



PATH OF WAR THE STALKER

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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A NOTE FROM THE AUTHOR

A big welcome to the Path of War to you!

Whether you're new to this product line or have been watching and participating in the playtests, I want to take this time to thank you for your interest and for being a part of what I hope will be a great and successful line up of martial products that will enhance your Pathfinder game with a wealth of new combat options and great material that can be integrated into any setting. This document is the product of a dream of mine for a long time, and I'm very fortunate to be able to share my dream with you.

The stalker is the first in a set of new base classes to be published by Dreamscarred Press for the Path of War series and I certainly hope you'll be pleased with this class! Loads more is in the works for this class and the entire Path of War line, including more base classes, archetypes, feats, prestige classes, items, and loads more. This is going to be an incredible ride and I'm glad that we here at Dreamscarred Press are able to undertake it with you. Thank you!

Regards,

Chris "ErrantX" Bennett Lead Designer for the Path of War Dreamscarred Press

INTRODUCTION

If you've played one of the martial classes, you might wonder why spellcasters get all the cool new toys. Sure, playing a fighter or rogue or monk can be fun, but they pretty much always have the same options - melee attack, ranged attack, full attack. There are occasionally things to make those interesting, such as cleave or grapple, but those options aren't always the best option.

So why should spellcasters and manifesters get all the fun abilities? *Path of War* is here to give fun, but balanced, options to the martial classes so that role-playing interactions aren't the only time you get to do cool things with your character!

WHAT IS THE PATH OF WAR?

To put it simply, the *Path of War* is a new way to look at martial combat in the *Pathfinder Roleplaying Game*. At its basic roots, the *Path of War* allows for martiallyinclined characters to harness new abilities to aid them in combat. These new abilities are known as maneuvers, a specific technique that allows a martial disciple to enact a powerful attack, erect a defense against an attack, or improve his overall fighting ability or the abilities of others. By initiating these in combat, the martial disciple has a powerful edge that can even rival the powers of the spellcasters of the world. Maneuvers are grouped into disciplines, with each discipline having a group of associated weapons that fit the use of that discipline. In addition, disciplines have an associated skill that is often used with many of the maneuvers themselves.

Once used, a maneuver is considered expended, not unlike a prepared spell for spellcasters. But where the difference between a spell and a martial maneuver lies is the martial disciple's ability to recover that expended maneuver for use again and again over the course of the day.

All characters have the potential to learn these maneuvers, either by being a martial disciple or by being someone who has taken up martial training in addition to their class' normal training. Martial disciples are those who have taken the stalker, warder, or warlord classes, and all others must learn martial maneuvers through training (such as by taking feats) or through specific training in their class (by taking up an archetype). Once learned, a character is forever a martial initiator, a warrior with skills beyond the abilities of most others of his kind, and the potential to master these arts lies before him along the *Path of War*.

A NEW METHOD OF BATTLE

So, there is a question that begs to be asked: Why make a new book of martial maneuvers? Well, from the days of 3.5, there was a certain book that did drive a wedge into many gaming tables as it challenged the philosophies of many who sat around it. "Was it okay to give fighters spells?" they'd say. Some would say yes, some would say no. Almost everyone had an opinion on the matter. Since the inception of the maneuver system in 2006, many people still use the parent book that inspired this work in the every day games and with good reason to; it was a great new set of options. Some didn't like it, and as those who would agree with the utility of this book would say it's because "they don't want fighter to have nice things." The Path of War is designed to give nice things to everyone and to bring a ton of new options to every class that relies on their strength of arms to survive an adventure.

The *Path of War* offers a number of new things that could fit into any campaign setting, from classes and archetypes, feats, items and monsters, to organizations that are fundamentally connected to cultures of martial disciples that have learned, developed, and spread disciplines of maneuvers to their members for mutual benefit. By adding the *Path of War* to your campaign, you're adding an exciting wealth of new opportunities and options to the Pathfinder game system, breathing new life in to combat as well as into classic monsters that will suddenly have new tricks that veteran players will enjoy as much as new players. Martial disciples are here at last for the Pathfinder game system, and they're determined to change the face of combat forever.

CLASSES

Path of War introduces new classes using the maneuver-based combat system. Detailed below is the stalker class, a combination of combatant and stealthy scout.

STALKER

A effective warrior wielding both skill and stealth, the stalker is a martial disciple who battles in the deep shadows and the hidden underworld of night. Through rigorous training and deep, intuitive, instincts, the stalker is a trained killer whose very art is considered illegal in some places. Part mystic, part warrior, and part assassin, the stalker's arts are varied, but always deadly.

Adventures: Stalkers adventure for many reasons, but most do so either as part of a guild of fellow stalkers on a mission, for money and profit, or for deeper, often darker purposes of the heart. Some adventure for the test of their skill, but this is slightly rarer; whatever the reason, the path of the stalker is often a self-absorbed one.

Characteristics: Stalkers universally are very introspective people, they rely so heavily upon their intuitive reactions to situations and their heightened reflexes through athletic skill that they usually have an air of detachment. Some are braggarts, but many are quiet and calm, paying close attention to their surroundings should they need to use their lethal skills.

Alignment: Any. Stalkers do not lean to any particular alignment trend, running the gamut of all walks of life.

Religion: Some stalkers are deeply religious, finding solace in their meditations to gods of night, death, travels, or revelry. Other stalkers find no use for gods, for if the gods protected and cared for their flock, then they wouldn't make their followers so easy to kill.

