

LOST PATHS:

VOLTAIC

CHILD OF THUNDER



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Pathfinder
ROLEPLAYING GAME COMPATIBLE

CITY OF
7 SERAPHS

LOST PATHS: VOLTAIC

LOST PATHS: VOLTAIC CHILD OF THUNDER

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INTRODUCTION

Welcome to the Lost Paths series! Here we explore concepts from Dreamscarred Press' martial initiator system. If you aren't familiar with those books, don't worry, enough content to use these new rules has been added in a reference section to help you enjoy this product. To keep exploring the concepts in this product we highly recommend picking them up!

This product also makes use of the *Pathfinder® Roleplaying Game: Pathfinder Unchained™* optional rules which while summarized, may be of use.

NEW CLASS:

VOLTAIC

"I am the storm, lightning is my blade, and thunder echoes in my steps."

Starting Wealth: 3d6 x 10 gp (Average 105 gp).

Role: A voltaic is a martial genius, able to adapt their combat style or even create an entirely new style of fighting with a single flash of inspiration. A voltaic is at their best in the thick of combat, the calm eye in a hurricane of steel and lightning.

Alignment: A voltaic can be of any alignment.

Hit die: d10

Class Skills: The voltaic's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Weapon and Armor Proficiency: A voltaic is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Martial Flexibility: A voltaic can take a move action to gain the benefit of a combat feat they don't possess. This effect lasts for 1 minute. The voltaic must meet all the feat's prerequisites. They may use this ability a number of

times per day equal to 3+1/2 their voltaic level (minimum 1).

The voltaic can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning



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TABLE 1-1: THE VOLTAIC

Class Level	BAB	Fort Save	Reflex Save	Will Save	Special	Maneuvers Readied
1	+1	+2	+2	+0	Martial flexibility, spark of inspiration	3
2	+2	+3	+3	+0	Learn stance	3
3	+3	+3	+3	+1	High voltage (1d4)	3
4	+4	+4	+4	+1	Path of the Storm	4
5	+5	+4	+4	+1	Learn stance	4
6	+6/+1	+5	+5	+2	Martial flexibility (swift action)	5
7	+7/+2	+5	+5	+2	High voltage (1d6)	5
8	+8/+3	+6	+6	+2	Path of the Storm	6
9	+9/+4	+6	+6	+3	Learn stance	6
10	+10/+5	+7	+7	+3	Martial flexibility (free action)	7
11	+11/+6/+1	+7	+7	+3	High voltage (1d8)	7
12	+12/+7/+2	+8	+8	+4	Path of the Storm, martial flexibility (imm. action)	8
13	+13/+8/+3	+8	+8	+4	Learn stance	8
14	+14/+9/+4	+9	+9	+4	Static shield (AC)	9
15	+15/+10/+5	+9	+9	+5	High voltage (1d10)	9
16	+16/+11/+6/+1	+10	+10	+5	Path of the Storm	10
17	+17/+12/+7/+2	+10	+10	+5	Learn stance	10
18	+18/+13/+8/+3	+11	+11	+6	Static shield (saves)	11
19	+19/+14/+9/+4	+11	+11	+6	High voltage (1d12)	11
20	+20/+15/+10/+5	+12	+12	+6	Path of the Storm, martial flexibility (any number)	12

Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a voltaic can use this ability to gain the benefit of two combat feats at the same time. They may select one feat as a swift action or two feats as a move action. They may use one of these feats to meet a prerequisite of the second feat; doing so means that they cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward their daily uses of this ability.

At 10th level, a voltaic can use this ability to gain the benefit of three combat feats at the same time. They may select one feat as a free action, two feats as a swift action, or three feats as a move action. They may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward their daily uses of this ability.

At 12th level, a voltaic can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward their daily uses of this ability.

At 20th level, a voltaic can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward their daily uses of this ability.

Spark of Inspiration: A voltaic gains Spark of Inspiration as a bonus feat at 1st level. A character cannot take levels in the voltaic class if they do not meet the prerequisites for Spark of Inspiration.

Learn Stance: At 2nd level, a voltaic gains Learn Stance as a bonus feat. They gains Learn Stance again as an additional bonus feat at 5th, 9th, 13th, and 17th level, choosing a new stance each time. Whenever the voltaic gains Learn Stance as a bonus feat, they may immediately retrain any earlier instances of the feat to gain access to a new stance they qualifies for. A voltaic cannot retrain a stance that was

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used as a prerequisite for another feat, maneuver, prestige class, or other ability.

High Voltage (Su): Starting at 3rd level, the voltaic's entire being begins to crackle with electric energy as their body and mind respond to the call of combat. The voltaic's natural attacks, unarmed strikes, and any manufactured weapon they wield deals an additional 1d4 points of electricity damage; this stacks with electricity damage gained from other sources, such as the *shock* weapon property. In addition, whenever the voltaic makes an Intelligence check to spark a new boost, counter, or maneuver, they add this die to their check. At 7th level and every 4 levels thereafter, the size of this die increases by one step (1d6, 1d8, etc.) as shown on the voltaic class table above. As a free action usable once a round, a voltaic may suppress or reactive the bonus damage from high voltage.

Path of the Storm: At 4th level, the voltaic must commit to one of the of the following Paths:

- **Path of Echoing Thunder:** At 4th level whenever the voltaic's martial flexibility feature's duration ends, the voltaic may select one feat to retain as a bonus feat until the next time they activate that class feature. At 8th level and again at 16th level the voltaic gains Extra Stamina as a bonus feat. At 12th level and again at 20th the voltaic may retain an additional feat to retain as a bonus feat between each use of martial flexibility.
- **Path of Focused Strikes:** At 4th level may select a weapon and gain Weapon Focus as a bonus feat. Whenever the voltaic's martial flexibility feature's activated, the voltaic may select one additional feat each time they activate that class feature, but lose all temporary feats during any round they make an attack with anything other than their focus weapon. At 8th level the voltaic gains Improved Critical with their focus weapon. At 12th level the voltaic gains an additional feat during each use of martial flexibility. At 16th level, you gain Critical Focus as a bonus feat. At 20th level as a free action you may manifest your focus weapon from pure lightning dealing damage as a weapon with a +5 enhancement bonus but with all damage dealt as electricity.
- **Path of the Rolling Thunderhead:** At 4th level and every 4 levels thereafter, a voltaic gains a bonus combat feat in addition to those gained from normal advancement. The voltaic must meet the prerequisites of the selected bonus combat feat. Upon reaching 8th level and every 4 levels thereafter, a voltaic can choose to learn a new bonus combat feat in place of a bonus combat feat they have already learned.

In effect, the voltaic loses the bonus combat feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A voltaic can only change one feat at any given level, and must choose whether or not to swap the feat at the time they gain a new bonus combat feat for the level.

- **Path of the Storm's Flurry:** At 4th level whenever the voltaic's martial flexibility feature is active, the voltaic increases the size of their High Voltage by one size. Additionally, when taking a full-attack action with a single weapon, the voltaic may take an additional attack to make a ranged touch attack against an enemy within 30 feet. If successful they deal their High Voltage damage to that target. This ranged touch attack does not provoke attacks of opportunity. Any round they choose to take this storm's flurry attack, all attacks are made at a -2 penalty. At 8th level the voltaic's range for the ranged touch attack increases to 60 feet. At 12th level and again at 20th the voltaic may make an additional ranged touch attack (with a -5 and -10 penalty respectively) during full-attack actions made with this ability. At 16th level, the High Voltage die increases by two sizes during use of the martial flexibility class feature.

Static Shield (Su): From 14th level on, the first time each round that a voltaic deals electricity damage to an opponent with their high voltage ability, they add the number rolled on their high voltage die as a deflection bonus to their AC for 1 round. At 18th level, they also add this value as an insight bonus to their saving throws for the same duration. Electricity damage that is reduced to 0, such as by resistance or immunity to electricity damage, does not trigger this effect.

VOLTAIC FAVORED CLASS BONUSES

- **Ceptu:** Add +½ points of electricity damage to your tentacle sting attack.
- **Elf:** Add +½ points of sonic damage to all attacks made with a bow.
- **Gnome:** Gain a +1-foot bonus to movement speed when charging or running.
- **Human:** Gain a +¼ bonus on spark checks.
- **Oread:** Increase your resistance to electricity by +½.
- **Sylph:** Increase the bonus from your high voltage ability by +¼ (maximum +3).
- **Wolger:** Add +½ points of electricity damage to your racial bite and claw attacks.

VOLTAICS OF HYRAEATAN

Not surprisingly, the Thunderchildren have trained and maintain the largest number of voltaic warriors. The traditions and skills with the Parity's voltaics are traced back the elemental cabal of the Sons of Thunder who claim their creative potentials were awakened by wishes granted by ancient Djinni Lords. While this may be an exaggeration, the mysticism and diversity of these practitioners commands great respect and prestige in the Tower of Stone. Even the ranks of the Five Fists counts one voltaic among them in the form of Amnan Sovo. Notable voltaics in the city include:

- **Amnon Sovo (Thunderchildren CN non-binary oread voltaic 20/champion 1):** Amnon is considered one of the most prominent representatives of the clash of thunder and stone. Their elemental heritages have mingled between the lines of True Air and True Earth for generation. While physically favoring earthen manifestation it is said that Sovo's abilities as a voltaic are the forcible manifestation of a mind overcharged with the Storms of the Trine of Air. The House of Heights has approached Amnon about pursuing an energetic path of ascension as a Pyre Eternal.
- **Birvas Logian (Steamwalker LN male sylph voltaic 18):** The self-styled peacemaker Birvas found himself so ostracized by his Thunderchildren allies for trying to help both Parities resolve long-standing tensions that he was forced to accept the Steamwalkers' protection. Thunderchildren extremists drove him further when an action against the Steamwalkers killed peaceful protesters including Birvas' close friend. Absolutely determined to break Thunderchildren dominance of the voltaic paths, Birvas will teach any Steamwalker how shows interest and aptitude.
- **Genivvia (Thunderchildren LN female elf voltaic 8):** A recruiter for the Parity, Genivvia specializes in two things other than her curveblade: working the Tailings neighborhood of the Irons District and finding others with the mental traits needed to become voltaics. Reckless but calculating, she is well known for "dismissing" theirself from the Kiredge School of Martial Mastery because it "slowed her down." Her favorite recruiting technique seems to be finding or instigating teahouse brawls and neighborhood rows and introducing herself to survivors.
- **Hislan of the Steel Coils (Thunderchildren CN female lamia commoner voltaic 13):** Hislan was a refugee from the Violet Kingdom in the Kingdom of Five Emperors who's home village was destroyed in an oni raid. She came to the City as an orphan child and with the patronage of the Parity attended the Emerald Rise. Her squad swept the Academy Games during her final year at the school and she is currently serving as an adjunct instructor in the hopes of helping them reclaim the title.
- **Lirsan Antoleth (Thunderchildren CG male aasimar voltaic 10):** Separated during a magical mishap from his Prime Material adventuring companions, Lirsan found his way to Hyraeatan as he sought a way home. Upon arrival, he discovered that his noble house were in fact descended survivors from the Steamwalker infiltrators to the Bookbinders the Antolethes. Moreover both Parities have come to recognize that Lirsan may be the key to Sovereignty bloodlocks placed on lore caches beneath the Archives. Perhaps unsurprisingly, Lirsan is finding it hard to leave the City with operatives from each side attempting to abduct, manipulate, or otherwise compel him into joining an expedition into the Labyrinth.
- **Rivenanevir (Thunderchildren CN male mirrorkin voltaic 12):** Rivenanevir (or "Riven" to friends) is part of a taskforce to investigate the Steamwalker projects exploiting the "Essential Balance" in the Dark Shogunate and the Quiet Lands. Concerned with threat Foreseen informants have identified, the mirrorkin has taken to using his own mimicry and recruited teams of mercenaries to gather reconnaissance in both locations. Currently he seeks to make contact with resistance leadership in Gishulien.
- **Vensiel (Descendant of Dream CG agender rhyzala voltaic 13):** Blooming in the center of a Descendant of Dream's public kiva, the rhyzala spoke twin messages of the City's need to blend art with battle if it was to survive the coming conflicts ahead of it. To this end they have begun teaching voltaics without regard to Parity affiliation earning even more enmity that Birvas has. Some have even gone so far as to attempt to convince other rhyzala that Vensiel is a blighted. While most of their kin do not suffer this delusion long after meeting them, Vensiel has survived a large number of unprovoked attack from those convinced both of the danger and skill they possess.
- **Xevnonvex (Temple of Coin CN genderfluid mirrorkin voltaic 12):** This Temple of Coin spy is a specialist in long cons and infiltration via impersonation. Possessed of a strangely aggressive and hostile unar bond, the shapeshifter uses their combined abilities to replace warriors throughout the Parities and gather vital intelligence to offer up (at a tidy profit) to their mistress Lenia the Inkstained. The phistophilus doesn't know that Xevnonvex also supplies lesser information to a few of the Archives gangs allowing them to vital resources to support the unwanted children of the City.

SPARK OF BATTLE

VARIANT MARTIAL INITIATION: SPARKING

What is Sparking? - Sparking is a unique subsystem for characters to access martial disciplines and techniques in a new and exciting way. Rather than learning martial maneuvers when they level up, characters who learn maneuvers through sparking trigger their maneuvers in the heat of battle, coming up with new techniques via flashes of stress-induced inspiration. When a character learns a maneuver through sparking, they treat their base attack bonus as their initiator level, though they must meet all other requirements of the maneuver (for example, a character cannot spark into a 5th level maneuver that requires knowledge of at least 3 other maneuvers from that discipline unless they have sparked the requisite maneuvers). A character with levels in a martial initiator class can never spark, and a character who has sparked cannot later take levels in a martial initiator class, nor can they have or take the Martial Training feats. It should be noted that this system is primarily for GMs and groups who feel that there is an inherent issue in the game between spellcasting characters and non-spellcasting characters, which the system attempts to address. If you feel like the fighter is already the meanest guy on the field, or that there is no disparity

between casters and non-casters, this system may not be for you as it is, essentially, a strict upgrade for non-casters while providing diminishing returns for characters based on the amount of spellcasting they have available.

How Do I Spark?

Whenever a character rolls a natural 20 on their attack roll, they may choose to replace the critical confirmation roll with an Intelligence check (DC 10 + level of maneuver to be learned). If this check is successful, they may learn a single martial strike or boost they qualify for from any discipline that counts the weapon they scored the critical threat with as a discipline weapon. The attack is completed with the normal results of the attack replaced by the learned strike, or with the attack modified by the boost (when a technique first sparks, it does not cost stamina for that attack). The maneuver is then entered into their suite of maneuvers as a readied maneuver. A character can also spark in response to an enemy's attack. Whenever an enemy rolls a natural 1 on an attack roll, the targeted character may attempt to spark in response, learning a counter instead of a strike or boost. When a character successfully sparks in this manner, the enemy's attack is treated as a hit, the counter is automatically activated in response, and the counter is added to the character's suite of readied maneuvers. The final way a character may learn to spark is when performing a skill check; when a character rolls a natural 20 on a skill check during combat, they can attempt to spark and learn a boost from a discipline whose associated skill matches that of the check (the character seeking to spark must have entered initiative against a hostile creature whose CR is at least equal to their class level to spark in this manner). It is highly recommended that players select several maneuvers that they would be interested in sparking ahead of time, as attempting to pick out a new maneuver in the middle of a fight has potential to slow the game down significantly.

SPARKING OPTIONS

You can choose to introduce sparking into your campaign in a number of ways; you can simply add sparking as a subsystem available to any character (in which case Intelligence is the default primary initiation modifier for all characters), or you can require them to unlock the ability to spark by taking the Spark of Inspiration feat. If you use the Stamina and Combat Tricks option from Pathfinder Unchained, you can allow any character who has taken the Combat Stamina feat to spark, though in this case they do not gain a separate stamina pool for combat tricks and spark maneuvers, but instead use a single pool for all abilities.

A character may only spark a number of times per level equal to 1 + their Intelligence modifier. Temporary increases to Intelligence, such as a *fox's cunning* spell, do not increase the number of times a character can spark. Characters who learn to spark have a suite of possible maneuvers readied equal to 2 + 1/2 their base attack bonus (minimum 1). If a character has all of their possible maneuvers readied, they cannot spark until they have at least one available slot open in their suite. A character may only know a total number of maneuvers equal to their base attack bonus plus their primary initiation modifier. If a newly sparked maneuver would put them above this limit, they must choose an existing maneuver for it to replace. The replaced maneuver can be a readied maneuver in their suite, or one of their unreadied maneuvers. A character may choose which of their learned maneuvers to add or remove from their suite whenever they have at least 15 minutes of uninterrupted rest.

