

Fool's Errand

By Fornest Heck





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DIVERGENT PATHS FOOL'S ERRAND

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CHAPTER 1: FOOL'S ERRAND

When I play martial characters, I tend to look for chances to play the extraordinary. A part of my personal fantasy when playing this game is to achieve acts and stunts that are larger than life. To play an action hero, a mythological badass, an improbably-skilled martial arts master, and everything in between.

Divergent Paths: Fool's Errand was written with that in mind. Though was born out of mechanical necessity when working on the errata for Path of War, it's a labor of love like everything else Dreamscarred Press creates. In writing the discipline, we drew inspiration from realworld fighting techniques, wuxia stories, anime, and even videogames to help define its identity. I hope you enjoy the resulting tone and feel as much as I do.

—Forrest Heck

Creative Director, Dreamscarred Press

BOOKS NEEDED

The options in this book expand on the system and classes presented in *Path of War* and *Path of War: Expanded.* As such, to use this book to its full potential, we recommend that you have the *Pathfinder Roleplaying Game Core Rulebook* on hand. In addition, there are archetypes for the brawler and vigilante classes found in the *Pathfinder Roleplaying Game: Advanced Class Guide* and *Pathfinder Roleplaying Game: Ultimate Intrigue, respectively.*

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THE FOOL'S ERRAND DISCIPLINE

In the annals of history, as the story goes, a lone warrior appeared from nowhere and laid down a challenge: stop him. He tore a bloody path across the martial arts world, and eventually stood alone, undefeated and surrounded by the broken bodies of his victims. Afterwards, the warrior offered to teach his skills to those who dared to learn. The seemingly-impossible demands and trials his teachings entailed were offputting to many, and those who managed to succeed became mediocre martial artists at best. It was not until he was hunted down by the son of one he had slain that the truth was revealed. The warrior was not a martial artist but a mage, and had triumphed in his battles through heavy use of obfuscated magic and hidden items. When called out on this falsehood, the mage laughed it off, claiming that his way was the epitome of martial skill-that to train the body instead of the mind was, and always would be, a "fool's errand."

Naturally, some took this as a challenge. A group of master martial artists took his "teachings" and repurposed them, finding meaning in the mage's lies. Rather than rewriting his training manuals, they decided to take them at face value, channeling their spite to achieve the dangerous, stupid, and seemingly-impossible. After they eventually succeeded, the result was an eclectic mix of pilfered techniques and improbable metaphors that nonetheless resembled a functional style of martial arts. The group of masters later compiled their newfound knowledge into new teachings, and christening the discipline the Fool's Errand, after its inventor's contemptuous remark.

Fool's Errand's associated skill is Climb, and all weapons are associated weapons of the discipline.

SPECIAL RULES

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The Fool's Errand discipline has several special rules regarding its access and use.

Accessing the Discipline

Fool's Errand draws on many styles' techniques, and as such is relatively easy to pick up. A student of its teachings often finds that their first step is merely to learn to blend their own arts with those of the discipline. As such, any character of any class can access the Fool's Errand discipline by trading one of their available disciplines for it. If they do, they gain Climb as a class skill.

Fool's Errand and Unarmed Strikes

Many Fool's Errand maneuvers direct the initiator to make one or more unarmed strikes against a target. Unarmed strikes made as part of Fool's Errand strikes

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use the initiator's highest attack bonus, may deal lethal or nonlethal damage, and do not provoke attacks of opportunity (as if the initiator possessed the Improved Unarmed Strike feat). A character may make these attacks with any part of his body, and applies his full Strength bonus on damage rolls. They can even make these attacks if their hands are full or if they attacked with each of their hands already this turn.

In all other ways, these are treated as normal unarmed strikes (including gaining benefits from class features, feats, magic items, and the like). These benefits apply to all unarmed strikes made as part of Fool's Errand strikes, not just additional ones that a strike may grant. If the character cannot make their additional unarmed strikes from a Fool's Errand maneuver (such as if they used the steel-shattering fist maneuver with a ranged weapon against a target outside their reach), they may still initiate the maneuver without making these attacks.

A character cannot substitute other weapons for the additional unarmed strikes granted by Fool's Errand maneuvers, even if they have an ability that would normally allow them to use a weapon as if it were an unarmed strike. Gauntlets, however, can be used freely, as attacks with gauntlets are considered unarmed strikes by default.

NEW CONDITION: LOCKED

Several Fool's Errand maneuvers and related abilities allow you to lock your target. You may only lock creatures within your melee reach (including that of reach weapons or other effects that extend your reach). Locking a creature does not provoke attacks of opportunity, and even though it is not an attack, it is treated as a melee attack for the purposes of targeting, line of effect, miss chances, and ending an invisibility spell or similar effects. Attempting to lock or drag a creature ends any Stealth you have, though you can still use Stealth after you've locked a creature (if you are otherwise able to do so while observed, such as by having the hide in plain sight ability or making a successful Bluff check). Similarly, locked creatures can use Stealth against you if they have a means to do so, through successfully hiding from you using Stealth does not end the lock.

A creature targeted by a character's lock must succeed at a Reflex save (DC 12 + 1/2 your highest initiator level + your Strength modifier or highest initiation modifier, whichever is higher) or become locked. Locking counts as a Fool's Errand maneuver for the purposes of abilities or effects that increase a maneuver's save DC, and the bonus for using a discipline weapon as part of the attempt is already included in the DC. If you can substitute another ability modifier for melee attack rolls or CMB checks (such as through the Weapon Finesse or Agile Maneuvers feats, or the soulknife's Focused Offense blade skill), you may use your that ability instead of your Strength or initiation modifier for determining your lock save DC.

WHAT IS LOCK?

Similarly to mechanics like hit points, armor class, and attack rolls, there is some amount of necessary abstraction required to make lock function. In the default description of Fool's Errand maneuvers, locking is implied to be a strong grip or hold, but the exact specifics of a character's lock depends on the player, the GM, and the situation. It may be that a character literally wrestles the targets, that they use their reach and skill with a blade to keep their targets from moving freely, or even potentially that their targets are forced into stillness through sheer killing intent. In some cases, a particular explanation for locking a creature may warrant a Will save instead of a Reflex save, at the GM's option. Even in such a case, however, locking is not a mind-affecting ability.

Regardless of how they're doing it, however, a character can lock as many creatures as they are able to reach (provided they have the actions to do so).

Once you've locked a creature, they cannot voluntarily move from their space without escaping the lock (see below). If you lock another creature that is flying or otherwise midair, they remain in the air and do not fall. As this is an ability that hinders movement, creatures under the effects of a freedom of movement spell or slip the bonds power cannot be locked. You can end the lock as a free action, and it automatically ends if the locked creature is no longer within your reach.

You can move freely as long as each creature you've locked remains within your reach, or can drag creatures when you move by moving at half speed. If your movement takes place during a maneuver, you can drag creatures by halving the distance you would normally move (to a minimum of 5 feet, even if halving it would result in a lower distance). You must still follow all the restrictions of your movement (such as where you can move, or where you must end your movement).