Background: Stalkers often arise from the poor and underprivileged who live in city slums, trained from their youth to be unfeeling killers. Others are trained in remote areas in a more monastic fashion, taught to be warriors who strike from the shadows. The training of stalkers can also be an individual thing, each master teaching a student in their own way, the way they were taught.

Races: Humans and outcast races tend to be drawn to the path of the stalker. Half-orcs and half-elves make up a majority of the non-human stalkers, with goblinoids coming in next.

Other Classes: Stalkers get on well with rogues and rangers due to having complementary roles. Paladins and clerics often chafe when partied with stalkers, as their reputation as killers (rightly or wrongly) often sours opinions of them. Other classes generally have a neutral opinion of stalkers, unless that stalker has come for them.

Role: Striker. In the party, the stalker follows the heavily armored fighter into combat, using them as shields and distractions so they can inflict maximum damage on their foes. In addition, the stalker can serve quite well as the party scout, finding danger and warning the party before they stumble upon it.

Game Rule Information

Abilities: Dexterity and Wisdom are prime attributes for stalkers, as many of their skills are governed by these abilities and their combat capabilities are augmented by them as well. Wisdom is the primary initiating attribute for stalker. Strength is valuable for damage, but can fall behind Constitution for endurance in battle.

Starting Wealth and Age: As cleric. **HD**: d8

Class Skills

The stalker's class skills (and the key ability for each skill) are: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (martial) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Points per Level: 6 + Int modifier



Class Features

All of the following are class features of the stalker.

Weapon and Armor Proficiency: Stalkers are proficient with all simple and martial weapons, and with light armor. Stalkers are not proficient with shields of any kind.

Maneuvers: A stalker begins his career with knowledge of six martial maneuvers. The disciplines available to him are Broken Blade, Solar Wind, Steel Serpent, Thrashing Dragon, and Veiled Moon. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by stalkers is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown above. The stalker must meet a maneuver's prerequisite to learn it. See Systems and Use chapter.

Upon reaching 4th level, and at every even numbered stalker level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the stalker loses the old maneuver in exchange for the new one. The stalker need not replace the old maneuver with a maneuver of the same level. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows. The stalker can swap only a single maneuver at any given level. A stalker's primary initiator attribute modifier is Wisdom.

Maneuvers Readied: A stalker can ready four of his six starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by meditating and focusing his ki for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Stalkers do not need to sleep or be well rested to ready their maneuvers; any time he spends 10 minutes in meditation, he can change his readied maneuvers. He may not ready any individual maneuver more than once. He begins an encounter with all readied maneuvers unexpended, regardless of how many times he may have already used them since he chose them. When the stalker initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (until they are recovered, see below).

Stalkers may recover their maneuvers in one of two ways. The stalker may either center his awareness of the combat momentarily as a standard action and recover a single expended maneuver of his choice. Alternately, he may recover his Wisdom modifier in expended maneu-

	Base								
	Attack	Fort	Ref	Will		Dodge	Maneuvers	Maneuvers	
Level	Bonus	Save	Save	Save	Special	Bonus	Known	Readied	Stances
1 st	+0	+0	+0	+2	Ki pool, deadly strike +1d6	+0	6	4	1
2 nd	+1	+0	+0	+3	Combat insight (defensive reflexes)	+1	7	4	2
3 rd	+2	+1	+1	+3	Stalker art	+1	8	5	2
4 th	+3	+1	+1	+4	Combat insight (uncanny dodge)	+1	9	5	2
5^{th}	+3	+1	+1	+4	Deadly strike +2d6	+1	10	6	3
6 th	+4	+2	+2	+5	Blending	+2	11	6	3
7^{th}	+5	+2	+2	+5	Stalker art	+2	12	6	3
8 th	+6/+1	+2	+2	+6	Combat insight (critical hits)	+2	13	7	3
9 th	+6/+1	+3	+3	+6	Deadly strike +3d6	+2	14	7	4
10 th	+7/+2	+3	+3	+7	Dual strike 1/day	+3	15	8	4
11 th	+8/+3	+3	+3	+7	Stalker art	+3	16	8	4
12 th	+9/+4	+4	+4	+8	Combat insight (critical recovery)	+3	16	8	4
13 th	+9/+4	+4	+4	+8	Deadly strike +4d6	+3	17	9	4
14 th	+10/+5	+4	+4	+9	Dual strike 2/day	+4	17	9	5
15 th	+11/+6/+1	+5	+5	+9	Stalker art	+4	18	10	5
16 th	+12/+7/+2	+5	+5	+10	Improved blending	+4	18	10	5
17 th	+12 /+7/+2	+5	+5	+10	Deadly strike +5d6	+4	19	10	5
18 th	+13/+8/+3	+6	+6	+11	Combat insight (blindsight)	+5	19	11	5
19 th	+14/+9/+4	+6	+6	+11	Dual strike 3/day, stalker art	+5	20	11	5
20th	+15/+10/+5	+6	+6	+12	Retributive ki	+5	21	12	6

TABLE 1: THE STALKER

Raco

vers (min of 2) as a full round action, centering his spirit completely to re-align his perceptions of the battle and his place in it. When recovering his maneuvers as a full round action, he may add a +4 insight bonus to his Armor Class as his ki defends his form while he re-centers himself.