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Sparking requires a great expenditure of mental resources, and competes with the same mental faculties used for casting or preparing spells. Because of this, spellcasting and psionic manifesting characters suffer a penalty on all Intelligence checks made to spark equal to the highest level spell, power, or spell-like ability they are capable of casting, and their total suite of readied maneuvers is reduced by the same amount. Characters with spell-like abilities granted by their race, such as a tiefling's racial *darkness*, do not count these against their ability to spark. Characters who use akashic magic, such as the vizier, are treated as a spellcaster and use the total number of binds they have unlocked in place of the highest level of spell when determining their ability to spark and the size of their suite.

Once a character has learned a maneuver and added it to their suite, they do not expend them or use normal recovery methods like a martial initiator class. Instead, a character who learns their maneuvers through sparking gains a stamina pool equal to their level + their Constitution modifier. Whenever they activate a maneuver, they expend a number of points from their pool equal to the level of the activated maneuver. If the character does not have at least as many stamina points in their pool as the maneuver's level, they cannot activate it. Characters whose stamina pools have been reduced to 0 are fatigued until they have at least 1 point of stamina available in their pool. A character may replenish a number of points in their stamina pool equal to their Constitution modifier by taking a total defense action. Their stamina pool is automatically fully replenished whenever they have at least 15 minutes of uninterrupted rest.

Sparking characters who know at least one maneuver count as martial initiators equal to their BAB for purposes of selecting feats.

SPARK FEATS

Greater Inspiration [Combat]

Sparking comes as naturally to you as breathing, and your mind is ever ready to craft a new technique.

Prerequisite: Base attack bonus +11, Spark of Inspiration, no levels in a martial initiator class.

Benefit: You gain the ability to spark in combat whenever you roll a 19 or 20 on an attack roll. In addition, weapons wielded by you whose critical threat range is normally only a natural 20 now crit on a 19-20. This does not stack with other effects that increase a weapon's critical threat range, such as the *keen* weapon property.

Learn Stance [Combat]

The stress of combat allows you to unlock your full po-

tential, learning powerful combat techniques that draw on your inner strength

Prerequisite: Spark of Inspiration, no levels in a martial initiator class.

Benefit: You may learn a single stance you qualify for from a martial discipline (using your base attack bonus in place of your martial initiator level as described in the sparking rules).

Special: This feat may be taken an additional time when a character reaches base attack bonus +5, +9, +13 and +17.

Spark of Inspiration [Combat]

The stress of combat allows you to unlock your full potential, learning powerful combat techniques that draw on your inner strength.

Prerequisite: Base attack bonus +1, no levels in a martial initiator class or martial maneuvers from another source.

Benefit: You gain the ability to spark in combat and a stamina pool (described above), learning a suite of powerful techniques from your combat experience in response to scoring a critical hit or being the target of an enemy's critically failed attack. Characters who gain the ability to initiate maneuvers via this feat use

VARIANT SPARKING

It's possible that you may have one of those tables where one player consistently seems to roll high, and another player never seems to be able to roll above a 10. In that instance, it may seem like this system favors player A over player B, even though they technically have the exact same odds of sparking. If this is the case for your group, you can utilize an alternative method of leveling based on experience. When a character reaches the 25%, 50%, and 75% experience markers between their current level and their next level, you can choose to allow them a chance to spark, or even simply assume that they do. For example, a 1st level character on the fast experience chart would level up at 1300 xp, so at 325, 650, and 975 xp you could allow them an opportunity to spark, or simply allow them to gain a maneuver as though they had. This removes the random element from spark progression and may provide more consistent and predictable results at your table.

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Intelligence as their primary initiating modifier. In addition, you learn the Inspiration stance from the Spark of Battle discipline.

Special: Characters who take this feat can never take levels in a martial initiator class, the Martial Training feats, or any other option that would grant them maneuvers from another source.

SPARKETYPES

Presented in this section are several archetypes for existing classes designed to utilize the sparking system. Each of these archetypes is individually balanced, and can be used as part of a campaign world where sparking is a common ability amongst martial characters, or as a stand-alone character in a world where they be one of a select few (or even the only one) capable of sparking in battle.

FIGHTER ARCHETYPE- UNLIMITED WARRIOR

When things are at their worst, the unlimited warrior is at his best. The unlimited warrior relies on the stress of combat and mortal danger to force himself to new heights of skill and power, reveling in the looks of shock and dismay on their opponents' faces when they master a new technique just in time to deliver the final blow.

Proficiencies- The unlimited warrior does not gain proficiency in heavy armor or tower shields. This alters the fighter's normal proficiencies.

Canny Combatant (Ex)- An unlimited warrior gains 4 skill points + a number of skill points equal to his Intelligence modifier at each level, instead of the normal 2 skill points + Intelligence modifier at each level. Furthermore, Acrobatics (Dex), Escape Artist (Dex), Knowledge (martial) (Int), Perception (Wis), and Sleight of Hand (Dex) are all class skills for the unlimited warrior.

Inspired – The unlimited warrior gains Spark of Inspiration as a bonus feat. This replaces the bonus feat normally gained at 1st level.

Push the Limits (Ex) - Starting at 10th level, whenever the unlimited warrior would be reduced to 0 or fewer hit points by a single attack or effect, he may choose to instead sacrifice stamina points in their place, reducing the damage dealt by 5 points per point of stamina sacrificed in this manner. This ability replaces the bonus feat normally gained at 10th level.

Perfect Warrior (Ex)– At 20th level, the unlimited warrior is no longer limited in the number of times he can spark, able to spark freely whenever he meets the appropriate

conditions (though he may still only know a number of maneuvers equal to his base attack bonus plus his Intelligence modifier). In addition, whenever the unlimited warrior successfully sparks a strike maneuver, he may choose to attempt a single combat maneuver as part of the attack, rolling a new CMD check against the opponent's CMD. This replaces weapon mastery.

ROGUE ARCHETYPE- DEATHSEEKER

Some men and women are born killers, a spark of violence simmering in their heart just waiting for the opportunity to burst into flames of darkness. These seekers of death, whether their own or everyone else's, are amongst the most lethal mortals in existence, capable of dealing death with every attack.

Proficiencies- The deathseeker is proficient with all simple weapons and a single exotic or martial weapon of her choice. This alters the rogue's normal weapon proficiencies.

Death's Key – The deathseeker gains Spark of Inspiration as a bonus feat. In addition, the deathseeker may use her class level in place of her base attack bonus when determining the total number of maneuvers she may have readied in her suite and the total number of maneuvers she can know. This replaces trapfinding.

Target Weakness (Ex) - Starting at 4th level, whenever the deathseeker would deal sneak attack damage with an attack, she can choose to lower the sneak attack damage die to d4s and grant her wielded weapon the *ghost touch* property.

At 8th level, the deathseeker may choose to increase the damage die of her sneak attack to d10s, but all damage dealt by this attack gains the mind-affecting descriptor. At 12th level, she may choose to deal 2 damage per sneak attack die she would normally gain and treat all damage dealt by the attack as force damage.

At 16th level, the deathseeker may choose to reduce the sneak attack damage she would normally deal by 3 dice in exchange for causing the struck target to take 1d4 negative levels (Fortitude save DC 10 + ½ class level + Intelligence modifier negates).

This ability replaces the rogue talents normally gained at 4th, 8th, 12th, and 16th level.

UNCHAINED MONK ARCHETYPE- VOLT DANGER

Riders of the storm. Embodiments of the hurricane. Masters of devastation. Volt dancers combine a monk's drive towards physical and spiritual perfection with the wild fury of a tropical storm, becoming something new, unique, and terrible to behold.

LOST PATHS: VOLTAIC

Alignment- Volt dancers are always of chaotic alignment. This alters the monk's normal alignment restrictions.

Voltseeker – The volt dancer gains Spark of Inspiration as a bonus feat. This replaces the bonus feat normally gained at 1st level.

Storm Strike (Su) - A volt dancer of at least 3rd level gains the ability to partially transform themselves into the elements they embody. As long as the volt dancer has at least 1 ki point in his pool, he may spend a swift action to have his unarmed strike deal cold, electricity, or sonic damage for 1 round instead of its usual damage type (typically bludgeoning). This replaces the monk's ability to have his ki strike overcome magic, cold iron, silver, or lawful damage reduction.

Stormrider (Su) - Starting at 10th level, a volt dancer gains a fly speed equal to his fast movement bonus, with average maneuverability. At 12th level this maneuverability improves to good, and at 15th level it improves to perfect. This ability replaces the ki power normally gained at 10th level.

NEW DISCIPLINE: SPARK OF BATTLE

Spark of Battle

The spark of battle arises naturally in warriors of all stripes, the stress of battle pushing them to new heights of combat prowess. Warriors rarely learn techniques from this discipline through training, instead relying on their skill to lead them towards unlocking powerful maneuvers when the heat of combat is fiercest. The Spark of Battle discipline includes both extraordinary and supernatural combat options. The Spark of Battle's associated skill is Acrobatics, and its associated weapon groups are heavy blades, light blades, and close weapons.

1ST LEVEL

Backfist (Ex): You sacrifice accuracy for speed and ferocity, following up your attack with a fierce punch.

Bladestrike (Ex): You deflect an opponent's weapon, damaging it in the process.

Electric Slide (Ex): You move through your opponent's space, tripping them in the process.

Eye of the Storm(Ex): You can spark more easily in combat.

Flashcut (Ex): The speed of your attack dazzles your opponent.

Sparking Blow (Su): Your rapid strike creates a shower of electric sparks, dealing minor electrical damage to a foe and increasing your accuracy against armored opponents.

2ND LEVEL

Air Step (Ex): You kick off with such force that you're able to briefly step on air like solid ground.

Crush (Ex): You lean into your blow, potentially dazing your enemy.

Doublestrike (Ex): You follow your successful attack with a damaging backswing.

Electric Roll (Ex): Your successful Acrobatics check allows you to hurtle across the battlefield like a bolt of lightning.

Thunder Parry (Ex): You counter a foe's melee attack with such force that they are blown backward.

3RD LEVEL

Forked Lightning (Ex): Your attacks move with such speed that you strike twice before a foe can blink.

Grounding Rod (Ex): Your successful Acrobatics check allows you to absorb and redirect an electrical attack.

Thunder Walk (Ex): You step with such force that adjacent foes must succeed on an Acrobatics check or fall prone.

Volt Dance (Su): You instantly travel to the source of an electrical attack.

4TH LEVEL

Electric Thrust (Su): A powerful thrusting attack creates a burst of electrical energy

Sundered Falcon Swing (Ex): Create shockwaves of air that disrupt aerial opponents.

Spin Kick (Ex): You follow up your weapon attack with a powerful kick.

Incandescent Strike (Su): Your energized blow blinds nearby foes.

5TH LEVEL

Charged Wheel (Su): You make a single attack against each opponent within your melee reach, dealing additional electrical damage.

Lightning Parry Stance (Ex): Once per round you may make an Acrobatics check to deflect a melee or ranged attack.

Ozone Shimmer (Ex): Your rapid movements make it difficult to discern your exact location.

Skyscream (Ex): You leap into the air and descend blade first towards your opponent with such speed that the air itself screams in protest.

6TH LEVEL

Aerial Dash(Ex): You launch yourself through the air at unprecedented speed, unfettered by earthly bonds.

Form of Thunder (Su): Enter a stance that causes your body to vibrate with the power of an unleashed thunderstorm.

Lightning Strikes (Ex): Your weapons strike so rapidly they tear through steel like tissue.

7TH LEVEL

Stance of Storms (Ex): You can airstep for extended periods and travel overland at extreme speeds.

Soaring Falcon Flurry (Ex): Leaping into the air, you unleash a flurry of attacks that send rippling shockwaves



through the air.

Thunder's Fury (Ex): You make three vicious thrust attacks that explode with thunderous force.

8TH LEVEL

Electric Pinwheel (Su): Alternating between weapon attacks and unarmed strikes, you tear into your foe with a cartwheel of electrically charged attacks.

Skyscream Dance (Ex): Your skyscream attack strikes with enough force to launch you into the air for another attack.

Oakrender (Ex): You make a single attack that strikes with the force of a dozen lightning bolts, shattering armor, flesh, and earth alike.

9TH LEVEL

Stigmata of Storm (Ex): Your rapid attacks strike with the speed and ferocity of a lightning storm, piercing your foes limbs and leaving bleeding wounds in their wake.

MANEUVER DESCRIPTIONS

The following maneuvers are presented in alphabetical order.

AERIAL DASH

Discipline: Spark of Battle (Boost)

Level: 6

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 3 rounds

The initiator's steps are made with such force that they can propel themselves through the air. The initiator gains a +30-foot enhancement bonus to their base speed and can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the initiator's modified speed. If their movement ends without reaching solid ground, they immediately fall.

Special: If the initiator has the Spark of Inspiration feat, they may spend a point of stamina as an immediate action whenever this boost would expire to reset its duration as though the initiator had just activated it. As long as they have points remaining in their pool, they may continue to spend a stamina point at the start of each turn when this effect would expire to maintain its effects for an additional 3 rounds.

AIR STEP

Discipline: Spark of Battle (Boost)

Level: 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

The initiator steps downward with extreme force while moving, allowing them to take up to half of their move-

ment walking on air as though walking on solid ground.

This does not allow them to exceed their normal movement speed. If their movement ends without reaching solid ground, they immediately fall.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional point of stamina when activating this ability to increase the amount of their movement that may be taken through the air to their total land speed.

BACK FIST

Discipline: Spark of Battle (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Sacrificing accuracy for speed and ferocity, the initiator follows up their weapon attack with a fierce backhand. Make two attacks, one with a wielded weapon and one with an unarmed strike or natural attack; unarmed strikes made with this maneuver deal lethal damage and do not provoke an attack of opportunity. Both attacks are made at the initiator's full attack bonus -2.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to take a 5 foot step between the attacks granted by this maneuver, even if they have already moved or taken a 5 foot step this round.

BLADESTRIKE

Discipline: Spark of Battle (Counter)

Level: 1

Initiation Action: 1 immediate action

Range: Personal

Target: See text

Duration: Instant

When an enemy's melee attack with a manufactured weapon would successfully strike the initiator, the initiator can make a free sunder attempt that does not provoke attacks of opportunity against the enemy's weapon, using any weapon they are currently wielding (including an unarmed strike or natural attack). If this attack reduces the weapon to the broken condition and the penalties for the weapon being broken would cause the original attack roll to miss, or if the enemy's weapon is destroyed, the triggering attack is treated as a miss.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to ignore an amount of the targeted weapon's hardness equal to their initiator level.

CHARGED WHEEL

Discipline: Spark of Battle (Strike) [electricity]

Level: 5

Initiation Action: 1 standard action

Range: Melee

LOST PATHS: VOLTAIC

Target: Each creature within melee reach

Duration: Instant

The initiator makes one melee attack at their highest base attack bonus against each opponent within reach. They must make a separate attack roll against each opponent. The initiator gains a +2 bonus on the attack roll against opponents who are primarily armored in, or made of, metal. Each opponent hit by this attack takes normal damage plus an additional 5d6 electricity damage.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the bonus to attack against opponents wearing or made of metal by an additional +2.

CRUSHING THUNDER

Discipline: Spark of Battle (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

On a successful attack, the initiator strikes their opponent with concussive force, dealing normal damage and dazing them for 1 round unless they succeed on a Fortitude save (DC 12 + primary initiator modifier). A successful save negates the dazed condition but the target is still damaged as normal.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the DC to resist the daze effect by +2.

DOUBLESTRIKE

Discipline: Spark of Battle (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

The initiator's rapid speed allows him to catch an opponent a second time with the backswing of their weapon. When the initiator successfully strikes an opponent with this maneuver, they may roll the weapon damage dice for the attack a second time and add it to the damage dealt by the attack, treating any roll of 1 on the damage dice as a 2.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to deal double their Strength bonus on the attack instead of their standard Strength bonus.

ELECTRIC PINWHEEL

Discipline: Spark of Battle (Strike) [electricity]

Level: 8

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Hurling at their enemy in a destructive cartwheel, the initiator may make a single melee attack with a manufactured weapon. If successful, they may make an attack with a weapon from the fighter's close weapon group (including an unarmed strike) or natural attack against the opponent at the same bonus -2, and if this attack is successful, they may make another attack against the opponent with their manufactured weapon at an additional -2 penalty. The initiator may continue this sequence of attacks until they miss, or until they've made a total of 8 attacks (4 with a manufactured weapon, 4 with a close weapon or natural attack). Each attack in this sequence deals an additional 1d6 electricity damage, plus an additional 1d6 electricity damage for each previous successful attack in the sequence (for example, an initiator who had struck with two weapon attacks and two unarmed strikes would make his next weapon attack at a -8 penalty and deal an additional 5d6 electricity damage on the attack it successful). Unarmed strikes made as part of this maneuver never provoke attacks of opportunity.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to decrease the penalty for each subsequent attack by 1 and use d8s for the electrical damage instead of d6s.

