Fist feats. Your unarmed strikes gain a bonus to damage equal to your Wisdom modifier against opponents that are staggered or that have their speed reduced.

#### **Cockatrice Paralysis (Combat)**

Your strikes to an opponent's vital areas disrupt its nervous and circulatory systems, reducing its coordination and causing it to take on an ashen complexion.

**Prerequisites:** Cockatrice Style, Improved Unarmed Strike, Scorpion Style, Heal 6 ranks

**Benefit:** While using cockatrice style, you deal 1d4 points of Dexterity damage to opponents who fail their saving throws against your Gorgon's Fist and Scorpion Style feat attacks.

#### **Cockatrice Hammer (Combat)**

You can deliver a combination attack that incapacitates your enemies quickly.

**Prerequisites:** Cockatrice Paralysis, Cockatrice Style, Gorgon's Fist, Improved Unarmed Strike, Scorpion Style, Heal 9 ranks

**Benefit:** If an opponent fails its saving throw against your Scorpion Style feat, you can take a swift action to make an unarmed strike using your Gorgon's Fist feat.

#### **Desert Scorpion Style (Scorpion Sub-school)**

Adherents of this style are known for their strange





stances and footwork, their skittering movements across the battlefield, and their ability to attack from awkward and unexpected angles. Practitioners often walk upon both hands and one foot, or upon both hands, while they often leave one or both legs raised as if it were a scorpion's tail ready to lash out.

#### **Desert Scorpion Style (Combat, Style)**

You keep low to the ground and emulating the gait and balance of an arachnid. Though you cannot generate much power from such a low stance, you can strike out from unexpected angles and catch opponents off guard.

**Prerequisites:** Wisdom 13, Improved Unarmed Strike, Scorpion Style, Acrobatics 3 ranks, Escape Artist 3 ranks.

**Benefit:** You add 2 to your CMD against bull rush, drag, reposition, and trip attempts. While using Scorpion Style, your speed is reduced by 10 ft. if your base speed is 30 ft. or more. If your base speed is less than 30 ft., your speed is reduced by 5 ft. Further, while using Scorpion Style, you are considered one size smaller than normal when determining your bonus to attack rolls, your AC, and damage dealt by unarmed and weapon melee attacks.

#### **Desert Scorpion Hunter (Combat)**

Through twisting and contorting your body, your limbs imitate the deadly claws and sting of a scorpion. This allows you to attack even when others could not.

**Prerequisites:** Improved Grapple, Desert Scorpion Style, Scorpion Style, Acrobatics 6 ranks, Escape Artist 6 ranks.

**Benefit:** While using Scorpion Style, you do not take a penalty to unarmed attacks from the grappled conditions. You may also make unarmed attacks even when pinned, albeit with a -4 penalty. Further, your speed is no longer reduced while using Scorpion Style.

#### **Desert Scorpion Horror (Combat)**

You lash out with your leg, emulating the scorpion's sting and distracting your opponent. Your arms, emulating the scorpion's claws, drag your foe to the ground.

**Prerequisites:** Improved Trip, Desert Scorpion Hunter, Scorpion Style, Acrobatics 9 ranks, Escape Artist 9 ranks.

**Benefit:** While using Scorpion Style, after any successful combat maneuver against an opponent, you may attempt to trip the same opponent as a swift action using the same attack bonus with a -4 penalty. Further, your melee damage is no longer reduced while using Scorpion Style.

#### **Southern Scorpion Style (Scorpion Sub-school)**

The opening stance is distinct. The user stands in profile to their opponent with their forward arm extended and the back of their hand facing the opponent. The other

arm is held high above their head, hooked like the tail of a scorpion. Scorpion style practitioners take a deep horse stance. The style emphasizes defensive strategies over all out attack, waiting for an opponent to tire before delivering a single deadly blow.

#### **Southern Scorpion Stance (Combat, Style)**

The Stalking Scorpion Lies in Wait

**Prerequisites:** Dexterity 15, Improved Unarmed Strike, Scorpion Style

**Benefit:** While in this stance, the character has their base movement speed reduced by 10 feet. They gain a +2 deflection bonus to their AC. Any attack that misses them grants them a +2 bonus to hit per miss against the creature who missed them since the start of the character's last turn.