Stances Known: Stalkers begin play with knowledge of one stance from any discipline open to stalkers. At the indicated levels (see class table), the stalker selects an additional new stance. Unlike maneuvers, stances are not expended and he 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 using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuver, the stalker cannot learn a new stance at higher levels in place of one he already knows.

Ki Pool (Su): At 1st level, a stalker gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in the stalker's ki pool is equal to 1/2 her stalker level + his Wisdom modifier (minimum of 1).

• At 1st level, the stalker may use his *ki* to grant himself a +4 insight bonus to a single Perception or Sense Motive check as a swift action, as he uses his *ki* to feel out the vibrations of others and their hidden motives.

• At 5th level, the stalker may use his deadly strikes in conjunction with his combat insight to "read" his opponent's defenses and deliver devastating blows beyond his foe's guard. The stalker spends one point of ki as a swift action to read his target opponent, and may apply his deadly strike to all martial strikes initiated by the stalker for a number of rounds equal to his Wisdom modifier against this target. If the stalker scores a successful critical hit against the target while this ability is active, then he activates deadly strikes as normal.

• At 7th level, the stalker may spend 1 point from his *ki* pool to gain a +4 insight bonus on a saving throw as an immediate action.

• At 9th level, the stalker can delve into his subconsciousness in battle and remember key lessons from his training. The stalker envisions potential scenarios where martial abilities he has not readied come into play and gains a momentary burst of martial insight. The character spends one *ki* point and may trade a readied maneuver for a maneuver known of the same level or lower and have it immediately readied and accessible for his use as a swift action a number of times per day equal to his Wisdom modifier. The character may initiate this maneuver and recover it as if he had prepared at the beginning of the day (or when ever the stalker readied his maneuvers last) until the end of the combat encounter.

The *ki* pool is replenished each day after 8 hours of rest and meditation; these hours do not need to be consecutive. If the stalker possesses levels in another class that grants points to a *ki* pool, stalker levels stack with the levels of that class to determine the total number of

ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The stalker can now use *ki* points from this pool to power the abilities of every class he possesses that grants a *ki* pool.

Deadly Strike (Ex): The stalker is capable of maximizing his deadliness whenever he lands a critical blow upon his opponent, opening his target up for future punishment as the stalker becomes attuned to his prey. The stalker's deadly strike activates whenever the stalker scores a successful critical hit against a target, and is active against that target for a number of rounds equal to his Wisdom modifier. Deadly strike inflicts extra damage, to only this target creature, on all of the stalker's attacks. This extra damage is 1d6 at 1st level, and increases by 1d6 for every four stalker levels thereafter. When the stalker scores a critical hit, this extra damage is not multiplied, it is simply added to the damage. If the stalker scores a successful critical hit during the time his deadly strikes are active, the duration of this ability is extended by one round (no more than one extension can be made per round). Ranged attacks can count as deadly strikes only if the target is within 30 ft.. Deadly strikes is more effective with weapons with higher critical multipliers, such as scythes and battle axes. Weapons with a x3 critical multiplier inflict damage with deadly strikes using a d8 instead of a d6, and weapons with a critical multiplier of x4 use d10's.

Deadly strikes may not be used with weapons that inflict non-lethal damage The stalker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Creatures immune to critical hits or precision damage cannot be targeted by a deadly strike. A stalker cannot deadly strike while attacking a creature who has concealment.

Combat Insight (Su): At 2nd level, the keen senses and awareness of the stalker delivers him a sort of sixth sense. This insight performs as an intuitive alarm, alerting him of danger. Through his rigorous practice and learning to trust his instincts and intuition to an unearthly level, the senses of the stalker are unusually sharp.

At 2nd level, the stalker's combat sense opens his third eye, granting him defensive reflexes that protect him in combat. The stalker may add his Wisdom modifier to his initiative score and to Reflex saving throws as an insight bonus.

At 4th level, the heightened perceptions of the stalker allow him to know when his prey could get the jump on him, granting him the uncanny dodge class feature (see rogue class for details).

At 8^h level, the killer's instinct in the stalker is honed to a razor's fine edge, allowing him to add his Wisdom modifier to as a competence modifier to confirm critical hits. This ability counts as if the character possessed the Critical Focus feat, and for the purposes of taking critical feats that the character qualifies for. The character may not select the Critical Focus feat once he has this ability, and should he have it before he gains this ability, he loses the Critical Focus feat and may select a critical feat in its place.

At 12^{th} level, the stalker's insight allows him to funnel the *ki* of his foes into his form with his deadly attacks. The character can recover a single expended maneuver or regain a point of *ki* when scores a successful critical hit against a living creature.

At 18th level, the heightened precognitive abilities of the stalker manifest in his ability to sense things around him that others cannot, granting him blindsight of 30 ft.. This is a supernatural ability.

Dodge Bonus (Ex): The stalker's heightened perceptions of danger allow him to defend himself from attacks as they are made against him, anticipating the attack as it comes. A stalker gains a +1 dodge bonus to his Armor Class at 2nd level, which improves by an additional +1 every four stalker levels.

Stalker Arts: As a stalker gains experience, he learns a number of arts that aid him and confound his foes. Starting at 3rd level, a stalker gains one art; he gains an additional art for every four levels of stalker attained after 3rd level. A stalker cannot select an individual art more than once (unless noted). Stalkers select their arts from the following list.