ELECTRIC ROLL

Discipline: Spark of Battle (Boost)

Level: 2

Initiation Action: 1 move action

Range: Personal

Target: You

Duration: 1 move action

When activating this boost, the initiator may make a DC 15 Acrobatics check to move up to twice their normal speed without provoking attacks of opportunity. The DC for this check increases by +1 for each threatened square they would move through during this movement. If the Acrobatics check fails, their movement ends in the first threatened square of their movement.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional point of stamina when activating this ability to gain a +5 competence bonus on the Acrobatics check.

ELECTRIC SLIDE

Discipline: Spark of Battle (Boost)

Level: 1

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instant

While moving, the initiator may attempt to move directly through an opponent's square, making an Acrobatics check against the opponent's CMD (bonuses the opponent gains to its CMD against being tripped apply against this maneuver). If successful, they move through the opponent's

LOST PATHS: VOLTAIC

space unimpeded and knock the opponent prone. If the initiator fails this check, their movement ends in the last square they occupied before attempting the check and they provoke an attack of opportunity from the creature they attempted to trip.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional point of stamina when activating this ability to add a 10-foot enhancement bonus to their base speed for 1 round.

ELECTRIC THRUST

Discipline: Spark of Battle (Strike) [electricity]

Level: 4

Initiation Action: 1 standard action

Range: Melee + 5 feet

Target: One creature

Duration: Instant

Lunging forward in a vicious thrust, the initiator extends their body to strike from an unexpected distance with surprising force. Temporarily increasing their melee reach by 5 feet, the initiator makes a single powerful attack against an enemy, adding twice their Strength bonus (instead of their standard Strength bonus) and 5d6 electricity damage to the attack.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point to activate this maneuver as a full round action and make the granted attack as part of a charge.

EYE OF THE STORM

Discipline: Spark of Battle (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The initiator enters a near meditative state, becoming hyper-sensitive to the movements of battle while simultaneously unlocking his own hidden potential. While in this stance, the initiator increases their ability to spark, sparking strikes when they roll a 19 or 20 on their attack roll, boosts when they roll a 19 or 20 on a skill check, or counters when an enemy rolls a 1 or 2 on their attack against the initiator.

FLASHCUT

Discipline: Spark of Battle (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Flourishing their weapon with expert skill, the initiator's successful melee attack dazzles the opponent for 2 rounds and the initiator treats the target as flat-footed against the initiator's first attack each round for the duration of the dazzled effect.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this ability to increase the duration of the dazzled effect by 1d4 rounds.

FORKED LIGHTNING

Discipline: Spark of Battle (Strike)

Level: 3

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Using the fast-twitch muscles in their arms, the initiator is able to strike and then make a second attack in the same instant without withdrawing their arm. The initiator makes two attacks, one at their full attack bonus and one with a -2 penalty against an opponent within reach. The initiator may choose to target a foe that is adjacent to the first and also within reach with the second attack instead of targeting a single foe with both attacks; if they do so, the second attack does not take a -2 penalty.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to cause the target(s) of the attacks to be dazzled for 1d4 rounds on a successful hit.

FORM OF THUNDER

Discipline: Spark of Battle (Stance)

Level: 6

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The initiator learns to unlock their body's natural limiters, unleashing a roiling surge of energy that suffuses their entire being. While in this stance, the initiator's body is dangerous to be near, dealing 2d6 electricity and 2d6 sonic damage to any enemy who enters a square adjacent to the initiator. In addition, all melee attacks made by the initiator deal an additional 1d6 electricity damage and 1d6 sonic damage.

GROUNDING ROD

Discipline: Spark of Battle (Counter)

Level: 3

Initiation Action: 1 immediate action

Range: Personal

Target: see text

Duration: Instant

When the initiator would be the target of a spell, power, or ability that deals electricity damage and grants a saving throw, they may make an Acrobatics check in place of the saving throw. If successful, they are not damaged by the effect and may redirect it, either making a free melee attack against an adjacent opponent and adding the electricity damage they would have taken to the damage dealt by the attack, or choosing a new target within 30 feet. If there

LOST PATHS: VOLTAIC

is no valid target for the initiator to attack or redirect the effect to, they cannot activate this counter and must save against the effect as normal. If the initiator chooses a new target for the effect, they are treated in all ways as though they were original target of the spell, making their own saving throw against its effects.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to activate it even if there is no valid target to redirect the ability to, instead thrusting their weapon into the ground and letting the energy disperse. By spending 3 additional points of stamina, they may use this ability to redirect a cold, fire, negative energy, or sonic spell, power, or ability that grants a saving throw.

INCANDESCENT STRIKE

Discipline: Spark of Battle (Strike)

Level: 4

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Charging their attack with the raw power of a lightning bolt, the initiator can strike their opponent while unleashing a blinding bolt of electricity. In addition to its normal damage, the initiator's successful melee attack deals an extra 3d6 electricity damage and blinds the opponent for 1d4+1 rounds unless the succeed on a Fortitude save (DC 14 + initiation modifier). A successful save negates the blinding effect but not the electric damage.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the electricity damage dealt by 2d6 and increase the duration of the blinding effect by an additional 1d4 rounds.

LIGHTNING PARRY STANCE

Discipline: Spark of Battle (Stance)

Level: 5

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The initiator's skill allows them to instinctively sense and react to incoming attacks. While in this stance, the initiator can attempt to parry an attack against themselves or an adjacent ally as an immediate action. To parry the attack, the initiator makes an Acrobatics check with a DC equal to the attack roll of the attacking creature. If successful, the attack automatically misses. For each size category that the attacking creature is larger than the initiator, the initiator takes a -2 penalty on their attack roll. The initiator also takes a -2 penalty when attempting to parry an attack made against an adjacent ally.

Special: If the initiator has the Spark of Inspiration feat, they may spend a stamina point when activating this ability to activate it as a free action that can be taken at any time,

even if it is not their turn.

LIGHTNING STRIKES

Discipline: Spark of Battle (Boost)

Level: 6

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

The initiator's attack move with such speed and force that armor cannot impede them. For one round, any foe targeted by the initiator's attack does not count their armor and shield bonuses to AC (including any enhancement bonuses to that armor) against it because the weapon passes directly through their armor.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to extend its effects for 1 additional round.

OAK RENDER

Discipline: Spark of Battle (Strike)

Level: 8

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Leaping into the air, the initiator crashes to earth with such force that their attack can split an opponent in twain. When performing this maneuver, the initiator makes an Acrobatics check before making their attack roll. For every 5 points in this check, the initiator adds 1d6 electricity and 1d6 sonic to their successful attack. If this attack would be enough to drop the opponent to 0 or fewer hit points, they are cut in half and the force of the blow annihilates their body utterly, preventing them from being returned to life by any effect other than a *miracle*, *true resurrection*, or *wish*.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the damage die of the electricity and sonic damage dealt by this attack from d6s to d8s.

OZONE SHIMMER

Discipline: Spark of Battle (Stance)

Level: 5

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The initiator's lightning fast movements are scarcely visible as a blur on the battlefield. While in this stance, whenever the initiator moves at least 5 feet he gains 20% concealment until the start of his next turn. If the initiator moves at least 20 feet, he instead gains 50% concealment.

LOST PATHS: VOLTAIC

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point as an immediate action while in this stance to make an attack of opportunity against any opponent whose attack misses them as a result of the concealment.

SKYSCREAM

Discipline: Spark of Battle (Strike) [electricity]

Level: 5

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

The initiator jumps into the air, twisting their body to bring their weapon crashing down with such speed that the air itself is rent apart, causing the initiator's successful attack to deal an additional 6d6 points of electricity damage. The initiator may perform this maneuver as part of a charge; if they do so, they may make a DC 20 Acrobatics check to increase the height of their leap when performing this maneuver. If successful, the attack deals 6d10 electricity damage instead of the normal 6d6.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the damage die of the electricity damage dealt by this attack from d6s to d8s or d10s to d12s.

SKYSCREAM DANCE

Discipline: Spark of Battle (Strike) [electricity]

Level: 8

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

The initiator performs a leaping spiral into the air, surrounding their weapon with crackling lightning before crashing down, causing the initiator's successful attack to deal an additional 4d6 points of electricity damage and 4d6 points of sonic damage. As part of the attack, the initiator may make a DC 30 Acrobatics check; if successful, they may make an additional skyscream dance attack against another opponent within 30 feet. The initiator may continue to make Acrobatics checks in this manner, increasing the DC by 2 points for each additional attack, until they either fail the Acrobatics check or have made a total of 6 attacks.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the damage die of the electricity damage dealt by this attack from d6s to d8s or d10s to d12s.

SOARING FALCON FLURRY

Discipline: Spark of Battle (Strike) [sonic]

Level: 7

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Leaping into the air, the initiator unleashes a flurry of attacks that rend the air with such force they launch a concussive blast of energy outwards. The initiator must make a DC 20 Acrobatics check as part of this maneuver; if successful, they may make a single ranged touch attack against an opponent within 30 feet, dealing 5d6 sonic damage and staggering the opponent for 1d4 rounds unless the opponent succeeds at a Fortitude save (DC 17 + initiation modifier). For every 5 points by which they exceed the Acrobatics DC to perform this maneuver, the initiator can make an additional such ranged touch attack against a different target (to a maximum of 6 total attacks against 6 targets). Succeeding at the saving throw to resist this maneuver negates the staggered condition and reduces the damage dealt by half. Multiple instances of this effect overlap, but do not stack.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to treat the result of the d20 roll on the Acrobatics check as a 15.

SPARKING BLOW

Discipline: Spark of Battle (Strike) [electricity]

Level: 1

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

The initiator's attack moves so fast the air sparks along his weapon, causing his successful attack to deal an additional 1d4 electricity damage. If the initiator targets a foe who is primarily clad in or made of metal, he gains a +3 circumstance bonus to his attack roll with this maneuver.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the damage die of the electricity damage dealt by this attack from 1d4 to 1d6, and increase the circumstance bonus on the attack roll from +3 to +5.

SPIN KICK

Discipline: Spark of Battle (Strike) [sonic]

Level: 4

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Chaining fluid movements together, the initiator follows up his successful weapon attack with a thunderous roundhouse kick. The initiator makes a single melee attack that deals his normal weapon damage plus an additional 3d8 sonic damage. If successful, he may attempt an unarmed strike at the same attack bonus that deals his full unarmed strike damage plus an additional 2d8 sonic damage. Un-

LOST PATHS: VOLTAIC

armed strikes made as part of this maneuver never provoke an attack of opportunity.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the damage die of the sonic damage dealt by this attack from d8s to d10s.

STANCE OF STORMS

Discipline: Spark of Battle (Stance)

Level: 7

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The initiator's stamina is nearly unmatched, allowing him to air step as easily as walking. While in this stance, the initiator can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the initiator's normal speed. When using this stance for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 48 miles in an 8-hour period of aerial travel (assuming a base speed of 30 feet).

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point as an immediate action while in this stance to increase their movement speed by 20 feet for 1 round.

STIGMATA OF STORM

Discipline: Spark of Battle (Strike)

Level: 9

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Masters of the Spark of Battle may unleash this devastating attack in a destructive and lightning fast flurry that decimates their opponent. The initiator can make 5 attacks against the target; the first attack is made at the initiator's full attack bonus, and each subsequent attack is made at a -2 penalty. Each successful attack deals the initiator's normal weapon damage plus 5d6 sonic and 5d6 electricity damage. The target of these attacks suffers additional penalties depending on the total number of attacks they take damage from as part of this maneuver. Each successive effect is in addition to the ones previously granted:

1 hit) The opponent suffers 1d4 bleed damage and is deafened for 1d4 rounds (DC 19 + initiator modifier Fortitude save negates the deafened condition).

2 hits) The opponent is staggered for 1d4 rounds.

3 hits) The bleed damage dealt to the opponent increases to 3d4.

4 hits) The opponent is blinded for 1d4 rounds (DC 19 + initiator modifier Fortitude save negates).

5 hits) The bleed damage dealt to the opponent increases to 5d4, and the duration of the blinded and deafened conditions changes to permanent.

The target of these attacks makes a single save to resist both the blinded and deafened conditions.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to increase the damage die of the electricity and sonic damage dealt by this attack from d6s to d10s.

SUNDERED FALCON SWING

Discipline: Spark of Battle (Strike) [sonic]

Level: 4

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

Leaping into the air, the initiator unleashes a potent attack that rends the air with such force it launches a concussive blast of energy outwards. The initiator may make a single ranged touch attack against an opponent within 30 feet, dealing 5d6 sonic damage and staggering the opponent for 1d4 rounds unless they succeed on a Fortitude save (DC 17 + initiation modifier). A successful save negates the staggered condition but not the damage. Multiple instances of this effect overlap, but do not stack.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to extend the range of the attack to 60 feet.

THUNDER PARRY

Discipline: Spark of Battle (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: Personal

Target: See text

Duration: Instant

When an enemy's melee attack would successfully strike the initiator, they may make a free bull rush attempt against the enemy. If successful, the enemy takes 1d10 sonic damage in addition to the normal results of the bull rush, and the triggering attack is treated as a miss. Bull rush attempts made as part of this maneuver never provoke attacks of opportunity.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to gain a +4 competence bonus on the CMB check for the granted bull rush maneuver and deal an additional 2 points of sonic damage.

THUNDERS FURY

Discipline: Spark of Battle (Strike) [electricity]

Level: 7

Initiation Action: 1 standard action

Range: Melee + 5 feet

LOST PATHS: VOLTAIC

Target: One creature

Duration: Instant

The initiator chains up to three powerful thrusts together in lightning succession. Temporarily increasing their melee reach by 5 feet, the initiator makes a single powerful attack at their full base attack bonus against an enemy, adding twice their Strength bonus (instead of their standard Strength bonus) and 5d6 points of electricity damage to the attack. The initiator may repeat this attack at the same bonus until he misses, or until he has made a total of three attacks in this manner.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point to activate this maneuver as a full round action and make the granted attacks as part of a charge (adding the attack bonus for charging to all three attacks).

THUNDER WALK

Discipline: Spark of Battle (Boost)

Level: 3

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

The initiator's steps are made with such force that both earth and sky tremble at his approach. When an initiator activates this boost, they deal 2d6 sonic damage to all adjacent enemies whenever they move out of a square as their footsteps unleash a thunderous detonation.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to extend its effects for 1 additional round.

VOLT DANCE

Discipline: Spark of Battle (Counter)

Level: 3

Initiation Action: 1 immediate action

Range: Personal

Target: See text

Duration: Instant

Ride the lightning. Be the lightning. When the initiator would be dealt electricity damage by a ranged attack, effect, or spell that originated within 60 feet, they may choose to instantaneously travel to the source of the attack. If the originator or source of the attack is within 30 feet of the initiator, the initiator may make a single melee attack against it as part of this maneuver.

Special: If the initiator has the Spark of Inspiration feat, they may spend an additional stamina point when activating this maneuver to react to effects that originated within 120 feet, and make a melee attack against sources within 60 feet.

REFERENCE: INITIATING SYSTEMS AND USE

The martial combat system first introduced in Dreams-carred Press' marital initiator system uses a variety of new terms and rules. Detailed below is a quick description of terms and abilities shared between the marital initiator system and the rules in this product.

Martial Abilities

Martial abilities fall into two categories: maneuvers and stances. Maneuvers can be further categorized as boosts, counters, and strikes. A martial maneuver is a subtle extraordinary or supernatural effect that is powered by stamina (or temporarily expended after use if using the core Dreamscarred Press marital initiator system). A stance is never expended and is always available.

Initiating Stances and Maneuvers

First and foremost, to initiate a stance or maneuver, you must be able to move. Unlike some preparations, while initiating, you do not need to be able to speak, unless specifically mentioned in the maneuver's description. You initiate a maneuver by taking the maneuver's specified initiation action. It may require an immediate, swift, move, standard, or even a full-round action to initiate. Initiating a maneuver can be likened to that of a spell being cast or psionic power manifested. Only a maneuver that is currently readied in your suite may be chosen. Stances are initiated as a swift action. It remains in effect indefinitely and is never expended. The benefit of your chosen stance continues until you change to another stance you know – also, as a swift action.

Concentration

Concentration is not required to initiate a stance or maneuver, as with spells or psionic powers. Even if you are injured or affected by hostile maneuvers, powers, or spells while assuming a stance or initiating a maneuver, you do not lose it. However, enemy interference still could make certain maneuvers impossible to complete. For example, if an enemy readies an action and disarms you when you start your turn, you are no longer able to use a maneuver that requires you to be wielding that weapon. Also, if you find yourself pinned or grappled, you may find that most of your maneuvers simply won't work until you are able to move freely. If you initiate a maneuver and thereafter can't use it during your turn, the maneuver is still considered expended. You are considered to have spent its initiation action for the purpose of determining what paths of action remain available to you on your turn. You do not provoke attacks of opportunity when you initiate a stance or maneuver unless otherwise stated in its description. However, some maneuvers allow for movement, the ability to charge, or take other actions that can provoke attacks of opportunity. Unless the maneuver description specifically says that those actions do not provoke attacks of opportunity, they do.