#### **Looming Threat (Combat)**

The venom need only be a threat for the foe to die

**Prerequisites:** Dexterity 15, Improved Unarmed Strike, Scorpion Style, Southern Scorpion Stance

**Benefit:** When in scorpion stance, any creature that misses you provokes an attack of opportunity once per round.

#### **Southern Scorpion Strike (Combat)**

The Tail Strikes Only After an Opening Presents Itself

**Prerequisites:** Dexterity 15, Improved Unarmed Strike, Scorpion Style, Southern Scorpion Stance

**Benefit:** You may make a single attack with an unarmed strike while using Southern Scorpion Stance to deliver a special kind of blow. This attack is made at a -5 penalty. If you successfully hit with this attack, confirm it as if you were confirming a critical hit (using all the modifiers that would apply). You deal two times your normal unarmed damage, regardless if you confirm. If you confirm, the target takes a penalty to all saves against poison and death effects equal to  $\frac{1}{2}$  your Dexterity modifier (min 1) for 1 hour. If this attacks is a critical hit the multiplier of the attack is increased by 1.

### **Tiger Style**

**Tiger Style** – As one of the three Imperial Clans, the Tiger Clan is the sole source of origin of this self stylized martial art. In its teachings it focuses on the production of powerful frontal attacks backed by strength in close quarters combat. In a time before the written word was penned, the founding of this style is said to have always been in the blood of those of the Hanxia Plains. It is one of the oldest and most widespread of all the martial arts to be taught. Like most folklore, the style has changed from village to school over the centuries, but was eventually consolidated into a set of techniques by



Grandmaster Wang during the second century. Its current form has been passed from master to student since his death and is viewed as the purest form of technique.

### **Tiger Style (Combat, Style)**

Your unarmed fighting style emulates the strength and ferocity of a tiger.

**Prerequisites:** Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

**Benefit:** While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers. You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

**Normal:** Unarmed strikes deal bludgeoning damage.

### **Tiger Claws (Combat)**

You can sacrifice multiple attacks to make a single devastating strike.

**Prerequisites:** Improved Unarmed Strike, Tiger Style, base attack bonus +6 or monk level 5th.

**Benefit:** While you are using the Tiger Style feat and have both hands free, you can use a full-round action to make a single unarmed strike with both hands. Use your highest base attack bonus, rolling unarmed strike damage for each hand separately and multiplying both if you score a critical hit. If you use Power Attack in conjunction with this attack, increase your Strength bonus on one of the damage rolls by an additional one-half your Strength bonus. If you hit, you can attempt a bull rush maneuver with a +2 bonus on the combat maneuver check. This bull rush attempt provokes no attack of opportunity from your opponent, but you cannot move with that opponent if your bull rush is successful.

### **Tiger Pounce (Combat)**

Your unarmed strikes are as precise as they are powerful, but they leave you open and you can pursue foes with blinding speed.

**Prerequisites:** Improved Unarmed Strike, Power Attack, Tiger Claws, Tiger Style, base attack bonus +9 or monk level 8th.

**Benefit:** While using the Tiger Style feat, you can apply the penalty from Power Attack to your AC instead of attack rolls. Additionally, once per round as a swift action, you can move up to half your speed closer to a target you hit with an unarmed strike or made a successful combat maneuver against on this turn or your last turn.

### **Panther Style (Sister-school)**

Panther style is a derivative of Tiger Style that is commonly used by those that are assigned as street guards or watchmen who take positions just outside a shopkeeper's door hoping to stop would be thieves. It has been adopted by some who are shinobi that lay in wait for their prey. Whatever the case, panther style takes advantage of those who walk through the practitioner's space, taking advantage of their folly.

Originally developed by a Tiger Master who wished to teach his cocky students a lesson, it swiftly gained a following for the underclassman that were picked on. A classic folklore speaks of a brother and sister who would hide from one another. They would wait for the other one to walk by and surprise them. It has since become a favorite for those that wish to learn to abide their time.

### **Panther Style (Combat, Style)**

You can strike back at enemies who attack you when you move.