• Advanced Study: The stalker's knowledge of the martial disciplines expands, learning new maneuvers as if the character had taken the Advanced Study feat. This art may be selected more than once.

• *Alacrity (Ex)*: A stalker's land speed is faster than the norm for his race, gaining a +10 ft. enhancement bonus to his base speed and he may add his Wisdom modi-



fier to Acrobatics checks, due to his nimble and finely honed body. The stalker enjoys this benefit only when he is wearing no armor or light armor, not using a shield, and not carrying a medium or heavy load. As a swift action, the character may spend a point of *ki* to pour extra speed to his step to increase this bonus from 10 ft. to an additional 30 ft. for one minute, but he is fatigued afterward for 1d4 minutes as he catches his breath.

• *Combat Art:* A stalker that selects this art gains a bonus combat feat. The stalker must meet the prerequisites for selecting this feat. This art may be selected more than once.

• Combat Precognition (Su): The stalker designates his combat senses towards the fighting his opponents and gains momentary flashes of insight in how to defend himself against them. Spend one point of *ki* as an immediate action and opponents who attack the stalker must roll their attack rolls twice and take the worse of the two results due to the stalker's precognitive abilities. This art has a duration of 1 + the stalker's Wisdom modifier in rounds.

• Concealed Recovery (Su): The stalker may utilize his ki-fueled attunement to the world around him to defend himself while he centers his spirit for martial maneuver recovery. When recovering maneuvers (either as a full round action or as a standard action) the stalker enjoys concealment (with a 20% miss chance). At 11th level, this improves to total concealment (50% miss chance).

• *Critical Edge (Ex):* The stalker's deadly efficiency in combat allows him to increase the critical threat range of any weapon he wields by +1. This bonus is applied after abilities such Improved Critical or the *keen* weapon property and cannot be doubled.

• Critical Training (Ex): The stalker's deadly strike damage increases by an additional damage die, and he may treat his class level as his base attack bonus for the purposes of qualify for critical feats. If the stalker possesses fighter levels, he may add his stalker level to his fighter level to qualify for critical feats.

• Deadly Ambush (Ex): The stalker with this art may now gain use of his deadly strike class feature against flat-footed targets and targets that are being denied the Dexterity modifier to their AC as well as on critical hits and when focusing his *ki* to read his opponent.

• Deadly Insight (Su): The stalker may use his deadly strikes in conjunction with his combat insight to "read" his opponent's defenses and effortlessly attacks beyond his foe's guard. The stalker spends one point of ki as a swift action to read his target opponent, and may apply his deadly strike to all of his attacks for a number of rounds equal to his Wisdom modifier against this target. If the stalker scores a successful critical hit against the target while his deadly strike ability is active, the duration of this ability is extended by one round (no more than one extension can be made per round).

• *Deadly Recovery (Ex):* The stalker's deadly nature is reflected when he is considered to be most vulnerable. While recovery maneuvers as a full round action, the stalker gains the use of the Combat Reflexes feat (using his Wisdom modifier in place of his Dexterity modifier) and on attacks of opportunity triggered while he is recovering maneuvers, the stalker may add his deadly strikes damage to these attacks.

• Evasion (Ex): A stalker can avoid damage from many area-effect attacks by channeling his *ki* into his reflexes. If a stalker makes a successful Reflex saving throw against an attack that normally deals half damage on a successful Reflex save he instead takes no damage. Evasion can be used only if a stalker is wearing light armor or no armor. A helpless stalker does not gain the benefit of evasion.

• *Ki Vampirism (Su)*: The stalker's *ki* gains a hungry quality that expresses itself through the martial prowess of a disciple of the Path of War. If the stalker reduces a living foe to 0 or less hit points with a martial strike, then he may regain 1 point of *ki* as an immediate action. He may not use his *ki* vampirism more times per day than his Wisdom modifier. Minimum stalker level 11th.

Obfuscation (Su): The stalker knows how to • maintain a quiet, innocuous attitude as if he were nothing more than a part of the scenery. The stalker spends a point of ki as a full round action to activate his obfuscation, and as long as he remains in a non-threatening posture (by carrying no weapons in hand and moving at half their base speed) the stalker radiates a field that causes others to ignore their presence for a number of minutes equal to the stalker's Wisdom modifier. Subjects who normally would react to the stalker's presence in a way that would stop or harm him must make a Will save (DC 15 + the stalker's Wisdom modifier) or be under the influence of the *cloud mind* psionic power. For every 2 additional points of ki spent on this art, the saving throw DC increases by +1 to a maximum of the stalker's Wisdom modifier. Minimum stalker level 7th.

• *Mind Bending (Su):* The stalker's inner sense learns the workings of another being's mind, granting him the ability to impose his own will over those weak enough to succumb to this art. As a standard action, the character spends one ki point and must make eye contact with the target creature and begin speaking to them, using his ki to influence his target's thoughts. The target then must make a Will save (DC 13 + the stalker's Wisdom modifier) or be subject to a *charm monster* spell. Minimum stalker level 5th.

• *Monastic Weapon Training*: The stalker gains the Improved Unarmed Strike feat and gains proficiency with all weapons that are considered monk weapons.

• *Phantom Reach (Su):* The stalker is capable of extending the reach of melee range martial strikes by infusing *ki* into the maneuver, causing a phantom echo to rush towards the enemy an initiate the attack. As a swift

action, the stalker may spend one ki point and the character may initiate a melee martial strike with a range of melee attack with a range of close (25ft + 5ft / 2 levels). Strikes with a range greater than melee attack do not function with this art.