LOST PATHS: VOLTAIC

Initiator Level

Some stances and maneuvers have variables (such as duration) that depend on your initiator level. If you are a single-class character, your initiator level equals your level in the class that provides access to martial maneuvers (knight, stalker, or warlord). If you lack any martial discipline levels, your initiator level is equal to $\frac{1}{2}$ your character level. When you gain levels in a class that does not grant martial maneuvers, your understanding of the Dreamscarred Press' marital initiator system and your ability with the martial disciplines still increases. A well-trained, highly skilled fighter has the basic combat training needed to master martial maneuvers. If you are a multiclass martial disciple, and you learn a new maneuver by attaining a new level in a martial disciple class, determine your initiator level by adding together your level in that class + $\frac{1}{2}$ your levels in all other classes. Look up the result on the table below to determine the highest-level maneuvers you can take. You still must meet all maneuver's prerequisites to learn it.

Selecting Martial Maneuvers

Martial maneuvers are organized by level, much like spells. Generally, higher-level maneuvers are more powerful than lower-level ones. As you gain levels, you can choose higher-level maneuvers. Your level in a martial disciple class determines the highest-level maneuvers you can choose. For example, a 10th level initiator can choose maneuvers of 5th level or lower.

Table: Highest Level Maneuvers Known

Initiator Level	Maneuver Level
1st-2nd	1st
3rd-4th	2nd
5th-6th	3rd
7th-8th	4th
9th-10th	5th
11th-12th	6th
13th-14th	7th
15th-16th	8th
17th+	9th

Resolving a Stance or Maneuver

Once you have chosen to initiate a maneuver, you must resolve its effects.

Attack Rolls: Many maneuvers include an attack of some kind. All offensive combat actions, even those that do not deal damage directly (such as bull rush or trip), are still considered attacks. All maneuvers that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks.

Bonus Types: Some stances and maneuvers grant bonuses to Armor Class or ability scores, on attacks or damage, on saves, or any number of other variables. Each bonus has a type that indicates how or why it is granted. With the exception of dodge bonuses, two bonuses of the same type generally do not stack. If a stance or maneuver does not identify the type of bonus granted, its effects stack with all other effects modifying the same characteristic or attribute. Untyped bonuses always stack.

Actions During a Maneuver: The Initiation Action line of a maneuver description provides the action required to use that maneuver. For example, the initiation action of the dragon assault maneuver is 1 full-round attack action. Thus, as part of your full-round action, you bring about the effect in the maneuver description. In this case, the maneuver allows you to make a full-round attack with additional benefits.

MARTIAL ABILITIES AND MAGIC

Most martial stances and maneuvers that create supernatural effects are transparent to magic or psionics. However, martial maneuvers rarely interact with spells or powers. Once the maneuver is initiated, the effect lasts only for your turn, unless otherwise detailed in the description, giving an opponent little chance to counter it.

Extraordinary or Supernatural Abilities: Martial stances and maneuvers are never spells or spell-like abilities. Unless the description of the specific stance or maneuver in question says otherwise, treat it as an extraordinary ability. Thus, the abilities of a martial disciple work just fine in an antimagic field or a dead magic zone. A stance or maneuver can't be dispelled or counterspelled, and initiating one does not provoke attacks of opportunity. If a maneuver is overtly magical or otherwise uses a supernatural power source, it will be noted as a supernatural ability in its description. In this case, the maneuver obeys all the standard rules for supernatural abilities.

Detecting Martial Maneuvers: Many maneuvers don't create persistent or long-lasting effects, and the results are obvious to any observer. However, identifying the specific stance, maneuver, or discipline requires the Knowledge: Martial skill (as described in Dreamscarred Press' marital initiator system).

Multiple Effects: Martial stances and maneuvers generally work as described, no matter how many other powers, spells, or magical effects happen to be operating in the same area or on the same subject. Whenever a stance or maneuver does have a specific effect on other maneuvers, powers, or spells, its description will explain the effect.

Stacking Effects: Most martial disciples can use only one stance at a time, although some higher-level disciples may be able to use two stances at once. Stances or maneuvers

that provide penalties or bonuses on attack rolls, damage rolls, saving throws, and other attributes do not stack with each other if they are of the same type, unless otherwise noted within their bonus type descriptions (such as dodge bonuses always stack, but morale bonuses do not).

Starting Characters Above 1st level: Some characters will want to start their adventuring careers at levels higher than 1st. When determining how many maneuvers they should have learned there's a couple routes you can go. For campaigns following the Fast experience track, it's recommended that you assume the character has learned 1 maneuver per level plus an additional one if they have an Intelligence score of 12 or higher, up to their total maneuvers known value of base attack bonus plus initiation modifier. For campaigns following the Medium experience track, increase their known maneuvers by 1 per level up to their normal limit, and on the Slow experience track, assume they have learned their full allotment of 1 + Intelligence modifier maneuvers per level, up to their total maneuvers known. The slower the experience track used by the campaign, the more likely it is that a character will have multiple opportunities to learn additional maneuvers.



LOST PATHS: VOLTAIC

REFERENCE: MARTIAL DISCIPLINES & FEATS

The martial in this product is meant to interact with the Dreamscarred Press' martial initiator systems and we highly recommend those books. However, we are including a small selection of reference maneuvers for convenience. To enjoy greater variety in playing voltaics or the sparking rules consider purchasing those products.

ETERNAL GUARDIAN MANEUVERS

1ST LEVEL

Guard's Oath: Strike – On a failed save, your foe's movement is cursed, provoking attacks of opportunity against you even if it otherwise would not.

Strike of the Infinite Protector: Strike – Your attack grants an ally a +2 bonus to AC.

Terrifying Blow: Strike – Your attack may frighten the target. Deals +1d6 damage against a cursed opponent.

Valiant Keeper's Stance: Stance – Allies do not provoke attacks of opportunity when moving through squares you threaten.

Vigilant Keeper's Stance: Stance – Enemies treat squares your threatened area as difficult terrain.

Warden's Bearing: Boost – You gain a +2 bonus to a combat maneuver attempt, and you are treated as one size category larger for determining if you can make that attempt.

2ND LEVEL

Debilitating Fear: Boost – Daze a cowering, shaken, frightened, or panicked opponent.

Fear the Reaper: Counter – Intimidate an opponent into missing an ally.

Oath of the Intercessor: Counter – You take a blow meant for an ally.

Strike of the Royal Guardian: Strike – Your attack reduces your opponent's damage and curses them.

Relentless Warden's Strike: Strike – You teleport to a creature that is cursed or afraid, then make a melee attack that deals +2d6 damage.

3RD LEVEL

Binding Fetters: Boost – Your attack curses a creature, and that creature must make a Will save or be teleported back to you at the start of your next turn.

Intruder's End: Counter – You dare your foes to enter your protected sanctum, dramatically increasing your threatened area and gaining additional attacks of opportunity.

Stance of the Eternal Guardian: Stance – You tie your soul to a creature, giving benefits similar to a *shield other* spell.

Swallow Your Fear: Counter – You or an ally gain a +4 morale bonus to a save against a mind-affecting effect. If your target succeeds on your save, they gain temporary hit points.

4TH LEVEL

Grim Guard's Laughter: Strike – Your attack deals +4d6

damage and you can intimidate all opponents within 30 feet. If your target is cursed, they also may become frightened.

Oath of Torpor: Boost – Your attacks lay a binding curse on their targets, possibly *slowing* them if they move.

Strike of the Steadfast Legion: Strike – Your attack causes you and your allies gain damage reduction, and allies can sacrifice hit points to grant other allies temporary hit points for one round.

Watchman's Rebuke: Counter – You force an opponent to reroll a successful saving throw. Cursed creatures take a –2 penalty on that reroll.

5TH LEVEL

Jailer of the Damned: Stance – You ignore immunity to mind-affecting and fear effects, and you gain a +2 bonus on combat maneuver attempts against afraid creatures.

Unbearable Gaze: Counter – You blind an opponent, potentially causing their attack or spell to miss.

Shackles of the Condemned: Strike – Your attack deals +5d6 damage and you shackle yourself to your target with supernatural chains, entangling them.

Stand Your Ground: Counter – You and an ally take half damage from attacks and effects for one round.

6TH LEVEL

Charge of Dismay: Strike – Charge attack that deals +6d6 damage, does not provoke attacks of opportunity, and may frighten nearby enemies.

Inescapable Fetters: Boost – Your attacks for one round curse creatures, and those creature must make a Will save or be teleported back to you at the start of each of their turns.

Inescapable Grasp: Stance – Cursed creatures you threaten cannot take 5-foot steps or use the withdraw action, and their movement provokes attacks of opportunity from you even if they otherwise would not.

Infinite Focus: Counter – Your allies within 60 feet do not provoke attacks of opportunity for one round.

Strike of Sacrifice: Strike – Your attack deals +6d6 damage and you transfer some of your AC to allies within 30 feet.

7TH LEVEL

Curse of Impending Doom: Strike – Your attack deals +6d6 damage, curses the target, and inflicts a growing penalty on attack rolls, saving throws, and skill checks.

Grim Satisfaction: Boost – Your next attack may cause the target to cower in fear for one round.

Unbreakable Promise: Counter – Opponents within 60 feet must make a Will save or become unable to reduce other creatures below 0 hit points.

8TH LEVEL

Crushing Rebuke: Counter – You Intimidate an enemy, causing them to fail attack rolls for the rest of their turn.

Hammer of the Immortal: Strike – You attack every opponent you threaten, dealing +8d6 points of damage and inflicting a –4 penalty to their AC and CMD. Then, you make a combat maneuver attempt against each target hit.

Stance of the Infinite Warrior: Stance – Your threatened squares remain threatened for one round, and you can

teleport to an opponent within your threatened area as an immediate action.

9TH LEVEL

Oath of Eternity: Counter – You swear a large area around you to be under your protection, massively increasing your threatened area and gaining additional attacks of opportunity.

SOLAR WIND MANEUVERS

1st Level

Curving Ray Shot: Strike – Roll Perception check against target's AC, negate cover for this attack.

Horizon Wind Lancer: Boost – Give a single ranged attack a +1d6 damage bonus.

Phantom Sun Stance: Stance – Generate phantom ammunition for ranged attacks by copying a single weapon, arrow, or bolt.

Solar Sting: Strike – Turn a piece of ammunition or a ranged weapon into a field of caltrops.

Stance of Piercing Rays: Stance – While in this stance fired ranged weapons / thrown weapons gain an additional 1d6 points of fire damage, +1d6/eight initiator levels.

Steady Hand: Boost – Increase the range on a ranged attacks by +30 ft..

2nd Level

Feel the Wind: Boost – Overcome environmental difficulties for ranged combat.

Intercepting Shade: Counter – Make an opposed attack against an incoming attack against you or nearby ally, success negates the attack.

Solar Flare: Strike – Make a ranged attack and add +2d6 fire damage and ignore cover.

Solar Lance: Strike – Ranged attack that inflicts an additional 2d6 damage and allows for a bull rush attempt as part of the strike.

3rd Level

Blinding Ray Shot: Strike – Ranged attack becomes infused with blinding light.

Phantom Wind Ray: Boost – Next ranged attack is sheathed in dazzling light to obscure it, target must make an opposed Perception check to the attack roll or be caught flat-footed.

Solar Reflection: Strike – Make a ranged attack at a foe with a +2d6 damage bonus, if this attack is successful you can ricochet the shot to another enemy within 20 ft. using the same attack roll (no bonus damage).

Sunwalker Stance: Stance – May make attacks while moving, +4 AC vs ranged attacks.

4th Level

Dazzling Solar Flare: Strike – Make a ranged attack against a foe, inflicts +4d6 points of fire damage and chance of dazing.

Disarming Gust: Strike – Make a ranged disarming attack the inflicts 3d6 points of damage to the target and disarms them.

Solar Storm: Strike – Make a ranged attack at target creature or at the space it occupies, creates a brief but fierce

cyclone that protects against and prevents ranged attacks.

Searing Break: Boost – All ranged attacks gain +3d6 points of fire damage for the round.

5th Level

Blinding the Bull: Boost – Automatically confirm a critical threat on a missile weapon attack.

Double Solar Reflection: Strike – Shot strikes three targets with one attack roll. First target takes +4d6 damage, second takes +2d6 damage, third just takes weapon damage. No two targets can be more than 20 ft. apart.

Focused Solar Lance: Strike – Make an attack that if successful, inflicts an additional 5d6 points of damage and potentially pins target.

Solar Wind Lancer: Boost – Next ranged attack gains +4d6 points of damage for the round, potentially knocks foe down.

6th Level

Burning Break: Boost – All ranged attacks gain +5d6 points of fire damage for the round.

Solar Meteor Blow: Strike – High fired shot that when it lands on target inflicting +6d6 points of damage and creates a massive gust of wind capable of knocking surrounding foes down.

True Shot Stance: Stance – Ignore concealment, double the threat range on ranged attacks.

Twisting Wind Shot: Strike – Make a ranged attack, successful attack is treated as a critical hit.

7th Level

Phantom Sunstorm: Boost – Creates a hail of quasi-real weapons that strike with the real one, causing maximum damage on a single attack

Stunning Solar Flare: Strike – Make a ranged attack against a foe, if successful the target takes an additional +8d6 points of damage and has a chance of being stunned.

Triple Solar Reflection: Strike – Shot strikes four targets with one attack roll. First target takes +6d6 damage, second takes +4d6 damage, third takes +2d6 damage, and the fourth attack takes normal damage. No two targets can be more than 20 ft. apart.

8th Level

Aurora Break: Boost – All ranged attacks gain +8d6 points of fire damage for the round.

Solar Hailstorm Stance: Stance – Gain 2 extra attacks on any full round attack with a ranged weapon and add initiator attribute modifier to damage rolls.

Solar Wind Tsunami: Strike – With a single arrow or thrown weapon, generate a phantom wave of arrows in a 60-ft. cone, inflicts 15d6 + IL (+20 max) points of damage to all in the area of effect.

9th Level

Solar Wind Nova: Strike – Fire a phantom volley of burning arrows into a 20-ft. burst hitting all targets within its area, inflicting 10d6 damage and 10d6 fire damage and may leave targets knocked prone.

LOST PATHS: VOLTAIC

THRASHING DRAGON MANEUVERS

1st Level

Inner Sphere Stance: Stance – When wielding two weapons, disciple gains +2 dodge bonus to AC and a +2 bonus to Will saves.

Leaping Dragon: Boost – Make an Acrobatics check to jump as a swift action with a +10 bonus.

Offensive Roll: Strike – Move by an opponent and make a Acrobatics check against target's AC, if successful, the target is flat-footed and the strike inflicts +1d6 points of damage.

Outer Sphere Stance: Stance – When wielding two weapons, disciple inflicts an additional 1d6 points of damage per attack, -2 to AC.

Swift Claws: Strike – Attack a single target with two wielded weapons.

Wyrmling's Fang: Strike – Thrown weapon inflicts an additional 1d6 points of damage.

2nd Level

Flash Kick: Boost – Make an additional unarmed attack as part of a full attack action at a -2 penalty to hit but the attack gains +2d6 points of damage.

Flick of the Wrist: Boost – Make at least two successful attack rolls with two weapons on a full attack action with a +2 bonus, if successful gain a free disarm attempt.

Reflexive Twist: Counter – Make an Acrobatics check in place of a Reflex save.

Sun Dips Low: Counter – Make an opposed Acrobatics check against an attack to negate it.

Sweeping Tail: Strike – Make a trip attack against a foe with a +4 bonus to the attempt., inflicts 2d6 + initiation modifier damage.

3rd Level

Ancient's Fang: Strike – Thrown weapon inflicts an additional 4d6 points of damage

Battle Dragon's Stance: Stance – Reduce penalties of two-weapon fighting by 2, +4 to Initiative checks and adds 1d6 + initiation modifier to damage while two-weapon fighting.

Fangs Strike Low: Strike – Make two successful attack rolls, halve target's land speed and inflicts 1d6 bleed damage per round for 3 rounds or until healed.

Vicious Swipe: Strike – Make a successful melee attack, attack inflicts an additional +3d6 and potentially dazes opponent.

4th Level

Devastation Roll: Strike – Move by an opponent and make a successful Acrobatics check against the target's AC, if successful, make an attack against the target's flat-footed AC and the attack inflicts an additional 6d6 points of damage.