**Prerequisites:** Wis 13, Combat Reflexes, Improved Unarmed Strike.

**Benefit:** While using this style, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to make a retaliatory unarmed strike attack against that opponent. Your attack is resolved after the triggering attack of opportunity.

### **Panther Claw (Combat)**

You unleash a rapid series of blows on foes that attempt to attack you when you move.

**Prerequisites:** Wis 15, Combat Reflexes, Improved Unarmed Strike, Panther Style.

**Benefit:** While using Panther Style, you can spend a free action, instead of spending a swift action, to make a retaliatory unarmed strike. You can make a number of retaliatory unarmed strikes on your turn equal to your Wisdom modifier.

### **Panther Parry (Combat)**

Your vicious strikes impair your foe's ability to attack you when you move.

**Prerequisites:** Wis 15, Combat Reflexes, Improved Unarmed Strike, Panther Claw, Panther Style.

**Benefit:** While using Panther Style, your retaliatory unarmed strikes are resolved before the triggering attacks. If your retaliatory unarmed strike deals damage to an opponent, that opponent takes a -2 penalty on attack and damage rolls with the triggering attack of opportunity.



### Leopard Style (Tiger/Panther Sub-school)

Leopard style is a sub-school that takes techniques from both the tiger and panther style of martial arts. It is a style that teaches patience and conditions the body for long durations of combat. Taking advantage to disorientate or even blind an attacker, the advanced strikes focus on wearing the opponent down and delivering pain inducing strikes.

#### Leopard Style (Combat, Style)

You mimic the prowling and fierceness of a leopard.

**Prerequisites:** Improved Unarmed Strike, Tiger Style or Panther Style, base attack bonus +3 or monk level 3rd.

**Benefit:** When using this style, you gain a +2 to Fortitude checks and a +2 to dirty trick combat maneuvers involving attempts to blind your opponent. You can also deal slashing damage with your unarmed strikes.

**Normal:** Unarmed strikes deal bludgeoning damage.

#### Leopard Strike (Combat)

You aim for pressure points on and around the head when attacking your opponent.

**Prerequisites:** Improved Unarmed Strike, Leopard Style, Tiger Style or Panther Style, base attack bonus +6.

**Benefit:** While using leopard style, whenever you strike an opponent you deal 1 point of Strength or Dexterity damage, decided by you before damage is rolled. Unlike normal ability damage, this damage can be negated on a successful Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). Otherwise it can be healed on a DC 15 Heal check. Each successful check heals 1 point of damage caused by this feat.

#### Leopard Rend (Combat)

You aim for pressure points on and around the head when attacking your opponent.

**Prerequisites:** Improved Unarmed Strike, Leopard Style, Leopard Strike, Tiger Style or Panther Style, base attack bonus +10.

**Benefit:** while using leopard style, whenever you make two successful unarmed strikes against the same target in 1 round, you latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by unarmed strike attack.

### Manticore Style

**Manticore Style** – A style of combat first employed by shinobi of the Tong family, members of the Serpent Clan. During the struggle to control the city of Aechi, the Tongs worked from the shadows using simple weapons. Such as the siangham, sai, shuriken, darts and even daggers to combat the rival clans. When the Tong, Iga,

and Koga banned together to form the Triad Resolution, the knowledge of Manticore Style was passed to each member of the three families. Since then the style has evolved and developed a following only practiced by the Clan and other shinobi they find worthy.

#### Manticore Style (Combat, Style)

You fight in the style that mimics the tail of the manticore with sharp ranged projectiles.

**Prerequisites:** Dex 13, Improved Unarmed Strike, Throw Anything, Acrobatics 3 ranks, base attack bonus +4 or ninja or monk level 3rd.

**Benefit:** You are considered proficient with manticore weapons group (darts, daggers, sai, shuriken, and siangham). You can draw these weapons as a free action. You do not take penalties on attack rolls when making melee attacks with these weapons as an improvised weapon, or when making melee and ranged attacks with ammunition as an improvised weapon (such as arrows). Those that are not considered ranged weapons, have a range increment of 15 feet.

**Normal:** Drawing a weapon is a move action, or a free action taken as part of a move action for creatures with a base attack bonus of +1 or higher.