• *Precocious Step (Su):* By relying on his combat insight to steer him effortlessly through a dangerous spot, the stalker may spend one point of *ki* as a swift action and move without provoking attacks of opportunity for a number rounds equal to his Wisdom modifier (min 1).

• Rogue Talent: Some stalkers have learned techniques that are similar to that of the rogue, and may select rogue talents instead of stalker arts. Stalkers may not learn advanced talents, nor can they gain the Ki Pool, Ninja Trick, or Underhanded rogue talents. Talents that apply to a rogue's sneak attack apply to a stalker's deadly strike ability.

Blending (Su): At 6^{th} level the stalker's natural attunement to the flows of ki in other people and grant him insight in reading others and avoiding their notice. The character gains a +2 insight bonus to Perception, Sense Motive and Stealth checks. At 16^{th} level, the stalker's abilities improve further, and the character is permanently under the effects of a *pass without trace* spell.

Dual Strike (Ex): Once per day at 11th level, the stalker's deadly skill in combat improves, allowing him to initiate two martial strikes as a full round action. The strikes the stalker initiates must have an initiation action of one standard action, and he must have both strikes readied. Boosts may not be applied to a dual strike due to the need to concentrate on two separate martial movements. When a dual strike is used, the action must be declared beforehand and when used, both strikes are resolved separately and are expended. At 15th level the character may use dual strike twice per day, and three times per day at 19th level.

Retributive *Ki* (Su): At 20^{th} level, the stalker's mystical *ki* power allows for him to generate a powerful burst of energy to gain retribution on those who would injure him. When the stalker is harmed by an attack, spell, or ability of an enemy, as an immediate action he may spend two *ki* points to initiate a martial strike (with an initiation action of 1 standard action) that he has readied in retaliation against that attack. He uses the range of the attacker's ability as the range of his strike, creating a phantom echo of himself with his *ki* (as with the phantom reach art) that rushes out and strikes his attacker if they are outside of the stalker's normal reach. Use of this ability expends his strike as normal, and the strike functions as normal otherwise.

SKILLS AND FEATS

This section contains a new skill and a variety of new feats for martial characters.

NEW SKILL

Presented below is a new category of the Knowledge skill focusing on martial knowledge. The skill description here follows the standard format for skills.

Knowledge (Martial) (Int) (Trained Only)

You can use this skill to identify martial maneuvers as soon as they are initiated, or recall tactics used in historic battles, as well as identifying warriors or generals in those battles or identifying heroes or villains in history and modern times.

Check: You can identify maneuvers and disciplines used by a combatant. The DCs for Martial Lore checks relating to various tasks are summarized below.

Skill DC	Task
10 + maneuver level	Identify a maneuver being initi-
	ated by someone you can see. No
	action required. No retry.
20 + target's initiator	Determine all disciplines known
level	by a particular creature by
	watching it initiate at least one
	maneuver. No action required.
	Retry only if the subject initiates
and a state of the state of the	another maneuver.
15 + variable amount,	Recall important facts about
+2 for every 50 years	historic battles and tactics used.
ago the battle occurred	
20	Recall facts about prominent
	martial disciples in the region.

NEW FEATS

Presented below are a variety of new feats for martial characters. Feats denoted by a * are new feats presented here.

TYPES OF FEATS

The feats presented below are combat, general, and style feats. The style feat type is detailed below.

Style Feats

For centuries, great warriors have looked to nature and the multiverse to find inspiration in battle. Countless monastic and contemplative orders have crafted intricate unarmed fighting styles based on the deadliness and grace of natural and supernatural creatures. Although many such fighting techniques were created by secretive orders, they have since spread to practitioners the world over.

As a swift action, you can enter the stance employed by the fighting style a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until you spend a swift action to switch to a different combat style. You can use a feat that has a style feat as a prerequisite only while in the stance of the associated style. For example, if you have feats associated with Mantis Style and Tiger Style, you can use a swift action to adopt Tiger Style at the start of one turn, and then can use other feats that have Tiger Style as a prerequisite. By using another swift action at the start of your next turn, you could adopt Mantis Style and use other feats that have Mantis Style as a prerequisite.

Advanced Study [Combat]

You've delved deeper into your martial learning to find new skills.

Prerequisite: Must be a martial disciple of 4th level or higher.

Benefit: You may select two maneuvers or one stance from your class' list of disciplines and add them to your known maneuvers and stances. You must meet all prerequisites for the new maneuvers or stance to qualify for you to learn them. You may select maneuvers from a discipline that is not in class to you with this feat; doing so reduces the effectiveness of this feat to one maneuver or stance of your choice from an out of class discipline.

Special: You may select this feat multiple times.

Discipline Focus [General]

You've trained extensively in the arts of a single martial discipline.

Prerequisites: Ability to initiate three maneuvers of a single discipline.

Benefit: You gain a +2 bonus to saving throw DCs when using maneuvers of the selected discipline. You also inflict an additional +2 points of damage when wielding associated weapons of the chosen discipline.

Special: If the character ever has fewer than three maneuvers known from the specialized discipline, then he loses the benefits of this feat until such a time that he does. This feat may be selected multiple times, each time selecting a new discipline to receive the benefits of this feat.