Dragon Assault: Strike – Make a full round attack, each successive melee attack inflicts an additional 1d6 points of damage more than the previous one (maximum +5d6 per successful attack).

Dragon Rush: Boost – Upon a successful attack, make an immediate kick which inflicts an additional 3d6 points of damage.

Sharpened Talons: Boost – When two-weapon fighting, the disciple inflicts an additional 2d6 points of damage for one round.

5th Level

Bend with the Wind: Stance – Gain +2 to AC successively until next turn or take a free 5 ft. step whenever an attack misses the initiator.

Hurricane of Fangs: Boost – Thrown weapons for the round have their range increased by 30 ft. and inflict an additional damage equal to initiator level.

Reversing Thrust: Counter – Make a successful opposed Acrobatics check against a target's attack roll; evade the attack and then make an immediate counter-attack.

Thrashing Dragon Twist: Strike – Make an attack with two wielded weapons (one attack per weapon) against each adjacent enemy surrounding the initiator.

6th Level

Great Wurm's Fang: Strike – Thrown weapon inflicts an additional 9d6 points of damage.

Rending Claws: Boost – Make two successful melee attacks with wielded weapons, automatically rend victim for an additional 8d6 points of damage.

Tail Slap: Strike – Unleash a powerful kick which inflicts an additional 6d6 points of damage and stuns an opponent for up to 1d4 rounds.

Unbreakable Talons: Boost – When two-weapon fighting with light weapons, the disciple's attacks strike as adamantite and inflict an additional 4d6 points of damage.

7th Level

Alacrity on Wing: Counter – Make an opposed Acrobatics check against an opponent's attack roll, evade the attack and you may make an attack against the target with both weapons with +2d6 damage as part of this immediate action.

Brutal Dragon's Stance: Stance – When two-weapon fighting in this stance, the character suffers a -2 to AC, but all attacks inflict an additional 2d6 + initiation modifier points of damage.

Thrashing Dragon Frenzy: Strike – Make two melee attacks with two wielded weapons (two attacks per weapon) against each adjacent enemy surrounding the initiator.

8th Level

Doom Talon: Boost – Upon scoring a critical hit, initiation of this maneuver confirms the critical hit and inflicts an additional 4d6 points of damage.

Dragon Warrior's Talons: Stance – When two-weapon fighting in this stance, all attacks made ignore damage reduction and inflict bleeding arterial wounds.

Thrashing Blades: Strike – Make a full round attack as a standard action, each attack (including any unarmed or natural secondary attacks) is at full attack bonus plus an additional 2d6 points of damage, suffer -4 penalty to AC and to Reflex saves.

9th Level

Deadly Dragon Strike: Strike – Make an attack with both main and off hand weapon against one or two targets; attack strikes to the heart of a target may cause instant

death or 12d6 points of damage.

ETERNAL GUARDIAN DESCRIPTIONS

1ST LEVEL

GUARDS OATH

Discipline: Eternal Guardian (Strike) [curse]

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous (see text)

A central concept of the discipline of the Eternal Guardian is the ability to restrict an opponent's movement—prevent their escape or halting their advance. Your basic but potent strike allows you to harry and disrupt a foe until they lay down their arms. Make a melee attack. If it hits, it deals weapon damage as normal, and the target must succeed at a Will save (DC 11 + your initiation modifier) or become cursed and unable to move within your threatened area (including with 5-foot steps and using the Withdraw action) without provoking an attack of opportunity from you for 24 hours. If the target drops all weapons it is holding, it can make another saving throw to end this effect. An affected target that is not holding a weapon can draw or pick up a weapon, then drop it to gain a new saving throw, but can never gain more than one save per round against this curse.

STRIKE OF THE INFINITE PROTECTOR

Discipline: Eternal Guardian (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee or ranged attack and 30 ft. (see text)

Target: One enemy and one ally

Duration: Instantaneous (see text)

You swear to protect your charge, while living or dead, with an unbreakable oath. Make an attack. If it hits, it deals deal weapon damage as normal and a fragment of your life force envelops an ally within 30 feet, granting them a +2 bonus to their AC for one round.

TERRIFYING BLOW

Discipline: Eternal Guardian (Strike) [fear]

Level: 1

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous (see text)

With a bellowing cry, you deliver a fearsome wound to your opponent. Make an attack. If it hits, it deals weapon damage as normal, and the target must succeed at a Will save (DC 11 + your initiation modifier) or become fright-

ened for one round. If your target is cursed, your attack deals an additional 1d6 points of damage.

VALIANT KEEPERS STANCE

Discipline: Eternal Guardian (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The basics of the Eternal Guardian discipline teach you how to ward your allies from errant attacks. While you maintain this stance, your allies do not provoke attacks of opportunity from enemies while they move through squares you threaten.

VIGILANT KEEPERS STANCE

Discipline: Eternal Guardian (Stance) [curse]

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You adopt an aggressive stance which *slows* your enemies' ability to advance or retreat. While you maintain this stance, opponents treat all squares you threaten as difficult terrain. This does not prevent those opponents from charging through your threatened area, however. In addition, whenever you hit an opponent with an attack of opportunity, that opponent becomes cursed until the end of your next turn.

WARDENS BEARING

Discipline: Eternal Guardian (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

You shift your weight and assume a stronger, more impressive position. You can activate this boost while making a combat maneuver attempt. You gain a +2 bonus on your combat maneuver check, you do not provoke attacks of opportunity for making that combat maneuver attempt, and you are treated as one size category larger for purposes of determining if your combat maneuver can affect your target (such as a Medium creature attempting to bull rush a Huge creature).

2ND LEVEL

DEBILITATING FEAR

Discipline: Eternal Guardian (Boost) [fear]

Level: 2

Prerequisites: 1 Eternal Guardian maneuver

LOST PATHS: VOLTAIC

Initiation Action: 1 swift action

Range: 60 ft.

Target: One creature

Duration: 1 round

You fill your target with the fear that prey feels when it sees a mighty predator, impairing their ability to act. When you activate this boost, choose one creature within range that is cowering, shaken, frightened, or panicked. That creature must succeed at a Will save (DC 12 + your initiation modifier) or become dazed for 1 round.

FEAR THE REAPER

Discipline: Eternal Guardian (Counter) [fear]

Level: 2

Initiation Action: 1 immediate action

Range: 60 ft. (see text)

Target: One ally (see text)

Duration: Instantaneous

You have learned to use the fear you create as a method of defense for both yourself and your allies. You can initiate this counter in response to a melee or ranged attack being made against an ally (including you) within 60 feet. Make an Intimidate check, using your opponent's attack roll as the DC. If you succeed, the attack is negated, and the attacker becomes shaken for one round, as if you had demoralized them with the Intimidate check.

OATH OF THE INTERCESSOR

Discipline: Eternal Guardian (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: Melee reach

Target: One ally

Duration: Instantaneous

You make an unbreakable vow to take the brunt of an attack in place of your ally. You can initiate this counter in response to a melee or ranged attack being made against an ally within your melee reach. You and that ally switch places, and the attack targets you instead. Neither your nor your ally's movement provokes attacks of opportunity.

STRIKE OF THE ROYAL GUARDIAN

Discipline: Eternal Guardian (Strike) [curse]

Level: 2

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous (see text)

Some foes may slip past your guard, but as a disciple of the Eternal Guardian, you have other ways to minimize their threat, afflicting your enemies with an agonizing curse that cripples their attacks. Make an attack. If it hits, it deals weapon damage as normal, and the target becomes cursed, taking a -2 penalty on damage rolls with weapon attacks for as long as it is cursed. If an affected target

does not make an attack during its turn, it can make a Will save (DC 12 + your initiation modifier) to end this effect. If the target prostrates itself (treated as dropping prone) and grovels for a full round, the curse is automatically removed.

RELENTLESS WARDENS STRIKE

Discipline: Eternal Guardian (Strike) [teleportation]

Level: 2

Initiation Action: 1 standard action

Range: Melee attack and 60 ft. (see text)

Target: One creature

Duration: Instantaneous

You hound a weakened enemy, keeping them in check. When you initiate this strike, you may teleport to any space within 60 feet that is within 10 feet of a creature that is cowering, cursed, shaken, frightened, or panicked. After you teleport, make a melee attack against that creature, if able. If it hits, it deals weapon damage as normal plus an additional 2d6 points of damage.

3RD LEVEL

BINDING FETTERS

Discipline: Eternal Guardian (Boost) [curse, teleportation]

Level: 3

Prerequisites: 1 Eternal Guardian maneuver

Initiation Action: 1 swift action

Range: Melee attack

Target: One creature

Duration: 1 round

Your oath binds you and the target of your attack in combat with each other, leashing your very souls together. You can activate this boost when you hit a creature with a melee attack. That creature becomes cursed for one round, and at the start of your next turn, it must succeed at a Will save (DC 13 + your initiation modifier) be teleported to an unoccupied square adjacent to you. This teleportation functions regardless of the distance between you and the target, although it cannot teleport a target on another plane of existence. For every 10 feet the target moves during its turn preceding the teleportation, the save DC of this strike increases by +1 (up to a maximum of a +3 increase to the DC). You can touch an ally in place of a willing ally to curse them, in which case they automatically fail their Will save to resist being teleported back to you at the start of your next turn. You can end this effect and the cursed condition on any the target at any time as a free action.

INTRUDERS END

Discipline: Eternal Guardian (Counter) [teleportation]

Level: 3

Prerequisites: 1 Eternal Guardian maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

You declare an area to be your protected sanctum, and dare any foe to try their hand at entering your sanctum. With each opportunity, you warp space, teleporting across your domain to attack before returning. After initiating this counter, your threatened area increases to 20 feet for one round. This overlaps with, rather than stacking with, any natural reach you otherwise have; if your natural reach is greater than 20 feet, it is not reduced. In addition, for the duration of this boost, you gain a +2 circumstance bonus on attack rolls while making attacks of opportunity and can make a number of additional attacks of opportunity this round equal to your initiation modifier. This stacks with the Combat Reflexes feat and other effects that increase the number of attacks of opportunity you can make in a round.

STANCE OF THE ETERNAL GUARDIAN

Discipline: Eternal Guardian (Stance)

Level: 3

Prerequisites: 1 Eternal Guardian maneuver

Initiation Action: 1 swift action

Range: Personal and 60 ft. (see text)

Target: You and one ally (see text)

Duration: Stance

You bind your soul in a protective embrace around one of your allies. When you enter this stance, choose an ally within 60 feet. While you maintain this stance and as long as that ally is within 60 feet of you, that gains a +1 deflection bonus to its AC and a +1 bonus on all saving throws. At initiator level 8th and at every four initiator levels thereafter, these bonuses increase by +1 (up to a maximum of +5 at 20th level). In addition, as long as that ally is within 60 feet of you, it takes only half damage from all wounds and attacks (including special abilities) that deal hit point damage. The amount of damage not taken by the your ally is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not shared. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage.

SWALLOW YOUR FEAR

Discipline: Eternal Guardian (Counter)

Level: 3

Prerequisites: 1 Eternal Guardian maneuver

Initiation Action: 1 immediate action

Range: 60 ft.

Target: One ally

Duration: Instantaneous (see text)

Your knowledge of fear and devotion allows you to absorb and control harmful magics which can affect the mind. You

can initiate this counter in response to an ally (including yourself) within 60 feet rolling a saving throw against a mind-affecting effect. You or your ally gains a +4 morale bonus on that saving throw, and if the save is successful, that ally gains a number of temporary hit points equal to the save DC of that effect for a number of rounds equal to your initiator level.

4TH LEVEL

GRIM GUARDS LAUGHTER

Discipline: Eternal Guardian (Strike) [fear]

Level: 4

Prerequisites: 1 Eternal Guardian maneuver

Initiation Action: 1 standard action

Range: Melee attack and 30 ft. (see text)

Target: One creature (see text)

Duration: Instantaneous

Your deep, disturbing laughter echoes throughout the battlefield filling your foes with dread and causing their wills to falter. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 4d6 points of damage, and you can make an Intimidate check, treating that check as a demoralize attempt against every opponent within 30 feet. If you successfully demoralize a cursed creature with this strike, that creature becomes frightened for one round in addition to becoming demoralized.

OATH OF TORPOR

Discipline: Eternal Guardian (Boost) [curse]

Level: 4

Prerequisites: 1 Eternal Guardian maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous (see text)

You swear an oath to your foes, that their limbs will be heavy and their wills sapped. After initiating this boost, each successful attack or combat maneuver attempt you make against an opponent before the start of your next turn also causes that opponent to become cursed for one minute. Each time a creature cursed by this boost moves, it must succeed at a Will save (DC 14 + your initiation modifier) or become *slowed* (as the spell) until the end of its next turn. A successful save against this effect ends the curse. Alternatively, if a creature cursed by this boost does not willingly move from its space for two consecutive rounds, the curse ends without a need for a saving throw. A creature forced to move (such as by a bull rush) does not trigger this effect.

STRIKE OF THE STEADFAST LEGION

Discipline: Eternal Guardian (Strike)

Level: 4

Prerequisites: 1 Eternal Guardian maneuver

LOST PATHS: VOLTAIC

Initiation Action: 1 standard action

Range: Melee or ranged attack and 60 ft. (see text)

Target: One creature (see text)

Duration: Instantaneous (see text)

When you bring your enemy low, your strength bolsters the will of your allies. Make an attack. If it hits, it deals weapon damage as normal plus additional damage equal to 1/2 your initiator level, and all allies within 60 feet of you gain damage reduction/— equal to your initiation modifier (minimum 1) for one round. In addition, any ally who gains damage reduction from this strike can expend a number of hit point up to your initiator level to grant any other ally who gained damage reduction from this strike three times that amount in temporary hit points. These temporary hit points last for one round.

WATCHMANS REBUKE

Discipline: Eternal Guardian (Counter)

Level: 4

Prerequisites: 1 Eternal Guardian maneuver

Initiation Action: 1 immediate action

Range: 60 ft.

Target: One creature

Duration: Instantaneous

Your supernatural will calls for your enemies to cease resisting and submit to your judgement. You can initiate this counter when an opponent within 60 feet succeeds on a saving throw. That opponent must immediately reroll its save, using the result of the second roll to determine if it succeeded or failed. If that opponent is cursed, it takes a –2 penalty on this reroll.

5TH LEVEL

JAILER OF THE DAMNED

Discipline: Eternal Guardian (Stance)

Level: 5

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You adopt the stance of the wardens which guard the gates of death. While you maintain this stance, your maneuvers and other abilities treat creatures that are normally immune to mind-affecting effects and fear effects as if they were not immune. Such creatures gain a +5 resistance bonus on saving throws against these effects, rather than ignoring them outright. In addition, while you maintain this stance, you do not provoke attacks of opportunity when attempting a combat maneuver against a creature that is shaken, frightened, or panicked, and you gain a +2 bonus on your combat maneuver checks against such creatures.

UNBEARABLE GAZE

Discipline: Eternal Guardian (Counter) [fear]

Level: 5

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 immediate action

Range: 60 ft.

Target: One creature

Duration: 1 round

Your stare fills a creature with supernatural dread, causing them to fear looking into your eyes lest it cause them great harm. You can initiate this counter in response to being targeted by an attack, spell, or power originating from an creature within 60 feet. That creature must succeed at a Reflex save (DC 15 + your initiation modifier) or become blinded for one round, averting its eyes as a result of utter terror. If the target fails its saving throw, the attack or effect suffers a 50% miss chance against you, even if it would normally automatically hit. A creature without eyes or that is already blind is immune to this effect.

SHACKLES OF THE CONDEMNED

Discipline: Eternal Guardian (Strike) [curse]

Level: 5

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instantaneous (see text)

Your strike binds your target, summoning cursed manacles that bind both you and your enemy to a single fate. Make a melee attack. If it hits, it deals weapon damage as normal plus an additional 5d6 points of damage, and the target becomes cursed and entangled for a number of rounds equal to your initiator level. While under the effect of this maneuver, the target cannot move further than 30 feet away from you, even by teleportation effects. You or your target can pull on the chain as a trip or drag attempt as an attack action without provoking attacks of opportunity. You gain a +4 bonus on combat maneuver checks and to your CMD when making these attempts or having them made against you. If the target begins and ends its turn adjacent to you, it can make a Will save (DC 15 + your initiation modifier) to end the effects of this strike. If you move further than 30 feet away from the target, the curse is broken and the effects of this strike end. You can end the effects of this strike as a free action, and it ends automatically if you are knocked unconscious or killed.

STAND YOUR GROUND

Discipline: Eternal Guardian (Counter)

Level: 5

Prerequisites: 2 Eternal Guardian maneuver

Initiation Action: 1 immediate action

Range: 60 ft.