When dragging a creature, they move in the same direction as you, relative to your spaces (even if that movement takes them to a harmful location). If you would drag them into a space they cannot enter (such as a wall or that of another creature), you must either relinquish your lock on them, change direction, or stop moving. Otherwise, you can freely drag them along with you, regardless of your relative sizes or location. The movement of dragged creatures does not provoke attacks of opportunity, and your movement does not provoke attacks of opportunity from creatures you're dragging. If you would drag a creature into a space that can't support them or a hazardous location (such as the air for a nonflying creature or a pit of lava), they may make a saving throw to escape the lock (see below). If they succeed, they are not dragged, escape the lock, and fall prone in their space.

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On its turn, a creature can attempt to escape your lock whenever it tries to move. In order to do so, the creature must succeed at a Reflex save with the same DC as when they were locked. A creature can use their Strength instead of their Dexterity on this saving throw (but not the one to evade the initial lock). Success indicates that the locked creature escapes and can move freely; failure means they remain locked, though their action is still spent (and are treated as having moved, for the purposes of taking 5-foot steps). Teleportation effects allow a creature to automatically escape your lock, as do effects that cause you to no longer have the creature within your reach. A creature that does not attempt to move during their turn can make a Reflex save against the lock as a free action at the end of that turn. You cannot lock a creature in the same turn that it escaped your lock.

If you become helpless, all of your locked creatures are released.

FOOL'S ERRAND MANEUVERS

1st Level

Iron Grip: Strike [lock] – Make an attack, then lock the target.

- **Lesson I: Balance:** Stance You gain Improved Unarmed Strike, can use Climb in place of Acrobatics, and can easily stand when prone.
- **Lesson II: Control:** Stance [lock] Your unarmed strikes lock the target, and locked creatures take a scaling penalty on attack rolls against creatures other than you.
- **Lock Step:** Counter Make a Climb check to negate an attack by a locked opponent.

One-Two Punch: Strike – Make two unarmed strikes.

Whirlwind Sweep: Strike – Make a Climb check to knock the target prone; if successful you may throw them up to 10 feet.

2nd Level

Bob and Weave: Boost – Move around an opponent and make them flat-footed against your next attack.

Death at Ten Paces: Boost – Your next melee attack this turn can be made at a range of up to 30 feet.

Lead and Follow: Counter [lock] – Lock a creature you hit with an attack of opportunity.

Hurricane Kick: Strike – Momentarily fly before making a weapon attack.

Steel-Shattering Fists: Strike – Make a weapon attack and an unarmed strike, each of which ignores hardness and damage reduction.

3rd Level

Adamantine Grip: Strike [lock] – Make an attack, then lock the target. If you succeed, the target is also entangled for as long as they are locked.

Lesson III: Suppression: Stance [lock] – Creatures are flat-footed against your first attack each turn, and you can lock one creature each round as a free action.

The Best Weapon is Theirs: Counter – Make a Climb check to negate an attack; if the attack was with a weapon, you also disarm the attacker.

Windmill Waltz Flurry: Strike – Make a weapon attack and two unarmed strikes, moving before, after, or between attacks.

4th Level

Make Them Humble: Counter – You can break through freedom of movement and slip the bonds.

Night Falls: Strike – You pin and silence a locked creature. The Sincerest Form of Flattery: Counter – Copy a maneuver you just observed.

Tornado Slam: Boost [lock] – Make a Climb check to knock the target prone; if successful you may throw them up to 30 feet and move with them, locking them afterwards.

5th Level

Blade-Dance Ballet: Strike – Make a weapon attack and three unarmed strikes, moving before, after, or between attacks.

Lesson IV: The Ladder: Stance – Your training allows you to climb and leap across the air.

Moment of Mastery: Counter – Parry attacks from a single creature for one round.

Surround from Within: Strike [lock] – Make an attack and lock each adjacent opponent.

6th Level

Flowing Dance of the Fool: Strike – Move up to your speed as a full-round action and lock a creature, then make an attack or initiate another strike at the end of your movement.

Lesson V: Expression: Stance – Your unarmed strikes can be made at range, and affect a cone-shaped area behind the target.

No Escape: Counter – You stop a creature from escaping your lock, or follow their retreat.

Tempest Tango Blitz: Strike – Make two weapon attacks and two unarmed strikes, moving before, after, or between attacks.

To the Skies: Boost – Throw each creature you have locked upwards; you can follow one into the air to slam them back down with a strike or other attack.

7th Level

Lightning Strikes Twice: Boost – Your attack reverberates moments later to strike a foe twice.

Finger of God: Boost [lock] – Make a Climb check to knock the target prone; if successful you may throw them up to 5 feet per initiator level and attack them. You move with them, lock them afterwards, and can attempt to steal a weapon during your movement.

Utter Commitment: Strike – Make a single attack for massive damage.

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8th Level

- Endless Dance of Death: Strike Make three weapon attacks and three unarmed strikes, moving before, after, or between attacks.
- **Lesson VI: Supremacy:** Stance [lock] You can lock one creature each round as a free action and when you hit with an attack of opportunity, you take no movement penalty when dragging locked creatures, and your mastery of the Fool's Errand discipline allows you to introduce new concepts into your style.
- **Sky-Shattering Throw:** Strike Make a Climb check to knock the target prone; if successful you deal damage and may throw them a massive distance.

9th Level

Proof of Victory: See text – You use your mastery of disparate techniques to emulate another maneuver.

MANEUVER DESCRIPTIONS

The maneuvers in this section are first by level, then in alphabetical order within a given level.

1st Level

IRON GRIP

Discipline: Fool's Errand (Strike) [lock] Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instantaneous

The most basic technique of the Fool's Errand discipline is simple: grab hold, and don't let go. Make a melee attack. It deals weapon damage as normal, and regardless of whether or not your attack hit, you may make a lock attempt against the target.

LESSON I: BALANCE

Discipline: Fool's Errand (Stance) Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The first lesson a Fool's Errand trainee is taught is merely to stand. By learning to balance both your body and your mind, you can calmly proceed through your forms and drills, even in the midst of combat. While you maintain this stance, you gain Improved Unarmed Strike as a bonus feat, can make Climb checks in place of Acrobatics checks, and can stand up from the prone position as a free action without provoking attacks of opportunity. If you already possess the Improved Unarmed Strike feat, you also gain Greater Unarmed Strike as a bonus feat, using your initiator level instead of your base attack bonus for the purposes of its effect. If your initiator level is below 3, treat it as 3 for the purposes of the feat.

LESSON II: CONTROL

Discipline: Fool's Errand (Stance) [lock] Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The second important lesson you learned was to understand and tightly grasp the flow of combat to negate the movements of your enemies. When you damage an adjacent creature with an unarmed strike while maintaining this stance, you may make a lock attempt against that creature. In addition, creatures you have locked take a -2 penalty on attack rolls against creatures other than you. This penalty increases by -1 for every four initiator levels you possess.

LOCK STEP

Discipline: Fool's Errand (Counter) Level: 1 Initiation Action: 1 immediate action Range: See text Target: One locked creature Duration: Instantaneous

You match your enemy's movements, preventing them from acting freely. You can initiate this counter in response to a creature you have locked making a melee or ranged attack. Make a Climb check, using your opponent's attack roll as the DC. If you succeed, the attack is negated.

ONE-TWO PUNCH

Discipline: Fool's Errand (Strike) Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instantaneous

With quick footwork and equally-quick fists, you deliver a pair of deadly blows. Make two unarmed strike attacks against the same target with a -2 penalty on your attack rolls. They deal weapon damage as normal.