#### Manticore Sting (Combat)

You use your thrown weapons to hit acupuncture points to sicken your enemy.

**Prerequisites:** Dex 13, Improved Unarmed Strike, Manticore Style, Throw Anything, Acrobatics 5 ranks, base attack bonus +6 or ninja or monk level 5th.

**Benefit:** While using manticore style, when you perform a full attack action with one or more thrown manticore weapons. For each weapon that does at least a point of damage to a creature, it must succeed on a Reflex saving throw with a DC equal to the attack roll or find that the weapon has become embedded in its body. A creature with one or more of these weapons embedded in its body is sickened until each weapon is removed. Manticore weapons can be removed with a DC 10 Heal skill check performed as a move action. Alternately, a creature may remove any number of the embedded weapons by performing the Heal skill check as a full-round action.

#### Manticore Tail (Combat)

You send a volley of thrown projectiles upon your targets.

**Prerequisites:** Dex 13, Improved Unarmed Strike, Manticore Style, Throw Anything, Acrobatics 5 ranks, base attack bonus +6 or ninja or monk level 5th.

**Benefit:** While using manticore style and making a full attack, you can make one additional attack at your



highest attack bonus but take a -2 penalty on all of your attack rolls for the round. All attacks made during this full attack action must use either unarmed strikes, manticore weapons or ammunition used as an improvised weapon (such as arrows).

### **Manticore Charge (Combat)**

You bounce around in a blur of strikes and projectiles.

**Prerequisites:** Dex 13, Improved Unarmed Strike, Manticore Tail, Manticore Style, Throw Anything, Acrobatics 8 ranks, base attack bonus +9 or ninja or monk level 7th.

**Benefit:** While using manticore style, you can take a full-round action to move up to your speed and make a full attack. Your attacks can be a combination of ranged or melee. These attacks can be made at any point during your movement, but must be made with unarmed strikes, or manticore weapons.

## **Mirror Style**

**Mirror Style** – Throughout the San Empire, those of Mnemonics Sects and of the Dan Tien Order train students that wish to dedicate themselves to achieving mastery of the lessons of water. They look to flow with the motions of others and reflect or mimic those actions back upon agitators. A passive aggressive style of martial arts of the Water Sessions is taught by the teachers to those who hail from all walks of life. While they may never master the grand arts like a Mnemonic or Dan Tien, they achieve a small semblance of it through Mirror Style.

### **Mirror Style**

This combat style trains you to mimic your foes' maneuvers, studying their movements to learn their tricks and abilities.

### **Mirror Style (Combat, Style)**

You forsake useless practice of repetitive motions and instead learn how to seamlessly mimic the abilities of those around you.

**Prerequisites:** Alertness, base attack bonus +1 or 1st-level mnemonic.

**Benefit:** When you assume this style, you must select a single character within 30 feet you can see. If you do, you gain all proficiencies possessed by the target. You also gain a +2 dodge bonus to AC versus that character and a +1 bonus on attack rolls made against that target. However, you suffer a -1 penalty to AC against other targets.

### **Mirror Stance (Combat)**

You can mimic the combat artistry of another character.

**Prerequisite:** Mirror Style.

**Benefit:** When you use Mirror Style, you may designate an additional target, and also gain the benefits of the mirror style against that character. Additionally, if any of your targets uses another style feat, you may benefit from that style feat, as well as any feats they possess that use that style feat as a prerequisite.

### **Mirror of Martial Perfection (Combat)**

You can see your foes' movements and learn to use their abilities for a short time.

**Prerequisites:** Mirror Stance, Mirror Style, base attack bonus +8.

**Benefit:** You may select an additional target when you use Mirror Style (to a total of 3 targets at any one time).

Additionally, if your target has any of the following feats, you may gain the benefits of one of those feats. The feats you can gain in this way are: Cleave, Dodge, Gorgon's Fist, Great Cleave, Greater Disarm, Greater Grapple, Greater Trip, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike, Improved Vital Strike, Lightning Stance, Mobility, Spring Attack, Step Up, Vital Strike, Wind Stance, Whirlwind Attack.





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