Target: You and one ally

Duration: 1 round

You and your ally stand together to defend your position,

strengthened by supernatural resolve. When you initiate this counter, choose an ally within 60 feet. For one round, you and that ally each take only half the damage you would otherwise take. Damage that is redirected (such as by the *shield other* spell or the share pain power) or intentionally taken (such as by strike of the steadfast legion) is not reduced.

6TH LEVEL

CHARGE OF DISMAY

Discipline: Eternal Guardian (Strike) [fear]

Level: 6

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 full-round action

Range: Melee attack and 30 ft. (see text)

Target: One creature (see text)

Duration: Instantaneous (see text)

The disciple barrels through the enemy lines, terrifying his foes. Make a charge attack that does not provoke attacks of opportunity. If it hits, it deals weapon damage as normal plus an additional 6d6 points of damage, and all opponents (including the target) within 30 feet must succeed at a Will save (DC 16 + your initiation modifier) or become frightened for 1d4 rounds and shaken for one minute after. Creatures with more hit dice than your initiator level cannot become frightened by this strike, although they still become shaken on a failed save. Any creature that starts its turn without line of sight to you can make another saving throw to end this effect.

INESCAPABLE FETTERS

Discipline: Eternal Guardian (Boost) [curse, teleportation]

Level: 6

Prerequisites: 2 Eternal Guardian maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Your nightmarish oath that no foe will escape you draws. After initiating this boost, each creature you hit with a melee attack before the start of your next turn becomes cursed for one round per four initiator levels you possess. At the end of each of the turns of a creature cursed by this boost, that creature must succeed at a Will save (DC 16 + your initiation modifier) or be teleported to an unoccupied square adjacent to you. This teleportation provokes an attack of opportunity from you, and functions regardless of the distance between you and the cursed creature, although it cannot teleport a target on another plane of existence. For every 10 feet a cursed creature moves during its turn preceding the teleportation, the save DC of this strike increases by +2 (up to a maximum of a +6 increase to the DC). You can touch a willing ally to curse them, in which

case they automatically fail their Will save to resist being teleported back to you at the start of your next turn. You can end this effect and the cursed condition on any affected creature at any time as a free action.

INESCAPABLE GRASP

Discipline: Eternal Guardian (Stance)

Level: 6

Prerequisites: Two Eternal Guardian maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your resolution is absolute, and those affected by your ill will find themselves unable to act freely. While you maintain this stance, cursed creatures you threaten cannot take 5-foot steps or use the Withdraw action, and any such creature that leaves its square provokes an attack of opportunity from you, even if its movement would not otherwise provoke attacks of opportunity (such as with the Spring Attack feat or a teleportation effect).

INFINITE FOCUS

Discipline: Eternal Guardian (Counter)

Level: 6

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 immediate action

Range: 60 ft.

Target: All allies within 60 ft.

Duration: 1 round

You share some of your patience and dedication with your allies, allowing them to avoid careless mistakes that would allow an opponent to strike. After initiating this counter, your allies within 60 feet of you do not provoke attacks of opportunity for one round. Any ally that moves further than 60 feet away from you loses this benefit. You can initiate this counter in response to an ally provoking an attack of opportunity from an opponent; if you do, that attack is negated, and the ally gains the full benefits of this counter as normal.

STRIKE OF SACRIFICE

Discipline: Eternal Guardian (Strike)

Level: 6

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack and 30 feet (see text)

Target: One creature (see text)

Duration: Instantaneous (see text)

You seal a portion of your life force around your allies, protecting them from harm at the cost of your own vulnerability. Make an attack. If it hits, it deals weapon damage as normal plus an additional 6d6 points of damage, and you may lower your AC by up to 1/2 your initiator level and grant all allies within 30 feet an equal bonus to their ACs.

LOST PATHS: VOLTAIC

Both the reduction of your AC and the bonus to your allies' ACs lasts for a number of rounds equal to your initiator level.

7TH LEVEL

CURSE OF IMPENDING DOOM

Discipline: Eternal Guardian (Strike) [curse, fear]

Level: 7

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instantaneous (see text)

The disciple's curse seeps into the foe's subconscious, forcing it to believe failure is just around the corner. Make an attack. If it hits, it deals weapon damage as normal plus an additional 6d6 points of damage, and the target becomes cursed for 24 hours. While cursed by this strike, the target suffers a -2 penalty on attack rolls, saving throws, and skill, checks. Whenever an affected target succeeds on an attack roll, saving throw, or skill, check, the penalty imposed by this strike increases by -2. Whenever an affected target fails on such a roll, it must succeed at a Will save (DC 17 + your initiation modifier) or become panicked for one round, and the penalty imposed by this maneuver is reset to -2. A creature under the effect of this strike can choose to intentionally fail on any of these rolls to make another saving throw against this effect. If it does, failure does not cause it to become panicked, nor does it reset the penalty to -2.

GRIM SATISFACTION

Discipline: Eternal Guardian (Boost) [fear]

Level: 7

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Seeing the fear and resignation in the eyes of your foes spurs you closer to victory. After initiating this boost, the next creature you hit with an attack for one round must succeed at a Will save (DC 17 + your initiation modifier) or cower in fear for one round, and you heal a number of hit points equal to your initiator level. If the creature that fails its save is cursed, you heal an additional 10 hit points.

UNBREAKABLE PROMISE

Discipline: Eternal Guardian (Counter) [curse]

Level: 7

Prerequisites: 2 Eternal Guardian maneuvers

Initiation Action: 1 immediate action

Range: 60 ft.

Target: All opponents within 60 ft.

Duration: 3 rounds (see text)

You vow that no foe will land a killing blow against those under your protection. You can initiate this counter in response to a melee or ranged attack being made against another ally within 60 feet. All opponents within 60 feet of you must succeed at a Will save (DC 17 + your initiation modifier) or become cursed for three rounds. While a creature is cursed by this counter, it cannot reduce any creature other than itself below 0 hit points by any means; any additional damage is negated. An affected creature can strike itself as an attack action or part of a full-attack action (dealing damage as normal for the attack) to end this curse.

8TH LEVEL

CRUSHING REBUKE

Discipline: Eternal Guardian (Counter) [fear]

Level: 8

Prerequisites: 3 Eternal Guardian maneuvers

Initiation Action: 1 immediate action

Range: 60 ft.

Target: One creature

Duration: 1 turn

Your overwhelming presence castigates a foe, causing them to utterly doubt their own abilities. You can initiate this counter in response to a melee or ranged attack being made against you or an ally by an enemy within 60 feet. Make an Intimidate check, using the creature's attack roll as the DC. If you succeed, the attack is negated, and that all attacks made by that creature until the end of its turn are treated as if that creature had rolled a natural 1.

HAMMER OF THE IMMORTAL

Discipline: Eternal Guardian (Strike)

Level: 8

Prerequisites: 3 Eternal Guardian maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Every threatened opponent

Duration: Instantaneous (see text)

You act as both hammer and anvil, striking your enemies with furious skill that breaks their lines and their spirits. Make a melee attack roll and compare it to the AC of each opponent you threaten. If the attack roll hits a target, it deals weapon damage as normal plus an additional 8d6 points of damage, and the target takes a -4 penalty to its AC and CMB until the start of your next turn. Use the same damage roll for each target. In addition, you may make a single combat maneuver attempt against each target you hit with this strike as a free action. These combat maneuver attempts do not provoke attacks of opportunity.

STANCE OF THE INFINITE WARRIOR

Discipline: Eternal Guardian (Stance) [teleportation]

Level: 8

Prerequisites: 3 Eternal Guardian maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Your eternal vigilance allows you to leave an echo of your presence behind to guard areas in which you are no longer physically present. While you maintain this stance, any square you threaten during your turn remains threatened by you until the end of your next turn. You can make melee attacks (including attacks of opportunity) against creatures within these squares, regardless of your actual location— a flickering glimpse of how you appeared the moment you threatened that square appears and makes the attack, just as if you were actually in the square. In addition, whenever a creature enters your threatened area, you can teleport to any unoccupied space within 10 feet of that creature as an immediate action.

9TH LEVEL

OATH OF ETERNITY

Discipline: Eternal Guardian (Counter) [curse, teleportation]

Level: 9

Prerequisites: 4 Eternal Guardian maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

You declare a swathe of the battlefield to be your domain, in which you will brook no trespass. You teleport across the battlefield with each blow, blinking towards an enemy then returning to your original position. After initiating this counter, your threatened area increases to 40 feet for one round. This overlaps with, rather than stacking with, any natural reach you otherwise have; if your natural reach is greater than 40 feet, it is not reduced. In addition, for the duration of this boost, your attacks of opportunity deal an additional 3d6 points of damage and curse the target for one round, and you can make a number of additional attacks of opportunity this round equal to 1/2 your initiator level. This stacks with the Combat Reflexes feat and other effects that increase the number of attacks of opportunity you can make in a round.

SOLAR WIND

The discipline of Solar Wind has many maneuvers that are considered to be supernatural abilities, and these maneuvers follow the same rules and restrictions. Solar Wind maneuvers may only be performed with a weapon in the bow, crossbow, or thrown weapon groups.

1ST LEVEL

CURVING RAY SHOT

Discipline: Solar Wind (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant

The disciple's keen eyes allow him to fire his weapon around his foe's cover. The initiator makes an opposed Perception check against target's Armor Class before making a single ranged attack; if successful then the foe's cover is negated.

HORIZON WIND LANCET

Discipline: Solar Wind (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

The tenets of the Solar Wind have taught the disciple how to place more force behind his attacks. The initiator inflicts an additional 1d6 points of damage on a single ranged attack he makes this round. If the initiator is making multiple attacks in this round, this bonus applies to the first attack the initiator makes.

PHANTOM SUN STANCE

Discipline: Solar Wind (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Using the principles of shadow and light, the Solar Wind disciple is capable of making phantom copies of his ammunition for use in combat. While in this stance, the initiator may make semi-real copies of arrows, bolts, bullets, or throwing weapons by willing them into existing as a free action while possessing at least one of the above on his person. Weapons that need reloading, such as crossbows and firearms, are fully reloaded as a move action (and if the character possesses the Rapid Reload feat, he may reload as a swift action). Magical properties, alchemical properties, or special materials of the ammunition are not copied, only the base properties of the ammunition (as if they were made of mundane steel with no special abilities or properties). Once the ammunition has been used, it disappears immediately after the attack. If the bow, firearm, sling, or cross bow making the attack has magical properties these are bestowed upon the ammunition. Thrown weapons copied by this stance are duplicates of the original, but do not manifest the material portion of the weapon, only it's magical enhancements. Once these weapons are used, they fade away immediately after use. This is a supernatural ability.

LOST PATHS: VOLTAIC

SOLAR STING

Discipline: Solar Wind (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Ranged attack

Target: 10-ft. by 10-ft. square

Duration: 1 round / 2 initiator levels The Solar Wind disciple readies his attack and launches it into the sky. The weapon crashes down into the targeted area and creates a semi-real field of phantom caltrops. The initiator chooses a target area within range of his ranged attack, and makes an attack roll to hit that location (AC 5 plus any range penalties). The target area (one 10-ft. by 10-ft. square) becomes covered with phantom caltrops of softly glowing light that cause the area to be considered difficult terrain and act as vicious caltrops, using the initiator's initiation modifier as their attack bonus and inflicting 1d2 points of damage and halving the base speed of any they manage to hit. Targets are denied their armor bonus, shield bonus, and deflection bonus to AC against this attack, but if they're wearing boots or heavy foot gear they have a +2 armor bonus to their AC against this attack.

STANCE OF PIERCING RAYS

Discipline: Solar Wind (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A Solar Wind disciple learns to cause his ammunition to pierce like the burning rays of the sun itself. While in this stance, the initiator's ranged attacks inflict an additional 1d6 points of fire damage. This bonus damage increases by an additional 1d6 points of fire damage every eight initiator levels. This is a supernatural ability.

STEADY HAND

Discipline: Solar Wind (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

The disciple's limbs and muscles are strong and wise with the knowledge of weapons in flight. As a swift action, the initiator may increase the range of his ranged attacks by an additional 30-ft. for the first range increment (first increment only) for one round.

2ND LEVEL

FEEL THE WIND

Discipline: Solar Wind (Boost)

Level: 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

By studying the wind and air around him, the Solar Wind disciple learns to overcome his surrounding's difficulties when using ranged weapons and may fire true. The initiator may ignore environmental variables such as high winds and storm and rain that would cause the initiator to suffer penalties to his attack rolls, magically created (such as *wall of wind* or *control weather* or naturally caused such as in a gale force wind), when making ranged attacks for one round. This is a supernatural ability.

INTERCEPTING SHADE

Discipline: Solar Wind (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: Personal, or weapon's first range increment

Target: You or ally

Duration: Instant

Sometimes a good offense can be used as a good defense, so the Solar Wind discipline learns, as he uses his range to dissuade attacks by his sheer skill and exceptional aim. The initiator makes an opposed attack roll against his foe's attack roll on an incoming attack (such as an arrow or thrown weapon, a charging barbarian, or a skillful slash from a sword, but not a spell or similar attack) targeting himself or an ally he can see within his weapon's first range increment; if successful then the attack is negated.

SOLAR FLARE

Discipline: Solar Wind (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant

Where the light of the sun touches, so does the burning reach of the Solar Wind disciple, allowing him to curve his weapons around impossible angles. The initiator makes a ranged attack against a target creature, and this attack ignores any cover defense that the creature possesses and inflicts an additional 2d6 points of fire damage. This is a supernatural ability.

SOLAR LANCE

Discipline: Solar Wind (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant

The disciple focuses his energies into his weapon and lets loose a powerful shot in a gusting wind. The initiator makes a ranged attack against his foe and if successful, the attack inflicts an additional 2d6 points of damage. The force of the wind that accompanies this blow is enough to potentially bull rush an opponent, allowing the initiator to

LOST PATHS: VOLTAIC

make a free bull rush attempt as part of this attack, using his initiation modifier to calculate his CMB for the attempt with a +2 circumstance bonus. This is a supernatural ability.

BLINDING RAY SHOT

Discipline: Solar Wind (Strike)

Level: 3

Prerequisites: One Solar Wind maneuver

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant, 1d4 rounds

The disciple wraps incandescent light with the brightness of the midday sun around his weapon and lets fly at an opponent. The initiator makes an attack against a target creature and if successful, the target is blinded for 1d4 rounds. This is a supernatural ability.

PHANTOM WIND RAY

Discipline: Solar Wind (Boost)

Level: 3

Prerequisites: One Solar Wind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

The disciple's knowledge of the desert mirages caused by the sun grants him the ability to obscure his attacks, using gaps in a foe's perception. The target must make a Perception check opposed by the initiator's next attack roll against the target; if the Perception check fails then he is caught flat-footed against the attack and the attack is resolved against his flat-footed armor class. This is a supernatural ability.

SOLAR REFLECTION

Discipline: Solar Wind (Strike)

Level: 3

Prerequisites: One Solar Wind maneuver

Initiation Action: 1 full round action

Range: Ranged attack

Target: One or two targets, see description

Duration: Instant

As reflective surfaces bounce the rays of the sun, so can the Solar Wind disciple ricochet a missile weapon from one target to another. The initiator makes a single ranged attack roll and if this roll is successful, he may apply this same attack roll against another opponent within 20-ft. of the first. This strike inflicts an additional 2d6 points of damage to the first target, and normal damage to the second target. Each reflection attack is considered a separate attack for the purposes of determining the effectiveness of single attack boosting abilities, such as boosts that affect one attack or spells like *true strike*. If the ammunition had special properties, the ammunition retains its properties on each attack until the strike ends.

SUNWALKER STANCE

Discipline: Solar Wind (Stance)

Level: 3

Prerequisites: One Solar Wind maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Using the hunting techniques of the ancient days of the White Steppes, the Solar Wind disciple hunts on the move, making attacks while chasing down his prey. The initiator gains the benefits of the Shot on the Run feat (As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement) while in this stance (he does not need to meet the prerequisites of this feat), and he gains a +2 circumstance bonus to his armor class against attacks if he moves more than 10-ft. during his turn.

DAZZLING SOLAR FLARE

Discipline: Solar Wind (Strike)

Level: 4

Prerequisites: One Solar Wind maneuver

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: 1d4 rounds

Saving Throw: Fortitude, partial

With swift and deadly precision, the disciple attacks with the force of the scorching sun. The initiator makes a ranged attack against a foe, and if successful the attack inflicts an additional 4d6 points of fire damage and dazes the target on a failed Fortitude saving throw (DC 14 + initiation modifier) for 1d4 rounds. If the save is successful, the target is dazzled instead for one round. This is a supernatural ability.