Deadly Agility [Combat]

You have learned how to use your agility to greater purpose in battle.

Prerequisites: Weapon Finesse, base attack bonus +1

Benefit: You may add your Dexterity modifier in place of your Strength modifier when wielding a light weapon or a weapon that gains the benefits of the Weapon Finesse feat (such as the rapier) when determining additional damage inflicted upon a successful attack. This modifier to damage is not increased for two-handed weapons, but is not reduced for off-hand weapons.

Double Weapon Finesse [Combat]

You have mastered ways to take a double weapon and turn it into a spinning majesty of deadly grace. **Prerequisites**: Proficiency with one or more double weapons, Two-Weapon Fighting, Weapon Finesse

Benefits: While wielding a double weapon that you are proficient in, you may treat both heads of the weapon as light weapons for the purposes of the Weapon Finesse feat and for Two-Weapon Fighting. You also receive a +2 competence bonus to CMD when using a double weapon.

Extra Ki [General]

You can use your *ki* pool more times per day than most. **Prerequisites**: *Ki* pool class feature.

Benefit: Your ki pool increases by 2.

Special: You can gain Extra *Ki* multiple times. Its effects stack.

Extra Readied Maneuver [Combat]

You have learned how to increase your ability to maintain martial forms in your mind.

Prerequisites: The ability to initiate a martial maneuver

Benefit: You may ready an additional martial maneuver from your maneuvers known.

Extra Stalker Art [Combat]

You've learned a new way to use your stalker training. **Prerequisites**: Stalker level 3rd, Wisdom 13

Benefit: You may select a new stalker art and add it to your known stalker arts.

Special: You may select this feat multiple times, selecting a new stalker art each time.

Fuse Styles [Combat, Style]

You are capable of mingling mundane and martial combat styles.

Prerequisites: One style feat, one stance known

Benefit: You can enter a fighting Style and a martial stance with the same swift action.

Greater Unarmed Strike [Combat]

Your unarmed attacks show a master's skill.

Prerequisites: Improved Unarmed Strike, base attack bonus +3

Benefit: Your unarmed strikes inflict more damage than ever before, inflicting damage as indicated below. The damage listed is for Medium creatures, adjusting damage amounts according to size if necessary.

TABLE: GREATER UNARMED STRIKE DAMAGE

Level	Unarmed Strike Damage
3rd - 7th	1d4
8th - 11th	1d6
12th - 15th	1d8
16th +	1d10

Lightning Recovery [Combat]

With a flash of insight, you retain the knowledge of a martial maneuver you've just used.

Prerequisite: Ability to initiate martial maneuvers **Benefit:** As a free action, after you've use a martial strike, counter, or boost, you may instantly recover that maneuver. You may do this once per day.

Special: You may select this feat multiple times, gaining multiple uses per day.

Lightning Swap [Combat]

Your speed is legendary, allowing you to switch weapons at a frightening pace.

Prerequisite: Quick Draw, Dexterity 15, base attack bonus +5

Benefit: You may draw or put away a weapon as a free action. You cannot make more weapon swaps per round than your Dexterity modifier. You also gain a +2 bonus to CMD to resist attempts to be disarmed due to your fast hands and reflexes.

Martial Training I [Combat]

You've learned the basics in a martial discipline.

Prerequisites: Base attack bonus +3, Knowledge (martial) 3 ranks

Benefit: Select a martial discipline. The associated skill for this discipline is now a class skill. You calculate your martial initiator level equal to half your character level + your attribute modifier that modifies your chosen discipline for use with this discipline (example, Dexter-



ity for a discipline that uses Acrobatics), not to exceed your character level. Your primary initiator attribute modifier is the attribute modifier that effects the associated skill of this chosen discipline (for example, Charisma if the discipline uses Diplomacy). You may select any two maneuvers from the 1st level maneuvers from this discipline and you may ready one of your maneuvers for use. You may recover one maneuver by expending a full round action to recover it.

Special: If you ever gain levels in a martial adept class or possess them previously, these maneuvers continue to use their own initiator level and recovery method, independent of your martial adept class(es). Those wishing to add new maneuvers from a discipline that is already available to their class should instead select the Advanced Study feat instead.

Martial Training II [Combat]

You've continued to progress your martial studies.

Prerequisite: Martial Training I, base attack bonus +5, Knowledge (martial) 5 ranks

Benefit: You may select two new maneuvers and one stance from your chosen discipline of up to 2nd level, and you may ready an additional maneuver. You must meet the minimum initiator level to select any maneuver.

Martial Training III [Combat]

Your mastery of your martial discipline continues to improve.

Prerequisites: Martial Training II, base attack bonus +7, Knowledge (martial) 7 ranks

Benefit: You may select an additional new maneuver from your chosen discipline of up to 3rd level, plus one new stance and you may ready an additional maneuver. You may also trade out any one maneuver from your chosen discipline you know and replace it with a different maneuver from that discipline of up to 2nd level. You must meet the minimum initiator level to select any maneuver.

Martial Training IV [Combat]

You are fast approaching mastery of your chosen discipline.

Prerequisites: Martial Training III, base attack bonus +9, Knowledge (martial) 9 ranks

Benefit: You may select two new maneuvers from your chosen discipline of up to 5th level, and you may ready an additional maneuver. You must meet the minimum initiator level to select any maneuver.