WHIRLWIND SWEEP

Discipline: Fool's Errand (Strike) Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instantaneous

You spin, sweeping your target's legs while at the same time using your momentum to grab and throw them. Choose one creature within your reach and make a Climb check with a DC equal to their CMD. If you succeed, you may throw the target up to 10 feet in any direction (including up). The target falls prone (taking falling damage, if applicable) in the last unoccupied space in that direction. Your target's movement during this strike does not provoke attacks of opportunity.

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2nd Level

BOB AND WEAVE

Discipline: Fool's Errand (Boost) Level: 2 Initiation Action: 1 swift action Range: 5 ft. Target: One adjacent creature Duration: Instantaneous (see text)

You duck under your opponent's guard, delivering an attack in their blind spot. When you initiate this boost, choose a creature you are adjacent to. You may move to any unoccupied space adjacent to that creature, without provoking attacks of opportunity. You cannot move more than your speed in this way (though you can treat the target's space as empty for the purposes of determining how far you moved). Regardless of whether or not you moved, the target then becomes flat-footed against your next attack against them this turn.

DEATH AT TEN PACES

Discipline: Fool's Errand (Boost) Level: 2 Initiation Action: 1 swift action Range: Personal Target: You Duration: 1 turn

Through a combination of immense speed and honed skill, you can use wind pressure to strike a target at a distance. After initiating this boost, you can make your next melee strike or melee attack this turn against a target within 30 feet. You can only target a single creature, even if the strike would normally affect multiple targets. Attacks made under the effects of this boost are treated in all ways as melee attacks, rather than ranged ones (for example, you do not take the normal –4 penalty for shooting into melee).

LEAD AND FOLLOW

Discipline: Fool's Errand (Counter) Level: 2 Initiation Action: 1 immediate action Range: Melee attack Target: One creature Duration: Instantaneous

Battle is a dance, and you happen to know all the steps. Your opponents tend to not. You can initiate this counter when you hit a creature with an attack of opportunity. Make a lock attempt against that creature. If you succeed, their movement is also halted (they do not move, but still spend their action).

HURRICANE KICK

Discipline: Fool's Errand (Strike) Level: 2 Initiation Action: 1 standard action Range: Melee attack (see text) Target: One creature

Duration: Instantaneous

With a powerful leap and a twist, you take brief flight, before crashing down with a deadly blow. As part of initiating this strike, you may move up to your land speed as if you had a fly speed with average maneuverability, then make a melee attack against a creature within your reach at the end of this movement. This attack deals weapon damage as normal. If your movement ends in a location that cannot support you, your attack occurs before you fall (you take falling damage as normal). If you have a means to fly, glide, or hover after your movement, you may do so. You can make Climb checks in place of Fly checks during the movement of this strike.

STEEL-SHATTERING FISTS

Discipline: Fool's Errand (Strike) Level: 2 Initiation Action: 1 standard action Range: Melee or ranged attack (see text) Target: One creature or object Duration: Instantaneous

Ceaseless training breaking boards and shattering plates of stone and steel have taught you how best to strike hard surfaces. As part of this strike, make an attack with a weapon you are wielding and an unarmed strike attack, each against the same target. You take a -2 penalty on your attack rolls during this strike. Each attack deals weapon damage as normal, ignores hardness, and automatically overcomes damage reduction.

3rd Level

ADAMANTINE GRIP

Discipline: Fool's Errand (Strike) [lock] Level: 3 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instantaneous

After striking with your weapon, you follow with an iron grip. Make a melee attack. It deals weapon damage as normal, and regardless of whether or not your attack hit, you may make a lock attempt against the target. If your lock attempt is successful, the target also becomes entangled for as long as they remain locked.

LESSON III: SUPPRESSION

Discipline: Fool's Errand (Stance) [lock] Level: 3 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The third chapter in your training taught you to assert and maintain pressure on the field of battle. You never let up, and your constant assault can unbalance even the most



experienced warriors. While you maintain this stance, the target of your first attack on each turn becomes flatfooted against that attack. In addition, you can make a lock attempt against an adjacent creature once per round as a free action. You may also make a lock attempt against any adjacent creature you hit with an attack of opportunity. If you interrupt a creature's movement with a successful lock, they still spend their action.

THE BEST WEAPON IS THEIRS

Discipline: Fool's Errand (Counter) Level: 3 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instantaneous

As a disciple of the Fool's Errand discipline, you are taught to never rely on your body alone—though you are a deadly weapon, a sword is deadlier. You've learned to steal the advantage when you find yourself unarmed versus an armed opponent. You can initiate this counter in response to a melee or ranged attack being made against you. Make a Climb check, using your opponent's attack roll as the DC. If you succeed, the attack is negated. If the attack was made with a melee weapon, you can make a disarm attempt against your attacker, using your Climb check's result in place of your combat maneuver check. This disarm attempt does not provoke an attack of opportunity, and if you successfully disarm your attacker and have a free hand, you may catch the weapon. If you used this counter to negate a ranged attack with a weapon, you instead catch that weapon or piece of ammunition (you need not attempt a disarm).

WINDMILL WALTZ FLURRY

Discipline: Fool's Errand (Strike) Level: 3 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 full-round action Range: Melee or ranged attack (see text) Target: See text Duration: Instantaneous

You dance across the battlefield, delivering a quick series of blows with weapon and body alike. As part of this strike, make an attack with a weapon you are wielding and two unarmed strike attacks. You take a -2 penalty on your attack rolls during this strike. These attacks can be made against any valid targets for an attack (such as creatures, objects, or squares), and can be made in any order. After each attack, you may move up to 5 feet without provoking attacks of opportunity. In addition, you may move up to your speed before or after resolving this strike. Unlike the previous movement, this movement provokes attacks of opportunity as normal.

4th Level

MAKE THEM HUMBLE

Discipline: Fool's Errand (Counter) Level: 4 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instantaneous (see text)

Your training has shown you that while magic is an advantage, it is not insurmountable if you simply apply enough brute force. You can initiate this counter when one of your abilities would be negated by a *freedom of movement* spell, the *slip the bonds* power, or effects that replicate either of these effects. Make a dispel check (DC 11 + the effect's caster level or manifester level) against the effect, using your initiator level as your caster level. You gain an additional +1 bonus on your dispel check for every 4 Climb ranks you possess. If you succeed, the effect is dispelled and your ability functions as normal. If the effect originated from an item (such as a *ring of freedom of movement*) or a non-spell, non-power ability, the effect is instead suppressed for 1d4 rounds. If the ability has no caster level, use its originator's Hit Dice.

NIGHT FALLS

Discipline: Fool's Errand (Strike) Level: 4 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 standard action Range: Melee attack Target: One locked creature Duration: See text

Open combat is not your only battlefield—you are also adept at ending fights before they start. Make a lock attempt against a creature you are already locking. If you succeed, that creature becomes pinned and silenced for as long as they are locked. They can attempt to escape the lock as a move action, as normal, even though they cannot actually move (they take no penalty on their checks for being pinned). If you successfully pin a flat-footed creature in the same turn that you locked them, they cannot make a sound in response (potentially allowing you to take them down silently).