DISARMING GUST

Discipline: Solar Wind (Strike)

Level: 4

Prerequisites: One Solar Wind maneuver

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant

A swift breeze and an explosion of agony is what the enemy of the disciple knows when this strike is used in battle as his sword hand is struck by the disciple's skillful attack. The initiator makes a ranged attack against the target's CMD using his initiation modifier to calculate his CMB in place of his Strength or Dexterity modifier (initiator's choice). The initiator also gains a +2 circumstance bonus to the CMD check. If successful, he inflicts 3d6 points of damage and the target is successfully disarmed.

SEARING BREAK

Discipline: Solar Wind (Boost)

Level: 4

LOST PATHS: VOLTAIC

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

By binding the light of the sun's rays into his weapons, the disciple of the Solar Wind may attack with the sun's burning heat. As a swift action, the initiator may add an additional 3d6 points of fire damage on all ranged attack for one round. This is a supernatural ability.

SOLAR STORM

Discipline: Solar Wind (Strike)

Level: 4

Prerequisites: One Solar Wind maneuver

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature or 5-ft. space

Duration: 1d6 rounds

Saving Throw: Reflex negates

By wrapping the winds of tornadic force around his weapon and attacking a foe or the ground at a target's feet, the Solar Wind disciple may cause a brief tornado to wrap around a target and both shield and limit their abilities.

The initiator makes an attack against either a target creature (inflicting damage as normal) or at the ground at a target creature's feet (friend or foe). The 5-ft. square that the target occupies or the targeted 5-ft. space itself becomes wrapped in a sheath of swirling tornado-like winds. The subject of this cannot be targeted by missile weapons of any kind (but spells can target him as normal) nor can the initiator make ranged attacks out of this storm (but spells may be cast as normal). If the creature tries to leave the area of effect of this maneuver, he must make a Reflex save (DC 14 + initiation modifier) or be forced to stay in that space, unable to make a move action or free 5-ft. step out of that space. If he succeeds or if the duration of 1d6 rounds expires, then the winds are dispersed and the target may act as normal. This is a supernatural ability.

BLINDING THE BULL

Discipline: Solar Wind (Boost)

Level: 5

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: One creature

Duration: Instant

When a Solar Wind disciple finds the perfect shot, he makes sure that the attack is as destructive as a tornado on the plains. The initiator may use this boost to automatically confirm a critical threat he has made on a ranged attack.

DOUBLE SOLAR REFLECTION

Discipline: Solar Wind (Strike)

Level: 5

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 full round action

Range: Ranged attack

Target: Up to three creatures, see description

Duration: Instant

The disciple of the Solar Wind may bend and reflect his missile weapons as an illusionist may bend and reflect light with mirrors. The initiator makes a single ranged attack roll and if this roll is successful, he may apply this same attack roll against another opponent within 20-ft. of the first, and if this is also successful, he may use the same attack roll to strike a third target no farther than 20-ft. away (but not the original target). This strike inflicts an additional +4d6 points to the first target, +2d6 points of damage to the second, and normal damage to the third target. Each reflection attack is considered a separate attack for the purposes of determining the effectiveness of single attack boosting abilities, such as boosts that affect one attack or spells like *true strike*. If the ammunition had special properties, the ammunition retains its properties on each attack until the strike ends.

FOCUSED SOLAR LANCE

Discipline: Solar Wind (Strike)

Level: 5

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 standard action

Range: Ranged attack

Duration: Instant

The disciple raises his deadly weapon and lets loose an attack so powerful as to pin a target to the ground with a hurricane force wind. The initiator makes a ranged attack on a target and if successful, inflicts an additional 4d6 points of damage from the excessive force of the hit. Additionally, upon a successful hit, the initiator may make an immediate CMB check using his initiation modifier in place of Strength or Dexterity with a +2 circumstance bonus against the target's CMD. If this check is successful, the target is either pinned to the ground beneath him and is knocked prone and considered pinned, or is attached to a wall or tree or other object within a straight line of fire from the initiator and is considered pinned there if the target is within 5-ft. of said object or wall. Targets may not be pinned to other creatures. This maneuver does not function against flying targets.

SOLAR WIND LANCET

Discipline: Solar Wind (Boost)

Level: 5

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: One creature

Duration: One turn

Saving Throw: Fortitude partial

With the mighty force of the Solar Wind, the disciple lets loose a missile with breath-stealing, devastating force. Upon initiating this boost, the next ranged attack that the

LOST PATHS: VOLTAIC

initiator makes inflicts an additional 4d6 points of damage upon a successful attack and potentially knocks his target prone (a successful DC 15 + initiation modifier Fortitude save negates being knocked prone). This is a supernatural ability.

BURNING BREAK

Discipline: Solar Wind (Boost)

Level: 6

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

The burning wrath of the sun itself takes root in the disciple's ammunition as he lets loose the wrath of the Solar Wind. All ranged attacks made by the initiator this round inflict an additional 5d6 points of fire damage. This is a supernatural ability.

SOLAR METEOR BLOW

Discipline: Solar Wind (Strike)

Level: 6

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature or space, then a 15-ft. radius for the air blast

Duration: Instant

Saving Throw: Fortitude (partial, negates)

The disciple of the Solar Wind wraps the force of a hurricane around his weapon before launching it high into the air to have it crash down amongst his enemies, scattering them to the ground. The initiator makes an attack against either a target creature inflicting an additional 6d6 damage to the target or at the ground at a target creature's feet. The 5-ft. square that the target occupies or the targeted 5-ft. space itself immediately sets off a powerful wave of air that potentially knocks enemies prone within a 15-ft. radius of the target on a failed Fortitude saving throw (DC 16 + initiation modifier; this including the target, who suffers a -4 penalty to this saving throw). This is a supernatural ability.

TRUE SHOT STANCE

Discipline: Solar Wind (Stance)

Level: 6

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The Solar Wind disciple has honed his incredible senses and while in this stance uses his inner vision to strike his foes with his most deadly attacks. While in this stance, the initiator ignores a foe's partial concealment or any cover and he doubles the critical threat range on any ranged

weapon he uses. Other effects that increase critical threat range, such as a *keen* weapon, do not stack with this effect.

TWISTING WIND SHOT

Discipline: Solar Wind (Strike)

Level: 6

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant

The keen vision of the Solar Wind disciple allows him to pick out the vulnerable spots on a foe's form and plant a missile directly into them. Make an attack roll against a foe which if successful inflicts damage as if the weapon had scored a critical hit, multiplying damage accordingly. This strike does count as a critical hit for the purposes of applying bonuses that activate with a successful critical hit, such as with critical feats. If the initiator scores a successful critical hit when initiating this strike, then the target is dazed for one round from the power of the attack.

PHANTOM SUNSTORM

Discipline: Solar Wind (Boost)

Level: 7

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: One ranged attack

Target: One creature

Duration: Instant

The disciple draws back one weapon and lets loose with a hundred. The initiator creates dozens of phantom weapons that cause very real injuries in addition to the one real weapon used in the attack. The initiator initiates this boost as part of an attack or strike. If the attack is successful, then it inflicts maximum damage. This is a supernatural ability.

STUNNING SOLAR FLARE

Discipline: Solar Wind (Strike)

Level: 7

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instant

Saving Throw: Fortitude partial

The Solar Wind disciple can steal the fight from an enemy with a single attack, such is his great skill. The initiator makes a ranged attack against a foe. If successful the attack inflicts an additional 8d6 points of damage and stuns the opponent on a failed Fortitude save (DC 17 + initiation modifier) for 1d3 rounds.

TRIPLE SOLAR REFLECTION

Discipline: Solar Wind (Strike)

Level: 7

LOST PATHS: VOLTAIC

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 full round action

Range: Ranged attack

Target: Up to four creatures, see description

Duration: Instant

The Solar Wind disciple has mastered the art of the ricochet shot and may target up to four attackers. The initiator makes a single ranged attack roll and if this roll is successful, he may apply this same attack roll against another opponent within 20-ft. of the first, and if this is also successful, he may use the same attack roll to strike a third target no farther than 20- ft. away (but not the original target), and again on a fourth target no farther than 20-ft. from the last. This strike inflicts an additional +6d6 points to the first target, +4d6 points of damage to the second, +2d6 on the third, and normal damage to the fourth, and final, target. Each reflection attack is considered a separate attack for the purposes of determining the effectiveness of single attack boosting abilities, such as boosts that affect one attack or spells like *true strike*. If the ammunition had special properties, the ammunition retains its properties on each attack until the strike ends.

AURORA BREAK

Discipline: Solar Wind (Boost)

Level: 8

Prerequisites: Three Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

The Solar Wind disciple masters the light of the sky and burns with a nimbus of colors from sunset to the far northern lights. All ranged attacks made by the initiator inflict an additional 8d6 points of fire damage for the round. This is a supernatural ability.

SOLAR HAILSTORM STANCE

Discipline: Solar Wind (Stance)

Level: 8

Prerequisites: Three Solar Wind maneuvers

Initiation Action: 1 swift action

Range: personal

Target: You

Duration: Stance

A master of the Solar Wind, the disciple may attack with the speed of the sun's rays. While in this stance and making a full attack, he may make two additional ranged weapon attacks using his full base attack bonus and he may add his initiation modifier to damage on these attacks. This is a supernatural ability.

SOLAR WIND TSUNAMI

Discipline: Solar Wind (Strike)

Level: 8

Prerequisites: Three Solar Wind maneuvers

Initiation Action: 1 standard action

Range: 60-ft.

Area: Cone shaped

Duration: Instant

Saving Throw: Reflex half

The disciple holds aloft a glowing weapon which burns with the wrath of the Solar Wind, and lets it loose against his foes in a wave of destruction. The initiator creates a 60-ft. cone-shaped burst of quasi-real missiles that tear his foes to shreds. The attack inflicts 15d6 + initiator level (max +20) points of damage to all within the area of effect. Targets within may make a Reflex save (DC 18 + initiation modifier) to take half damage. The initiator need not loose his projectile weapon as part of this attack, retaining it to use at a later time. This is a supernatural ability.

SOLAR WIND NOVA

Discipline: Solar Wind (Strike)

Level: 9

Prerequisites: Four Solar Wind maneuvers

Initiation Action: 1 standard action

Range: Close (25-ft. + 5-ft. / 2 levels)

Area: 20-ft. burst effect on targeted area or creature

Target: All targets within area of effect

Duration: Instant

Saving Throw: Reflex partial

The true champion and master of the Solar Wind may unleash this devastating attack against all of his foes by unleashing his attack towards the sky where it splits apart into a deadly rain of phantom weapons and brilliant sunlight. The initiator picks a target creature or area as if he were using a grenade like weapon and a 20-ft. burst of burning phantom ammunition crashes down on this area, inflicting 10d6 points of damage and 10d6 points of fire damage. The targets in the area of effect may make a Reflex save (DC 19 + initiation modifier) to reduce the damage by half. On a failed save, the targets are knocked prone from the force of the attack. This maneuver creates its own ammunition.

THRASHING DRAGON

Many Thrashing Dragon maneuvers require that its practitioner be wielding two weapons (one in each hand or one weapon and unarmed strike), wielding a double weapon, using natural weapons, or be unarmed to utilize them.

INNER SPHERE STANCE

DISCIPLINE: THRASHING DRAGON (STANCE)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A defensive stance that focuses on using the disciple's dance-like movements to confound his foe, Inner Sphere Stance allows the disciple to use erratic movements to defend himself and bolster his confidence. When wielding



two weapons while in this stance, the disciple gains a +2 dodge bonus to AC and a +2 morale bonus to Will saves. These bonuses increase by +1 when the character's initiator level reaches 6th, and increases again by +1 at 12th and 18th initiator level.

LEAPING DRAGON

Discipline: Thrashing Dragon (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

As a dragon takes wing, his powerful legs thrust him skyward as his wings spread out to clutch the air. The disciple of the Thrashing Dragon uses this technique to suddenly launch himself into the air as if he were attempting flight. The initiator may make an Acrobatics check to jump as a swift action, and he gains a +10 competence bonus to his Acrobatics check and is treated as if he had a running start.

LOST PATHS: VOLTAIC

OFFENSIVE ROLL

Discipline: Thrashing Dragon (Strike)

Level: 1

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature

Duration: Instant

As the disciple moves by his opponent, he may drop into a tumbling roll and strike at it from a surprising angle. The initiator must move at least 10 ft. alongside an enemy (which provokes attacks of opportunity unless the initiator is using Acrobatics to tumble) and make a Acrobatics check with a DC equal to the target's Armor Class. If successful, the target is considered flat-footed and the strike inflicts an additional 1d6 points of damage. The character initiating this maneuver may move up to his full base speed, making the attack along any point of the moment.

OUTER SPHERE STANCE

Discipline: Thrashing Dragon (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The Thrashing Dragon disciple flips both of his blades down and concentrates solely on slaying his foe without heed to his own life. When wielding two weapons while in this stance, the disciple gains +1d6 points of damage with his weapons and suffers a -2 penalty to AC. The AC penalty to this decreases by 1 once the character's initiator level reaches 8th, and is negated at 16th initiator level. Upon reaching 10th initiator level, the bonus damage increases to 2d6.

SWIFT CLAWS

Discipline: Thrashing Dragon (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

The Thrashing Dragon disciple's skill with his dual weapons allows him to strike with practiced speed and alacrity, allowing him to make an attack with two wielded weapons (or unarmed strikes), using the same attack action. Creatures with more than two arms may still only strike with two wielded weapons.

WYRMLING'S FANG

Discipline: Thrashing Dragon (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Thrown

Target: One creature

Duration: Instant

With a quick flick of his wrist, the disciple hurls a blade deeply into his foe with blinding speed. The initiator must make a ranged attack against a target by throwing a light weapon with a range increment (such as a dagger) or a weapon from an associated Thrashing Dragon weapon group (improvised weapon penalties apply if applicable). If this attack is successful, the attack inflicts an additional 1d6 points of damage.

FLASH KICK

Discipline: Thrashing Dragon (Boost)

Level: 2

Initiation Action: 1 swift action

Range: Melee attack

Target: One creature

Duration: Instant

As part of a full attack action, the disciple may make a powerful and swift kick while his blades strike. The initiator makes an additional unarmed strike against a target as part of his full attack action at his full attack bonus but suffers a -2 penalty. If this attack hits then it inflicts an additional 2d6 points of damage. The character does not provoke attacks of opportunity for not possessing the Improved Unarmed Strike feat when using this strike, but damage is only considered lethal if the character does possess that feat or weapon that would be worn on one's foot.

FLICK OF THE WRIST

Discipline: Thrashing Dragon (Strike)

Level: 2

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature

Duration: Instant

With two rapid slaps from his blades, the Thrashing Dragon disciple's ferocity puts an opponent off balance and with a flick of the wrist the disciple takes away the weapon of his foe. The initiator makes two rapid attack rolls at his full base attack bonus against the target's AC with a +2 bonus. If both attacks are successful, the target is disarmed of his primary weapon (no roll needed). Resolve damage from the two attacks made as part of this strike as normal. If the target is using natural attacks or the target has a locked gauntlet, then this maneuver is ineffective for disarming a foe.

REFLEXIVE TWIST

Discipline: Thrashing Dragon (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: One melee attack

Target: Personal

Duration: Instant

With his athletic abilities and reflexes honed to a razor's edge, the Thrashing Dragon disciple may incorporate reflexive evasions into his fighting dance at a moment's notice to defend himself from danger. When making a Reflex

LOST PATHS: VOLTAIC

save, the initiator may instead make an Acrobatics check in place of his Reflex saving throw bonus to determine his success.

SUN DIPS LOW

Discipline: Thrashing Dragon (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: One melee attack

Target: Personal

Duration: Instant

With a sudden, darting movement the Thrashing Dragon disciple may dodge an attack and protect himself from harm, if perfectly timed. The disciple opposes an enemy's attack roll by making an Acrobatics check. If successful then he successfully evades the attack. If not, he is struck by the blow as normal.

SWEEPING TAIL

Discipline: Thrashing Dragon (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

Within his battle dance, the disciple dips low and sweeps his leg out to knock an opponent down. The disciple makes a trip attempt which does not provoke attacks of opportunity, and he gains a +4 bonus to this check. Creatures successfully tripped suffer 2d6 + the initiator's initiation modifier in damage from the heavy fall.

ANCIENT'S FANG

Discipline: Thrashing Dragon (Strike)

Level: 3

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 standard action

Range: One ranged attack

Target: One creature

Duration: Instant

With a powerful overhand throw, the Thrashing Dragon disciple hurls one of his blades into his foe's form with force and power rivaling the snapping jaws of an ancient dragon. The initiator must make a ranged attack against a target by throwing a weapon with a range increment (such as a dart, dagger or shuriken) or an improvised throwing weapon (normal rules and penalties apply for improvised weapons). If this attack is successful, the attack inflicts an additional 4d6 points of damage.