Martial Training V [Combat]

You have reached your limits in mastering your chosen discipline.

Prerequisites: Martial Training IV, base attack bonus +11, Knowledge (martial) 11 ranks

Benefit: You may select two new maneuvers or one new maneuver and one new stance from your chosen discipline of up to 5th level, and you may ready an additional maneuver. You may also trade out any one maneuver from your chosen discipline you know and replace it with a different maneuver from that discipline of up to 4th level. You must meet the minimum initiator level to select any maneuver.

Martial Training VI [Combat]

You have reached your limits in mastering your chosen discipline.

Prerequisites: Martial Training V, base attack bonus +13, Knowledge (martial) 13 ranks

Benefit: You may select two new maneuvers or one new maneuver and one new stance from your chosen discipline of up to 6th level, and you may ready an additional maneuver. You may also trade out any one maneuver from your chosen discipline you know and replace it with a different maneuver from that discipline of up to 5th level. You must meet the minimum initiator level to select any maneuver.

SYSTEMS AND USE

The martial combat system introduced in *Path of War* uses a variety of new terms and rules. Detailed below is how the *Path of War* martial system works.

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 temporarily expended after use. A stance is never expended and is always available.

Stances and maneuvers are usable as many times as you like in a day, however, each time you use a maneuver, you temporarily expend it: you exhaust some small portion of your energy, you've finished the move and are now out of position and can't immediately resume the necessary posture, or your mental focus must be regained. That means you can't use an expended maneuver again until you have rested for a brief time or perform a particular action in combat that will allow you to recover one or more expended maneuvers. The type of action required depends on which type of martial disciple you are; see your class for it's maneuver recovery mechanism. Because of this, you can usually employ each of your readied maneuvers once per encounter, but sometimes, one or more maneuvers you used earlier in the encounter may be recovered, and you may use them again. Stances are never expended or used up, and are always available to you.

READYING MANEUVERS

It is not needful to ready your stances ahead of time. Each stance you know is always available. Conversely, maneuvers require preparation in the form of prayer, meditation, exercise, or any other similar rehearsal. Accordingly, you must choose your selection of readied maneuvers from all the ones you know. Only those you have readied are available for immediate use.

The number of maneuvers you can ready at once is dependent on your class and level. If you have no levels in a martial disciple class (for example, you learned maneuvers through the line of Martial Training feats), you can ready the allotted number of maneuvers as dictated by your Martial Training feats. If you are a martial disciple and you have the Advanced Study feat, you do not gain any bonus to your readied maneuvers; they are just two more maneuvers from which you can choose.

Should you advance within a prestige class that grants additional maneuvers, that class will detail how many additional maneuvers you can ready. These extra maneuvers readied add to your maximum number of maneuvers readied, whether that number is determined by your class level in knight, stalker, or warlord, or by the number of times you have taken the Martial Training feats.

It is possible for a character to gain the Martial Training feat before entering a class that grants a progression for martial maneuvers readied. In this case, use the character's current number of maneuvers readied. Add any modifiers from prestige classes to the class's number of maneuvers readied.

A brief period of practice, meditation, exercise, or prayer is required to ready maneuvers. The particular nature of this preparation depends on your martial disciple class, but each one requires 10 minutes of preparation time. You do not need to be well rested to ready maneuvers, however, it is necessary for you to be able to stand and move without restriction or restraint (stalkers however still require 8 hours of rest to refresh their ki pool). Each martial maneuver requires a precise combination of techniques, repetitive training of muscle memory, speaking aloud prayers or creeds, or honing the edge of the mind to focus in on a specific concept or goal; because of this, most martial disciples are unable to keep every maneuver they know at the front of their mind. As long as you are not physically disturbed during your 10 minutes of preparation, you can change out previously chosen maneuvers for new ones. You may not choose to leave any of your readied maneuver slots unfilled, unlike a cleric or wizard preparing their spells. You may not ready an individual maneuver more than once when readying your maneuvers (meaning you cannot ready any strike, boost, or counter more than a single time while you're readying your maneuvers, you may only have a single application of each, i.e. you can only ready Scything Strike, Red Zephyr Strike, and Crushing Blow once each).

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 and unexpended 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 it's 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.

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 disciple levels, your initiator level is equal to ½ your character level.

When you gain levels in a class that does not grant martial maneuvers, your understanding of the Path of War 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 + ½ 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. For example, a 7th-level stalker/5th level warlord has an initiator level of 9th for determining the highest-level maneuvers he can take as a stalker. Subsequently, he can take 5th level stalker maneuvers. As a warlord, his initiator level would be 8th, allowing for 4th-level warlord maneuvers. These maneuvers are readied together but kept separate from each other; as they're two different methods of using martial maneuvers and are both readied and performed differently. Multiclassing does not allow you to have any individual stance or maneuver known or readied more than once.

This is the same process regardless of whether they are in martial disciple classes or other classes. Martial prestige classes work a little differently. In most cases, you add the full prestige class level to your martial disciple level to determine your initiator level. See the martial disciple's prestige class descriptions for more information.

STORN

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 warlord can choose maneuvers of 5th level or lower.

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

Highest Level Maneuvers Known

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.

RECOVERING EXPENDED MANEUVERS

At the beginning of each encounter, you have all of your readied maneuvers available and unexpended. When you initiate a maneuver, it is expended- it cannot be used again until it is recovered. Expended maneuvers can be recovered in two ways: through special actions or at the end of an encounter. Stances are never expended.