THE SINCEREST FORM OF FLATTERY

Discipline: Fool's Errand (Counter) Level: 4 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instantaneous (see text)

You can initiate this counter in response to a maneuver (not a stance) being initiated by another creature you can see. You gain that maneuver as a readied maneuver, regardless of



your available disciplines and initiator level. You can initiate that maneuver once before losing the knowledge needed to use it. If you recover or initiate this counter (such as with the warder's extended defense ability) or ready new maneuvers before you initiate the copied maneuver, it is expended immediately and lost. In effect, you "trade" this maneuver for the copied one. You can only copy a maneuver of up to one level higher than the maximum maneuver level a character of your initiator level could learn (for example, if you are initiator level 9th, you can use this counter to copy a maneuver of up to 6th level).

TORNADO SLAM

Discipline: Fool's Errand (Boost) [lock] Level: 4 Prerequisites: One Fool's Errand maneuver Initiation Action: 1 swift action Range: Melee attack Target: One creature Duration: Instantaneous

You deliver a brutal blow that blasts the target away, then give them no respite before following up with further attacks. Choose one creature within your reach and make a Climb check with a DC equal to their CMD. If you succeed, you may throw the target up to 30 feet in any direction (including up). The target falls prone (taking falling damage, if applicable) in the last unoccupied space in that direction, and you may move to any other unoccupied space adjacent to where they landed. If you do, you automatically lock them (they receive no saving throw). Neither yours nor your target's movement during this boost provokes attacks of opportunity.

5th Level

BLADE-DANCE BALLET

Discipline: Fool's Errand (Strike) Level: 5 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 full-round action Range: Melee or ranged attack (see text) Target: See text Duration: Instantaneous

You follow a slash of your sword with several quick jabs or kicks. As part of this strike, make an attack with a weapon you are wielding and three unarmed strike attacks. You take a -2 penalty on your attack rolls during this strike. These attacks can be made against any valid targets for an attack (such as creatures, objects, or squares), and can be made in any order. After each attack, you may move up to 5 feet without provoking attacks of opportunity. In addition, you may move up to your speed before or after resolving this strike. Unlike the previous movement, this movement provokes attacks of opportunity as normal.

LESSON IV: THE LADDER

Discipline: Fool's Errand (Stance) Level: 5 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

Your first lesson was how to fall; your fourth lesson is how to not. Your intense training has given you the ability to climb the very air, grasping the world with your hands and kicking off with your feet. While you maintain this stance, you become immune to falling damage and gain a special mode of movement.

By spending a move action, you gain the ability to make a number of leaps through the air this turn equal to 1/2 your ranks in the Climb skill. Making a leap is a free action, and each leap moves you up to 10 feet in any direction (unlike with a fly speed, you neither gain nor lose distance for moving vertically in this way). You need not jump off of a physical object; you can leap off the air through sheer power and skill. If you end your turn with leaps remaining, these leaps are expended, and you remain hovering in the air until your next turn (at which point you fall unless you must spend another move action to gain leaps). Otherwise, you fall. This movement provokes attacks of opportunity as normal.



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If you initiate a maneuver or use an ability that would allow you to move a distance equal to or greater than your land speed (such as windmill waltz flurry or a strike that includes a charge attack), you may gain leaps as if you had spent a move action rather than making that movement. You still gain any other benefits or penalties from the ability in question (such as a charge attack's bonus on attack rolls and penalty to AC).

MOMENT OF MASTERY

Discipline: Fool's Errand (Counter) Level: 5 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 immediate action Range: Personal Target: You Duration: 1 round

You deliver a series of perfectly-placed parries against your foe's attacks. You can initiate this counter in response to a melee or ranged attack being made against you. Make an attack roll with a weapon you are wielding. If your attack roll is higher than your opponent's, their attack is negated. You may repeat this process each time that creature attacks you for one round.

SURROUND FROM WITHIN

Discipline: Fool's Errand (Strike) [lock] Level: 5 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 standard action Range: Melee attack Target: Adjacent opponents Duration: Instantaneous

You cleverly place yourself in a position to strike at all enemies. Make a melee attack roll and compare it to the AC of each adjacent opponent. If the attack roll hits a target, it deals weapon damage as normal. After resolving your attacks, you may make a lock attempt against each target struck

6th Level

FLOWING DANCE OF THE FOOL

Discipline: Fool's Errand (Strike) [lock] Level: 6 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 full-round action Range: Melee attack (see text)

Target: One creature (see text)

Duration: Instantaneous

With a blindingly-fast sprint, you drag an opponent into a vicious combination attack. As part of this strike, you may move up to your speed. At any point in this movement, you can make a lock attempt against a creature within your reach. If you successfully lock them, you drag them along with you without the normal penalty to your movement speed. When your movement ends, you can take an attack

action (such as Vital Strike) or initiate a readied strike with an initiation action of 1 standard action against that creature. If you initiate a strike, it is expended as normal. Your movement during this strike provokes attacks of opportunity as normal, except from the target.

LESSON V: EXPRESSION

Discipline: Fool's Errand (Stance) Level: 6 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The fifth lesson you learned expanded on the precepts and concepts of the earlier teachings. By striking the air itself, you create a cascade of pressure that delivers your blow beyond your reach. While you maintain this stance, you can make unarmed strikes at range. Your unarmed strikes have a range increment of 10 feet and a maximum range of five range increments. Otherwise, they are treated in all ways as melee attacks rather than ranged ones, allowing you to shoot into melee without taking the normal -4 penalty, or to initiate normally melee strikes at range. In addition, each of your unarmed strikes also affects a 15-foot cone through the target (see the Cones sidebar). Use the result of the initial attack roll and compare it to the AC of each creature caught within the area to determine if an affected creature is hit.

You do not apply the effects of strikes or boosts to the cone's effects, and neither you nor the initial target of your unarmed strike is affected by the cone. If you use this stance with an ability that turns the attack into an area of effect (such as a zealot's destruction augment), each attack makes only one cone, originating from the closest affected creature.

NO ESCAPE

Discipline: Fool's Errand (Counter) [lock] Level: 6 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instantaneous

You swiftly react to your opponent's movements, redoubling your grip or following their path. You have even learned the techniques needed to ride along with a target fleeing through magical methods. You can initiate this counter in response to a creature you're locking succeeding on their saving throw to escape your lock or otherwise taking movement that would cause them to escape your lock (including by teleportation or other effects that would normally escape a lock, but not if they used *freedom of movement* or a similar effect to outright become immune to your lock). Choose one of the following effects:

 Their movement is canceled and they remain locked (their action is still spent).

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 They succeed on their roll to escape, and at the end of their movement, you may move to any unoccupied space adjacent to the creature (or the nearest unoccupied space, if there are none adjacent to them), regardless of how far they moved or how they moved. Then, you may make a lock attempt against that creature. In the case of movement by teleportation, you are also considered to have teleported.

TEMPEST TANGO BLITZ

Discipline: Fool's Errand (Strike) Level: 6 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 full-round action Range: Melee or ranged attack (see text) Target: See text Duration: Instantaneous

You mix attacks with your body and attacks with your weapon to carve a whirling path through your enemies. As part of this strike, make two attacks with weapons you are wielding and two unarmed strike attacks. You take a -2 penalty on your attack rolls during this strike. These attacks can be made against any valid targets for an attack (such as creatures, objects, or squares), and can be made in any order. After each attack, you may move up to 10 feet without provoking attacks of opportunity. In addition, you may move up to your speed before or after resolving this strike. Unlike the previous movement, this movement provokes attacks of opportunity as normal.