BATTLE DRAGON'S STANCE

Discipline: Thrashing Dragon (Stance)

Level: 3

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The Battle Dragon's Stance shows the disciple how to balance his fighting style and through this centering of being, he may find speed, finesse, and power. While in the Battle Dragon's Stance, the disciple reduces his two-weapon fighting penalties by 2, and gains a +4 bonus to Initiative checks and adds 1d6 + initiation modifier to melee damage while fighting with two weapons.

FANGS STRIKE LOW

Discipline: Thrashing Dragon (Strike)

Level: 3

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 standard action

Range: One melee attack

Target: Personal

Duration: 3 rounds

By forcing an opponent's guard up, the Thrashing Dragon spins low and attacks at the legs of the target to reduce his mobility and cause deep, flensing wounds. Upon successfully striking a target in melee combat with this maneuver, in addition to weapon damage the initiator's attack halves the target's land speed and inflicts 1d6 points of bleed damage per round for three rounds or until the target has been healed (magically or by a successful DC 15 Heal check).

VICIOUS SWIPE

Discipline: Thrashing Dragon (Strike)

Level: 3

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 standard action

Range: One melee attack

Target: One creature

Duration: Instant, up to 4 rounds

Saving Throw: Fortitude partial

The disciple's combat style allows him to get in close to a target and strike beneath its guard, dealing a powerful blow and potentially knocking it senseless for a few moments. The initiator makes a melee attack, and if successful the attack inflicts an additional 3d6 points of damage and potentially dazes the opponent for 1d4 rounds (Fortitude save DC 13 + initiation modifier negates the dazed condition).

DEVASTATION ROLL

Discipline: Thrashing Dragon (Strike)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 standard action

Range: One melee attack

Target: One creature

Duration: One round

The martial disciple's movements are so quick and precise, his deadly strikes are hard to evade. With a sudden twist and jump through the opponent's defenses, the disciple strikes hard into the exposed and undefended foe. The

LOST PATHS: VOLTAIC

initiator must move at least 10-ft. through two spaces that his opponent threatens and make a Acrobatics check equal to the target's CMD (this roll counts as both a check to use the maneuver as well as to negate potential attacks of opportunity from moving through a threatened area). If successful, make an attack against the target's flat-footed Armor Class, and the attack inflicts an additional 6d6 points of damage.

DRAGON ASSAULT

Discipline: Thrashing Dragon (Strike)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 full round attack action

Range: One melee attack

Target: One creature

Duration: Instant

By unleashing his full wrath against his enemies, a Thrashing Dragon disciple is capable of inflicting incredibly powerful blows that get more potent per successive hit. The initiator makes a full round attack against a target(s), the first successful hit inflicting normal damage. Each subsequent successful attack inflicts an additional 1d6 points of damage that carry over to the next attack, the third attack inflicting +2d6 damage, the fourth +3d6 damage and so on to a maximum of +5d6 on all subsequent attacks.

DRAGON RUSH

Discipline: Thrashing Dragon (Boost)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

With the ferocity of a dragon, the disciple follows through a successful attack with a vicious kick to his foe to keep punishing the fool who would stand before the might of a Thrashing Dragon. Upon successfully striking a foe as part of an attack, martial strike, or a full attack, he may as a swift action use this maneuver to deliver a vicious kick at his full attack bonus with his unarmed strike. This attack inflicts an additional 3d6 points of damage.

SHARPENED TALONS

Discipline: Thrashing Dragon (Boost)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

As a dragon might drag his claws across a castle wall to hone their edge, the disciple has learned to give his own attacks a deadly edge for his next attack. When two-weapon fighting, the disciple's attacks with those weapons inflict an additional 2d6 points of damage for the round.

THRASHING DRAGON TWIST

Discipline: Thrashing Dragon (Strike)

Level: 5

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 standard action

Range: One melee attack

Target: Any adjacent target

Duration: Instant

Like a coiled spring, the disciple of the Thrashing Dragon twists his body and with powerful recoil, he spins to swipe at all of his available targets. The initiator attacks surrounding foes while fighting with two weapons, making an attack roll with both wielded weapons against each target at full base attack bonus (effectively making two attacks on each target, one with each weapon) against each enemy that he threatens. If the initiator is capable of making an unarmed strike or natural attack (through Improved Unarmed Strike feat or natural weapons) then the initiator may add an additional attack per target using his unarmed or one chosen natural attack, also at full base attack bonus.

BEND WITH THE WIND

Discipline: Thrashing Dragon (Stance)

Level: 5

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The graceful, flowing movements of the Thrashing Dragon's dance helps defend the disciple in combat while providing him the ability to move through danger unscathed. While in this stance, for each attack that misses the disciple, he may either gain a +2 dodge bonus until his next turn, or he may make a free 5-ft. step to any square his attacker threatens (which does not provoke attacks of opportunity). The initiator can mix which benefit he wishes to gain from this stance from multiple missed attacks. If the initiator is unable to take a 5 ft. step, he is not permitted to select a dodge bonus due to being constrained and having no room to move around in.

HURRICANE OF FANGS

Discipline: Thrashing Dragon (Boost)

Level: 5

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

Utilizing this technique, a Thrashing Dragon disciple is capable of hurling multiple blades at a target in rapid succession with brutal power and incredible accuracy and range. For one round, the range of thrown weapons with range increments (such as daggers) or thrown weapons from an associated Thrashing Dragon weapon group (improvised

weapon penalties apply as applicable) is increased by +30-ft.. Additionally, these thrown weapons strike with deadly force, inflicting an additional amount of damage equal to the initiator's initiator level.

REVERSING THRUST

Discipline: Thrashing Dragon (Counter)

Level: 5

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instant

By watching the form of the enemy attacking him, the disciple may expertly twist and dodge way from the attack while making an attack on his foe in return. The initiator makes an opposed Acrobatics check against the target's attack roll. If successful, the disciple evades and negates his foe's attack and may make an immediate counter attack at his full attack bonus.

TAIL SLAP

Discipline: Thrashing Dragon (Strike)

Level: 6

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 standard action

Range: One melee attack

Target: One creature

Duration: Instant

Saving Throw: Fortitude partial

As the true dragon fights and employs all of its mighty limbs in combat, so does the disciple that emulates their graceful and deadly style. As part of this strike, the initiator makes a normal melee attack and if successful, the disciple makes an additional powerful spinning kick, landing a heavy blow to his foe which may temporarily rob it of its senses. The initiator makes an attack against a foe at full base attack bonus. If successful, the attack inflicts additional damage equal his unarmed strike damage plus an additional 6d6 points of damage and potentially stuns his foe. On a failed Fortitude saving throw (DC 16 + initiation modifier) the foe is stunned for 1d4 rounds. If the saving throw is successful, the foe is merely dazed for one round. The character does not provoke attacks of opportunity for not possessing the Improved Unarmed Strike feat when using this strike, but additional damage from this strike inflicts non-lethal damage unless the character possesses that feat.

GREAT WYRM'S FANG

Discipline: Thrashing Dragon (Strike)

Level: 6

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 standard action

Range: One ranged attack

Target: One creature

Duration: Instant

By focusing his will into one of his blades, the Thrashing Dragon disciple wields the power of a mighty great wyrm in the palm of his hand. The initiator must make a ranged attack against a target by throwing a light weapon with a range increment (such as a dagger) or a signature Thrashing Dragon weapon. If this attack is successful, the attack inflicts an additional 9d6 points of damage.

RENDING CLAWS

Discipline: Thrashing Dragon (Boost)

Level: 6

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Melee

Target: One creature

Duration: Instant

When both of his blades strike home, the Thrashing Dragon disciple may rend and tear with his blades to cause excruciatingly painful and deadly injuries. As a swift action after having made two successful attacks with two wielded weapons (which inflict either piercing or slashing damage) or natural weapons that do slashing or piercing damage against a single target, the initiator may rend his opponent inflicting an additional 8d6 points of damage.

UNBREAKABLE TALONS

Discipline: Thrashing Dragon (Boost)

Level: 6

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One turn

Using his superior skill and speed, the disciple knows where and how to strike for maximum effectiveness. By striking at the right angle, the disciple's blades set off discordant harmonies within the target for increased destructive potential. When two-weapon fighting with bladed weapons or with natural attacks that inflict slashing damage, the disciple's attacks with those weapons inflict an additional 4d6 points of damage for the round and strike as if they were adamantine weapons for the purposes of overcoming damage reduction or sundering items.

ALACRITY ON WING

Discipline: Thrashing Dragon (Counter)

Level: 7

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instant

With reflexes honed from many combats, the disciple may react to danger with speed so great he may even attack multiple times while he evades the unlucky attacker. The initiator makes an Acrobatics check opposed by the target's attack roll. If successful the attack is negated and

LOST PATHS: VOLTAIC

the initiator may make a melee attack with two wielded weapons or unarmed strikes, each dealing an additional +2d6 points of damage.

BRUTAL DRAGON'S STANCE

Discipline: Thrashing Dragon (Stance)

Level: 7

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A Thrashing Dragon disciple sometimes realizes that the best defense is having a field of lifeless opponents at his feet. By adopting the mannerisms of the rampant dragon, he inflicts heavy, chopping blows that decimate his foes as he wades through their broken forms. While in this stance and wielding two-weapons, the initiator suffers a -2 penalty to AC and gains a damage bonus to all melee attacks and unarmed strikes equal to 2d6 + the initiator's initiation modifier.

THRASHING DRAGON FRENZY

Discipline: Thrashing Dragon (Strike)

Level: 7

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 standard action

Range: One melee attack

Target: Any adjacent target

Duration: Instant

By focusing on the principles of speed and power, the Thrashing Dragon disciple explodes into motion, making a vicious flurry of strikes against all nearby attackers in a deadly dance of death. Make two attacks with two-wielded weapons (making two attack rolls with each weapon, effectively making four attacks) against each adjacent enemy that surrounds the initiator. If the initiator is capable of making an unarmed strike or natural attack (through Improved Unarmed Strike feat or natural weapons) then the initiator may add in two additional attacks per target using his unarmed or natural attack.

DOOM TALON

Discipline: Thrashing Dragon (Boost)

Level: 8

Prerequisites: 3 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

When a potentially deadly strike occurs, the Thrashing Dragon disciple knows how to make the blow count. When the initiator makes an attack roll that scores a critical threat, as a swift action the initiator may automatically confirm this critical hit and inflict an additional 4d6 points of damage. Creatures immune to critical hits may still be affected by this strike, not taking the normal double dam-

age but still suffering the additional 4d6 points of damage.

DRAGON WARRIOR'S TALONS

Discipline: Thrashing Dragon (Stance)

Level: 8

Prerequisites: 3 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

With mastery of the Thrashing Dragon's dance comes supremacy in effectiveness and efficiency with the arms that emulate the weapons of the dragon race. His mien is that of a ferocious, implacable dragon and his blades, hands and feet represent the deadly weapons of the wyrms that inspired the style in their deadly prowess. When wielding two weapons in this stance, all melee attacks and unarmed strikes made ignore a target's damage reduction and inflict bleeding wounds on foes, inflicting 2d4 points of bleed damage per round. A successful DC 20 Heal check or the application of any effect that cures hit point damage will stop the bleeding.

THRASHING BLADES

Discipline: Thrashing Dragon (Strike)

Level: 8

Prerequisites: 3 Thrashing Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

With the speed and ferocity of a rampaging dragon, the disciple rends his foe to ribbons with his furious onslaught as he turns the quickening principles of fighting many opponents to fight only one. The initiator may make a full attack action at his foe, each attack at full attack bonus (with no reduction from iterative attacks), with both wielded weapons and any natural attacks or unarmed strikes the initiator possesses. Each of these attacks inflicts an additional 2d6 points of damage due to the sheer ferocity of the attack. The price for this ferocity is that the initiator must leave himself open to some attack; until his next turn the initiator suffers a -4 penalty to his AC and to Reflex saves.

DEADLY DRAGON STRIKE

Discipline: Thrashing Dragon (Strike)

Level: 9

Prerequisites: 4 Thrashing Dragon maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One or two creatures

Duration: Instant

Saving Throw: Fortitude partial

Upon reaching mastery of the Thrashing Dragon discipline, the disciple learns the truth of his deadly war dance; at its center is a deadly calm. It is in this calm that he discovers

the true nature of his art and that one perfect blow can spell instant death for a foe. The disciple analyzes his foes in the blur of combat and finds his perfect moment and strikes for the heart and pierces it through. The initiator makes an attack roll against one or two foes using his two weapons (both attacks made through this strike are made at full attack bonus) and if these attacks are successful, his weapon perfectly and precisely pierces the foe's heart or other vital zone, killing it instantly on a failed Fortitude save (DC 19 + initiation modifier). Even if the creature successful saves, the strike inflicts his weapon's damage plus an additional 12d6 points of damage from the trauma of the blow. The initiator can use this strike to attack the same target with both attacks, forcing the target to make two Fortitude saves as above. Creatures immune to precision damage are not subject to the death effects of this strike.

REFERENCE: STAMINA RULES

Stamina Pool

When you have an ability that grants you stamina points, you gain a stamina pool with a maximum number of stamina points equal to your [base attack bonus](#) + your [Constitution](#) modifier. During combat, you can spend stamina points from this pool to perform a combat trick, the specific effects of which are dictated by a [combat feat](#) you possess. Spending stamina points in this way is not an action, but you can't do so if you are [unconscious](#), [fatigued](#), or [exhausted](#). You can use as many combat tricks on the same action or attack as you like (as long as you have the stamina points to spend), but you can't use the same combat trick twice within its scope. For instance, if you have a combat trick that affects a single attack, you can't use that combat trick more than once on the same attack.

Dropping to 0 stamina points causes you to become [fatigued](#) until you have 1 or more points in your stamina pool.

Temporary increases to your [Constitution](#) score, such as those granted by the core [barbarian's](#) rage class feature or [bear's endurance](#), do not increase the number of stamina points in your pool or your pool's maximum number of stamina points. However, permanent increases to [Constitution](#), such as the bonus granted by a [belt of mighty constitution](#) worn for more than 24 hours, do adjust your stamina points.

You regain stamina points by resting for short periods of time. You don't have to sleep while resting in this way, but you can't exert yourself. You stop regaining stamina points if you enter combat; take an action that requires a [Strength](#)-, [Dexterity](#)-, or [Constitution](#)-based skill check or an ability check tied to one of those ability scores; or take more than one [move action](#) or [standard action](#) in a round (you can still take free, immediate, and [swift actions](#)). This reduction in your number of actions per round also effectively halves your overland speed. For

each uninterrupted minute you rest in this way, you regain 1 stamina point. If you are suffering from any of the following conditions, you can't regain stamina points: [confused](#), [cowering](#), [dazed](#), [dead](#), [disabled](#), [exhausted](#), [fascinated](#), [frightened](#), [helpless](#), [nauseated](#), [panicked](#), [paralyzed](#), [petrified](#), [shaken](#), [sickened](#), [staggered](#), or [stunned](#).

Reference: Stamina Feats

The following feats are used with the stamina and combat tricks system. The basic feat is Combat Stamina, which grants you a stamina pool and allows you to use the most basic combat trick for this system. The other feats give you options for expanding your stamina pool.

COMBAT STAMINA (COMBAT)

You stop at nothing to drive your attack home.

Prerequisite(s): [Base attack bonus](#) +1.

Benefit(s): You gain a stamina pool. After you make an [attack roll](#) with a manufactured weapon, [unarmed strike](#), or [natural weapon](#) attack with which you are proficient, but before the results are revealed, you can spend up to 5 stamina points. If you do, you gain a [competence bonus](#) on the [attack roll](#) equal to the number of stamina points you spent. If you miss with the attack, the stamina points you spent are still lost.

Special: Since you have a stamina pool, you can spend your stamina points to use any combat tricks associated with [combat feats](#) you possess.

EXTRA STAMINA (COMBAT)

You can push yourself to higher limits.

Prerequisite(s): Combat Stamina, [base attack bonus](#) +5.

Benefit(s): Your stamina pool increases by 3 points. **Special:** You can select this feat up to three times. Each time you do, your stamina pool grows by 3 points.

PUSH THE LIMITS (COMBAT)

Even when suffering from fatigue, you can fight through and overcome incredible opposition.

Prerequisite(s): [Con](#) 13, Combat Stamina, [base attack bonus](#) +1.

Benefit(s): You gain a secondary stamina pool with a number of stamina points equal to your [Constitution](#) modifier. You can spend these secondary stamina points only when you have 0 stamina points in your primary stamina pool or when you are [fatigued](#), even though you normally can't spend stamina points while [fatigued](#). You can spend these secondary stamina points as normal, but if the secondary pool drops to 0 points, you become [exhausted](#) until you have at least 1 stamina point in your primary pool. Even if you have points in your secondary pool, you are still [fatigued](#) as long as you have 0 points in your primary pool. Your secondary pool refreshes only after a full night's rest.

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