TO THE SKIES

Discipline: Fool's Errand (Boost) Level: 6 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 swift action Range: Melee reach Target: Creatures you're locking

Duration: Instantaneous

With a mighty effort, you entrust those in your grip to the sky. When you initiate this boost, you launch each creature you're locking upwards up to 5 feet for each rank you have in the Climb skill. They are no longer locked by you, and fall to the ground (landing prone) unless they have some method of remaining in the air, such as by hovering with a fly speed. You may follow one of the launched creatures into the air and immediately attack that creature using any of your remaining actions for your turn (such as by initiating a strike). If you successfully hit with an attack, they fall and take falling damage afterwards, regardless of whether or not they have a fly speed. You also fall unless you have a way of remaining in the air, though you take no falling damage when using this ability. Neither yours nor your targets' movement during this boost provokes attacks of opportunity.

7th Level

FINGER OF GOD

Discipline: Fool's Errand (Boost) Level: 7 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 swift action Range: Melee attack Target: One creature (see text) Duration: Instantaneous

Every sword on the battlefield is your weapon, even if your foes happen to be holding them for safekeeping. Choose one creature within your reach and make a Climb check with a DC equal to their CMD. If you succeed, you may throw the target up to 5 feet per initiator level you possess in any direction (including up). The target falls prone (taking falling damage, if applicable) in the last unoccupied space in that direction, and you may move to any other unoccupied space adjacent to where they landed. Neither your target's

CONES

Some Fool's Errand maneuvers allow an initiator to create cone-shaped areas with their attacks. These cones function as cone-shaped bursts (and thus won't go around corners), start from any corner of the initial target's square, and widen as they go, as normal for cones. They must be aimed away from the initiator in the direction of the target (though they may be aimed to the side, if they wish). In the below diagram for 15-foot cones, the first three cone placements are valid, and the fourth is not.



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movement nor your movement during this strike provokes attacks of opportunity.

If you have a free hand and there is a weapon within your reach at any point during this maneuver's movement (treat your movement as a straight line to your new space), you may pick that weapon up. If that weapon is wielded or worn by a creature, you must succeed at a disarm attempt to grab the weapon. This disarm attempt does not provoke an attack of opportunity, and you use a Climb check in place of your combat maneuver check. This ability does not give you any special ability to wield or carry the weapon in question if you normally couldn't (such as if it's improperly-sized for you or too heavy to lift).

After you move during this boost, you can make a melee attack against the creature you threw (potentially using the weapon you grabbed during the movement).

LIGHTNING STRIKES TWICE

Discipline: Fool's Errand (Boost) Level: 7 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 swift action Range: See text Target: One creature (see text) Duration: 1 round (see text)

Your blow reverberates through the target's body, echoing again moments after you strike. You can use this boost when you hit a creature with an attack to cause that creature to be struck by your attack again at the start of your next turn. They take half the damage they took from the initial attack (including any bonus damage), and are also affected by any additional effects, such a save against a condition, a delivered touch spell, or the effects of a maneuver or stance. This boost's effect is not replicated on the second hit of the attack.

UTTER COMMITMENT

Discipline: Fool's Errand (Strike) Level: 7 Prerequisites: Two Fool's Errand maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature (see text) Duration: Instantaneous

Your dedication to your training and determination to exceed has brought you past the normal limits. By committing everything to one punch, you can destroy any enemy. Make an unarmed strike attack. If it hits, it deals weapon damage as normal plus additional points of damage equal to 7 times your initiator level. Regardless of whether or not your attack hits, your attack also affects a 30-foot cone through the target (see the Cones sidebar). Use the result of the initial attack roll and compare it to the AC of each creature caught within the area to determine if an affected creature is hit. Creatures hit by the cone take half the damage of the initial attack, and neither you nor the initial target of your attack is affected by the cone. If you use this strike with an ability that turns the attack into an area of effect (such as a zealot's destruction augment), it makes only one cone, originating from the closest affected creature.

8th Level

ENDLESS DANCE OF DEATH

Discipline: Fool's Errand (Strike) Level: 8 Prerequisites: Three Fool's Errand maneuvers Initiation Action: 1 full-round action Range: Melee or ranged attack (see text) Target: See text Duration: Instantaneous

There is seemingly no end to your assault. As part of this strike, make three attacks with weapons you are wielding and three unarmed strike attacks. You take a -2 penalty on your attack rolls during this strike. These attacks can be made against any valid targets for an attack (such as creatures, objects, or squares), and can be made in any order. After each attack, you may move up to 10 feet without provoking attacks of opportunity. In addition, you may move up to your speed before or after resolving this strike. Unlike the previous movement, this movement provokes attacks of opportunity as normal.

LESSON VI: SUPREMACY

Discipline: Fool's Errand (Stance) Level: 8 Prerequisites: Three Fool's Errand maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

As a master of your art, you can fluidly combine the styles of the Fool's Errand discipline with the others you've studied and trained in. When you enter this stance, choose another stance you know of 7th level or lower. You gain the benefits of that stance for as long as you maintain this stance. In addition, you can make a lock attempt against an adjacent creature once per round as a free action. You may also make a lock attempt against any adjacent creature you hit with an attack of opportunity. If you interrupt a creature's movement with a successful lock, they still spend their action. Dragging creatures you've locked does not penalize your movement speeds. You can change the second stance you're benefiting from as a swift action (as if entering that stance).

SKY-SHATTERING THROW

Discipline: Fool's Errand (Strike) Level: 8 Prerequisites: Three Fool's Errand maneuvers Initiation Action: 1 full-round action Range: Melee attack Target: One locked creature Duration: Instantaneous



You grip your opponent and throw them, converting all of your strength into their momentum. Choose one creature you're locking and make a Climb check with a DC equal to their CMD. If you succeed, you may throw the target up to 100 feet in any direction (including up) for each rank you have in the Climb skill. If the target would enter the space of a solid object (including the ground) or another creature, they stop, and both they and the object or creature they collided with take damage as if they had fallen a distance equal to the remaining distance the target would have traveled (up to a maximum of 20d6, as normal). This damage is treated as falling damage, and may be reduced by Fly checks or other abilities as normal. The target then falls prone in the space they land in.

9th Level

PROOF OF VICTORY

Discipline: Fool's Errand (See text) Level: 9 Prerequisites: Four Fool's Errand maneuvers Initiation Action: See text Range: See text Target, Effect, or Area: See text Duration: See text At its heart, the Fool's Errand discipline is founded on stolen ideas. You have seen and experienced a great many maneuvers and techniques, and in a moment of perfect clarity, you can recall your wealth of knowledge and create a brand new move, if only for a moment. You can initiate this maneuver to emulate another maneuver (not a stance) off the following list.

- An 8th-level or lower maneuver of a discipline you know at least one maneuver or stance from.
- A 7th-level or lower maneuver of a discipline you do not know at least one maneuver or stance from.

You must follow any restriction that maneuver has (such as if a counter is normally initiated in response to something, or if a maneuver has restrictions on what actions it can be taken with). The save DCs of any saving throws prompted by the maneuver are determined using this maneuver's level, and as such are equal to 19 + your initiation modifier. In addition, observers trying to identify the exact maneuver you've used have great difficulty; a successful Knowledge (martial) check to identify this maneuver only reveals the maneuver it is emulating. An observer must beat the DC by 10 or more in order to fully understand what you've done. In all other ways, this maneuver acts as the maneuver you are emulating.



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CHAPTER 2: CHARACTER OPTIONS

ARCHETYPES AND CLASS OPTIONS

Each alternate class feature presented in an archetype either replaces or alters one or more specific class features from the base class.

When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All class features of the base class that aren't mentioned among the alternate class features of an archetype remain unchanged and are acquired normally when a character reaches the appropriate level. If an alternate class feature replaces a base class feature, the archetype doesn't count as having that base class feature for the purpose of meeting any requirements or prerequisites. On the other hand, if an alternate class feature alters an existing class feature, it is considered to be the core class feature for the purposes of meeting any requirements or prerequisites, even if it was renamed.

A character can take more than one archetype, but none of the alternate class features can replace or alter the same class feature of the base class.

If a class feature has a series of improvements (such as a fighter's weapon training or a ranger's favored enemy), it can be replaced either entirely or partially. By default, an alternate class feature replaces the entire

original class feature and all of its improvements. For example, if a class feature states that it replaces trap sense without mentioning a specific bonus, it replaces trap sense entirely.

If an alternate class feature replaces one instance of a class feature that's part of a series, the next time the character would gain an improvement to that ability, the new improvement counts as the lower-level ability that was replaced by the archetype, and all subsequent improvements follow suit. For example, if the barbarian's 3rd-level trap sense +1 were replaced, the barbarian would gain trap sense +1 at 6th level, trap sense +2 at 9th level, and so on.

If an archetype gains a class skill as a result of a new martial discipline becoming available to them or as part of an ability that grants a martial discipline, that archetype is not considered to be incompatible with other archetypes that alter or replace class skills. An archetype that otherwise alters the base class' skill list follows the normal archetype compatibility rules.

BRAWLER

The contender is an archetype for the brawler base class detailed in Chapter 1 of the *Pathfinder Roleplaying Game: Advanced Class Guide.*

Contender (Archetype)

"Hey... Come on... Three against one isn't fair! You'll need to bring at least ten to make it even!"

—Larret the Indomitable, a contender

Some warriors focus on a single style, honing it to perfection. Some believe that the true master is one who has practiced their technique ad infinitum. Others disagree, never ceasing to learn new tricks and techniques for use on the field of battle. Contenders are such warriors. Though they may have a preferred method they specialize in, a contender's true strength is in the knowledge and experience they have acquired,

> combining their fragments of mastery into a glorious whole to destroy their enemies.

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TABLE 2-1: ARCHETYPE MANEUVER PROGRESSION

		Maneuvers		Maximum Maneuver
Level	Known	Readied	Stances	Level Known
1st	3	3	1	1
2nd	4	3	1	1
3rd	5	3	1	1
4th	6	4	2	2
5th	6	4	2	2
6th	6	4	2	2
7th	7	4	3	3
8th	7	4	3	3
9th	8	4	3	4
10th	8	5	3	4
11th	9	5	4	5
12th	9	5	4	5
13th	10	5	5	6
14th	11	5	5	6
15th	11	6	5	6
16th	12	6	5	6
17th	13	6	5	6
18th	14	6	5	6
19th	14	6	5	6
20th	15	7	5	6

Maneuvers: A contender begins his career with knowledge of three martial maneuvers. The disciplines available to him are Fool's Errand and two other disciplines of his choice.

Once the contender knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by contender is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A contender's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The contender learns additional maneuvers at higher levels, as indicated on Table 2-1: Archetype Maneuver Progression. The maximum level of maneuvers gained through contender levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. A contender must meet a maneuver's prerequisite to learn it. See the Systems and Use chapter in Path of War for more details on how maneuvers are used.

Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the contender can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the contender need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A contender's initiation modifier is Wisdom, and each contender level is counted as a full initiator level.

Maneuvers Readied: A contender can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A contender must always ready his maximum number of maneuvers readied. He readies his maneuvers by performing martial forms for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The contender does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes practicing, he can change his readied maneuvers.

A contender begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the contender to recover maneuvers, he must use his ambush class feature (see below). Alternately, the contender may take a brief moment of rest, recovering a single maneuver as a standard action.

Stances Known: A contender begins his career with knowledge of one stance from any discipline open to contender. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through contender levels is limited by those listed in Table 2-1: Archetype Maneuver Progression. Unlike maneuvers, stances are not expended and the contender does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a contender cannot learn a new stance at higher levels in place of one he already knows.

This ability replaces knockout, awesome blow, improved awesome blow, and bonus combat feats gained at 5th, 11th, 14th, and 20th levels.

Ambush (Ex): A contender's style is as much about his own positioning as it is about his enemies.' By striking at his opponents when they are most vulnerable, he can keep the pace up and his foes down. Whenever a contender successfully attacks or locks a target that is denied its Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not) or that he is flanking, he can recover a single expended maneuver. He cannot recover a maneuver he initiated since the end of his last turn with this ability. At 1st level, the

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contender can use this ability once per round. At 4th level and every four levels thereafter, he can use this ability an additional time per round.

Martial Flexibility (Ex): A contender has an eclectic mix of techniques and stratagems that he's picked up during his training and battles. As such, he's adept at mixing and matching them to fit the enemy at hand. When a contender uses his martial flexibility class feature, he can choose to temporarily learn and ready a new maneuver (but not a stance) instead of a combat feat. He can only gain maneuvers of up to his maximum maneuver level known when using this ability. The maneuver is immediately exchanged with one of his currently-readied maneuvers (if that maneuver is expended, the new maneuver is also expended). When he initiates or otherwise expends the new maneuver, he can choose to lose it, returning the original maneuver to his current readied maneuvers. Otherwise, the maneuver is lost after 1 minute and the original maneuver returns, taking its place in the contender's readied maneuvers.

The contender can use this ability to gain maneuvers from any discipline that he knows at least one contender maneuver from. He must otherwise qualify for the maneuver as normal.

For example, if a contender has Fool's Errand, Steel Serpent, and Thrashing Dragon as his available disciplines from this class, then he could use martial flexibility to gain a maneuver from one of those disciplines. If he later took the Advanced Study feat to add an Elemental Flux maneuver to his contender maneuvers known, he could then use martial flexibility to gain an Elemental Flux maneuver. The same goes for maneuvers added to his contender maneuvers known by prestige classes.

This ability alters martial flexibility, but does not cause the contender archetype to be incompatible with other archetypes that alter the martial flexibility class feature.

Point of Contention (Ex): A contender is extremely capable of controlling the flow of a battle, and the movements of his enemies. Starting at 2nd level, when a contender hits an adjacent creature with a melee attack, he can make a lock attempt against them as a free action (even if it isn't his turn). He can use this ability once per round at 2nd level, twice per round at 8th level, and three times per round at 15th level.

When a contender would move, he can choose to forgo his movement to move each creature he is locking up to the distance he could have moved while dragging them. They must remain within his reach, and they must be able to be moved into their new spaces (for example, he could not move a creature through a wall or another creature). This movement does not provoke attacks of opportunity. The contender cannot use this ability to forgo forced movement (such as if he were bull rushed); it only functions for his own actions.

This ability replaces brawler's flurry.

Maneuver Training (Ex): A contender can choose to train lock with this class feature. If he does so, he adds the bonus that would normally be applied to his combat maneuver checks with the trained maneuver to his lock save DC and to his saving throws against lock attempts. This ability alters maneuver training, but does not cause the contender archetype to be incompatible with other archetypes that alter the maneuver training class feature.

VIGILANTE

The night terror is an archetype for the vigilante base class detailed in Chapter 1 of the *Pathfinder Roleplaying Game: Ultimate Intrigue.*

Night Terror (Archetype)

—The Vulture, as he takes down his prey

Some vigilantes are masters of the unexpected. Plying the roofs and alleyways of their territories, these terrors of the night seem like ghosts—they appear in an instant from nowhere, then vanish into the darkness just as quickly. Wielding surprise and shadow as easily as fist and blade, night terrors stalk their targets with a persistence like no other.

Maneuvers: A night terror begins his career with knowledge of three martial maneuvers. The disciplines available to him are Eternal Guardian, Fool's Errand, Tempest Gale, and Veiled Moon.

Once the night terror knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by night terrors is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A night terror's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The night terror learns additional maneuvers at higher levels, as indicated on Table 2-1: Archetype Maneuver Progression. The maximum level of maneuvers gained through night terror levels is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. A night terror must meet a maneuver's prerequisite to learn it. See the Systems and Use chapter in Path of War for more details on how maneuvers are used.

Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the night terror can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction on the highest-level maneuvers he knows; the night terror need not replace the old maneuver with a maneuver of the same level. He can swap only a single maneuver at any given level. A night terror's initiation modifier is Charisma, and each night terror level is counted as a full initiator level. A night terror also uses his Charisma instead of his

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Intelligence and Wisdom for any vigilante class features he gains.

Maneuvers Readied: A night terror can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A night terror must always ready his maximum number of maneuvers readied. He readies his maneuvers by meditating on the nature of his mission or practicing weapon drills for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The night terror does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes meditating or practicing, he can change his readied maneuvers.

A night terror begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the night terror to recover maneuvers, he must momentarily retreat from the battle to position himself for a new ambush. As a full-round action, the night terror gains the ability to use the Stealth skill while being observed for one round, then can make a Stealth check to hide and move up to his speed. When he does so, he recovers a number of expended maneuvers equal to his night terror initiation modifier (minimum 2). The night terror does not take a penalty on his Stealth check from moving while using this ability, and his movement is not reduced for dragging locked creatures. Alternately, the night terror may adjust his approach, reassessing his targets and recovering a single maneuver as a standard action.

Stances Known: A night terror begins his career with knowledge of one stance from any discipline open to night terror. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through night terror levels is limited by those listed in Table 2-1: Archetype Maneuver Progression. Unlike maneuvers, stances are not expended and the night terror does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a night terror cannot learn a new stance at higher levels in place of one he already knows.

This ability replaces the vigilante talents gained at 4th, 8th, 16th and 20th levels. This ability does not cause the night terror archetype to be incompatible with other archetypes that alter the vigilante talents class feature, so long as it still has a vigilante talent at each of these levels to give up. Vigilante Specialization (Ex): A night terror's vigilante specialization is stalker. Unlike a normal stalker vigilante, his hidden strike damage is 1d8 at 1st level, and increases by 1d8 at 4th level and every four night terror levels thereafter. Whenever a night terror would deal hidden strike damage to a creature with a melee attack, he can forgo this additional damage to make a lock attempt against that creature instead. When he does so, he gains a bonus to his lock save DC equal to the number of hidden strike dice he has. If his lock attempt is successful, he is considered to have done hidden strike damage to the target for the purposes of vigilante talents and class features. This ability alters vigilante specialization.

Improvisational Expert (Ex): A night terror is an expert at using anything around him to his advantage, striking deadly blows with mundane objects and using his location to incredible effect. At 1st level, a night terror becomes proficient with improvised weapons, and as such does not take the normal –4 penalty on attack rolls for using them. He treats improvised weapons as unarmed strikes for the purposes of affecting them with an amulet of mighty fists or similar items.

At 8th level, the night terror can weaponize the environment around him; he can make attacks with unattended objects within his reach as if he was wielding them, regardless of whether or not his hands are full or what he's otherwise wielding. This ability only gives him the ability to attack with objects around him; it does not grant him the ability to make additional attacks, nor is he considered to have extra "hands" for the purposes of fighting with two weapons.

At 15th level, the night terror is so adept at using whatever is at hand to fight that he can strike opponents with objects nearby by throwing or ricocheting things into them. He can make attacks with any unattended objects within 30 feet of him against targets that are adjacent to or sharing a space with the objects. These are treated as attacks with thrown weapons, though he need not have the objects on hand, does not take the normal –4 penalty for shooting into melee, and treats the object's space as the attack's origin for the purposes of determining cover and concealment. He must have line of effect to both the object and the target to make an attack in this way.

Night Terror Talents: A night terror can choose from the following vigilante talents in addition to the normal list. This ability alters vigilante talents, but does not cause the night terror archetype to be incompatible with other archetypes that alter the vigilante talents class feature. A night terror can take the Combat Skill, Fist of the Avenger, Heavy Training, Nothing Can Stop Me, and Unkillable vigilante talents as if he were an avenger vigilante.

Discipline Focus (Ex): The night terror gains Discipline Focus as a bonus feat for a discipline he has access to, even if he doesn't meet the prerequisites. He retains the feat's benefits even if he doesn't know three maneuvers of that discipline.

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Just the Wind (Ex): When a night terror misses an attack against an unaware opponent, he can immediately make a Stealth check opposed by a Perception check by the creature with the highest Perception modifier among opponents who could perceive the attack. Success causes the attack to go unnoticed and his targets to remain unaware that they're being attacked at all. The night terror must be at least 6th level to select this talent.

Magic Tricks (Ex): The night terror gains Quick Draw as a bonus feat and adds Mithral Current to his list of available disciplines. As the night terror is proficient in all objects as weapons, he may use his Quick Draw feat to draw any object he carries or wears, including alchemical items and magic items. If a night terror with this talent uses an alchemical item or an item holding doses of contact or injury poison as an improvised melee weapon, the target is also subjected to that item's effects (splash weapons deal damage in an area around the target normally, but do not affect the night terror when used in this way). If he uses a consumable item in this way, it expends the item.

Pin to the Wall (Ex):* Whenever the night terror would deal hidden strike damage to a creature with a ranged attack, he can forgo this additional damage to make a lock attempt against that creature instead (see page 1). If his lock attempt is successful, the target is affected as if he had used the stay put vigilante talent on them, and he is considered to have done hidden strike damage to the target for the purposes of vigilante talents and class features. The night terror must have the stay put vigilante talent to select this talent.

Silent Takedown (Ex): When the night terror successfully locks a creature by foregoing his hidden strike damage, that creature loses the ability to speak for as long as they are locked. This prevents the target from calling out for help, using spells with verbal components, or doing anything else that requires speaking. The night terror must be at least 4th level to select this talent.

Stalker Art (Ex or Su): The night terror gains a single stalker art of his choice (see the stalker base class in Path of War and Path of War: Expanded). If he selects a stalker art that modifies the deadly strikes class feature, that talent applies to his hidden strikes instead, and the talent counts as a stalker vigilante talent with an asterisk (*) for the limitation of only one applying to a given hidden strike. Stalker arts requiring the use of ki points can be selected only if the night terror has a ki pool from another source. Selecting a stalker art as a vigilante talent does not qualify the night terror for the Extra Stalker Art feat.

Stay Put (Ex):* Whenever the night terror succeeds at a lock attempt with a weapon (such as with his hidden strikes ability), the vigilante can relinquish the weapon to cause the target to remain locked within their space, independent of the vigilante. The vigilante is no longer considered to be locking the target, and as such cannot drag them. However, the target remains locked until they succeed at a save to escape the lock (using the vigilante's lock save DC), regardless of the vigilante's location. If they escape, the target can choose to grab and wield the weapon used to keep them restrained; this does not provoke attacks of opportunity and takes no action. The lock from this ability is only the base lock condition; it does not include any additional effects (such as the pin from night falls).

NEW FEATS

Fool's Errand Style (Combat, Style)

You can deliver debilitating holds.

Prerequisites: Climb 3 ranks, one Fool's Errand stance known.

Benefit: Whenever you would make an attack against a creature you're locking, you can forgo your attack to cause them to become sickened or entangled for one round. Successive uses of this ability do not increase the duration of these conditions (though you may apply both conditions to a target). In addition, you can make a lock attempt against an adjacent creature once per round as a free action.

Fool's Errand Scholar (Combat)

Your studies have taught you a wide variety of strategies. **Prerequisites:** Fool's Errand Style, Climb 7 ranks.

Benefit: When you activate Fool's Errand Style, choose a combat feat you qualify for. You gain the benefit of that combat feat for as long as you maintaining Fool's Errand Style. If a combat feat has a daily use limitation (such as Stunning Fist) or grants a resource (such as Extra Ki), any uses of that feat or its resource count towards that feat's limit, even if you regain the feat later. You can only gain a single feat using this ability per encounter; if you leave Fool's Errand Style and activate it again, you regain the feat you chose the first time.

Fool's Errand Sensei (Combat)

You've mastered several of the Fool's Errand discipline's secret techniques.

Prerequisites: Fool's Errand Style, Fool's Errand Scholar, Climb 11 ranks.

Benefit: You gain access to the following two special actions in combat.

- Combo Breaker (Ex): You can expend a readied boost as an immediate action when you are hit with and take damage from with a melee or ranged attack. Make an attack roll with a weapon you are wielding. Further attack rolls by your opponent (including touch attacks) during this turn are rolled against your attack roll's result, rather than your AC.
- Rising Dragon Fist (Ex): You can expend a readied counter as a swift action while prone to stand up and cause one adjacent creature to become flat-footed against your next attack against them this turn.

DÍVIERGERT PATIES

Quicksilver Grip (Combat)

Your grip is as fluid as mercury, while remaining as unbreakable as steel.

Prerequisites: Quick Draw, two Fool's Errand maneuvers known, two Mithral Current maneuvers known.

Benefit: Whenever you hit a locked creature with a weapon, you may sheath that weapon. You are considered to be threatening all creatures you're locking with your sheathed weapons, and can draw a weapon when making attacks of opportunity against such creatures. In addition, you combine the techniques of your favored disciplines, allowing you to treat normally-supernatural Mithral Current maneuvers as extraordinary abilities.

Vortex Rush (Combat)

You trace paths of elemental fury across the battlefield.

Prerequisites: Two Elemental Flux maneuvers known, two Fool's Errand maneuvers known.

Benefit: While you maintain an Elemental Flux stance, whenever you move as part of a maneuver or combat maneuver, or force creatures to move as part of a maneuver or combat maneuver (including when dragging a locked creature), you and those creatures leave behind a trail of energy in every square exited during the movement. Creatures entering or passing through a trail takes points of damage equal to your initiation modifier of your active element's associated energy type. A creature can only take this damage once per action; for example, if a creature moved (or was dragged) across a trail multiple times in the same action, they would only take the damage once. Each trail you create with this feat is considered to be part of the same trail for the purposes of damaging creatures multiple times, and your trails vanish one round after you make them. You do not take damage from your own trails, and may suppress or resume this ability as a free action. This is a supernatural ability.

NEW MARTIAL TRADITION

The Fellowship of Fools

Alignment: Any.

Symbol: A damaged spellbook, its pages torn out.

Disciplines: Fool's Errand.

Oath: The Fellowship of Fools is an exceptionally loose organization; they have few rules, mostly pertaining to behavior among other members of the tradition and the sharing of knowledge. As such, the oath sworn by adherents of the tradition varies from person to person, though it always retains one core tenet: that they will not refuse knowledge to one willing to learn.

Unlike some organizations, the Fellowship has no restrictions on the joining of other groups, so long as the member stays true to their promises.

Allegiance Benefit: A member of the Fellowship (or Fool)'s training includes gaining approximate knowledge of many techniques and magics. A Fool can always choose to take 10 on Knowledge and Spellcraft checks to identify maneuvers, psionic powers, and spells, even when distracted or threatened. A Fool does not lose this benefit if he violates his oath or leaves the organization, though there may be repercussions from other members.

Description: As an organization, the Fellowship of Fools claims to trace its founding back to the group of masters who invented the modern form of its discipline. It is a loose collection of teachers and students; members lack authority within the organization outside of the respect that they have claimed for themselves. The central rule of the Fellowship is that anyone who wants to learn is to be allowed to learn, regardless of background, affiliation, or inclinations. Individual teachers are permitted their own rules regarding the behavior of their students (especially when it comes to political or school rivalries), but outright refusing to share knowledge with allies is an act that the Fellowship of Fools does not take kindly to.

In effect, the Fellowship of Fools is less of an organization and more an interconnected collection of different schools, each sharing their wealth of techniques with each other. Individuals and schools do maintain their own bevy of secret skills and forbidden arts, but as a whole, the styles and stratagems known to a Fool tend to be known to many. Both master and disciple are expected to never stop learning, and cease training only when they are no longer able to. In addition, those who join the organization are expected to bring something new to the table; even a single idea from a prospective student is enough. As such, the styles practiced by the organizations of the Fellowship are constantly evolving, and they tend to have heavy amounts of competition among members, each racing to climb the peak of perfection.

Despite their origin and symbol, the Fellowship of Fools has no qualms about accepting mages and similar beings into their ranks. However, though they have no objections to magic, they do object to arrogance—many members take great pride in their skills, and those who "cheat" to get ahead, rather than blending magic into their more physical techniques, often find themselves making dangerous rivals and enemies.

Common Tasks: A member of the Fellowship of Fools is both a student and a teacher; their exact tasks depend greatly on who they have learned from or trained under, but adventuring Fools are expected to go out of their way to learn new techniques and incorporate them into their personal styles. Outside of personal obligations, the complex network of competition and rivalry between different member groups also results in occasional friendly skirmishes and small-scale "wars." Though these tend to not end in widespread bloodshed, members are expected to take part if they are affiliated with the groups in question. Finally, though it is nearly impossible to be ejected from the organization (even by breaking one's oath), some members are occasionally blacklisted as a result of unwarranted murder of their fellows or for malevolently misteaching students, and members in good standing might be sent to deal with them (sometimes permanently).

DÍVIERGENT PATHS

Available Services: Owing to its lack of a true central authority, the services of the Fellowship of Fools vary greatly. A member can expect others within the organization to provide food, shelter, and knowledge, but beyond that, aid gained depends entirely on the whims and specialties of the members in question. There are no rules requiring more than a bare minimum to be given, but the Fellowship does have a complex network of favors and promises that can be tapped or entered into in order to get what one needs.

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