Special Action: Most martial disciples are able to refresh some of their expended maneuvers in the course of a battle by taking a special action to do so. The type of special action required depends on a martial disciple's class (or feat) selection.

End of Encounter: A martial disciple automatically recovers all expended maneuvers when an encounter ends. Even a few moments out of combat is sufficient to refresh all maneuvers expended in the previous battle. In the case of a long, drawn-out series of fights, or if a disciple is out of combat entirely, assume that if a character makes no attacks of any kind, initiates no new maneuvers, and is not targeted by any enemy attacks for 1 full minute, he can recover all expended maneuvers. If a character can't avoid being attacked for 1 minute, he can't automatically recover his maneuvers and must use special actions to do so instead.

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.

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 and competence bonuses always stack, but morale bonuses do not).

STANCE AND MANEUVER DESCRIPTION

The various martial maneuvers available to practitioners of the Path of War are described in Stances and Maneuvers. The description of each power follows a standard format which is explained below.

NAME

This entry is the name by which the maneuver is generally known.

MARTIAL DISCIPLINES

Every maneuver belongs to one of thirteen martial disciplines. The maneuvers in a discipline are usually linked by common effects, philosophies, or functions. The second line of a stance or maneuver description provides the name of the relevant discipline, along with its type (see below).

Each discipline is tied to a certain skill that might be used in the execution of some of its maneuvers. Also, various weapons groups (see Fighter for Weapon Groups under the Weapon Training class feature) lend themselves well to the philosophy or maneuvers of certain disciplines.

Listed below are the five disciplines initially open for use for the stalker.

BROKEN BLADE

The legend of the first practitioner of the Broken Blade style was said to have been a powerful swordsman who in the middle of a life or death duel with an old enemy found his sword broken by his opponent and had to toss it aside. Disheartened by his lack of weapons, he quickly realized that his years of training, exercise, and conditioning had made his body a weapon all on its own. Using only his fists and his nerve, this long-forgotten swordsman became the first to develop these techniques, and he passed on his experience to others. Disciples of the Broken Blade teach these methods in monasteries, to cloistered warrior-monks who learn to operate without the use of traditional weapons of combat. Others learn from parents or individual mentors, haphazard or otherwise, and scrap their way through as it suits them. The Broken Blade's associated skill is Acrobatics, and its associated weapon groups are close, monk, and natural. Strikes from this discipline require the character to be using discipline weapons or be unarmed.

SOLAR WIND

The disciples of the Solar Wind learn their arts in the windy plains where they train for precision in any environment with deadly force. Throwing weapons and archery are their tools, and they rarely miss. Hallmark maneuvers include ricochet maneuvers, deadly precision strikes, supernaturally forceful maneuvers that may fire through opponents in a deadly line, showers of phantom weapons that inflict true damage, and ranged attack counters by shooting enemy missiles from the sky. Solar Wind's associated skill is Perception and its associated weapon groups are bows, crossbows, and thrown. All maneuvers of this discipline require the use of a weapon in these groups, and thrown weapons that also have melee applications may only use this discipline when being used in their ranged weapon capacity.

STEEL SERPENT

The practice of the Steel Serpent discipline dates back to ancient times, hailing from those who's work was only practiced in the dark of night in hidden cabals dedicated to the art of killing. Steel Serpent disciples practice the art of the silent kill, using stealth, trickery, and poison in addition to martial combat skill and knowledge of anatomy. Masters of this discipline are marvels of deadly precision, their very touch capable of killing the strongest of men through the manipulation of their ki used as a deadly weapon. This ki manipulation causes the disciple's very energies to become a supernatural poison in and off itself. Swiftness and deadly precision are hallmarks of this discipline, and those that use it are known for making use of more exotic weapons. Knowledge of anatomy (of both targets and the self) is also incredibly important, as well as the knowledge of ki manipulation and how to effect the energies of the body. The associated skill for this discipline is Heal, and its associated weapon groups are the light blades, close weapons, and monk weapons.

THRASHING DRAGON

The discipline known as Thrashing Dragon has a long standing tradition amongst both ascetics and daredevils alike, as its movements and style fits both the dedication and tenacity of more disciplined fighters, as well as the erratic and improvisational style of free spirited warriors. Practitioners of the style are often lithe and nimble, graceful and quick, as the style demands speed and the ability to correct one's movements fluidly. Thrashing Dragon is a demanding style that requires both agility and athletic ability. Its disciplines are primarily twoweapon fighters, skilled with weapons that are used for quick slashes and stabs. It is an acrobatic style, using the disciple's natural speed and grace to avoid blows as opposed to blocking them with their smaller weapons. Thrashing Dragon's associated skill is Acrobatics, and its associated weapon groups are the close weapons, light blades, and double weapons.

VEILED MOON

Just as the stillness of the moon reflected upon a still pond, the spiritualist discipline of Veiled Moon is seen as a strange and esoteric art, whose mysteries are difficult to grasp, and even harder to practice! The practitioners of this discipline are said to be 'half-in, half-out' due to the fact that they seem to be living in two worlds; in fact, this is not far from the truth. Veiled Moon disciples have grasped connections to the Astral and Ethereal planes in their mind through intense meditation and a spiritual devotion to learning the ways of spirits and the natural world, and blended them seamlessly into a martial art so supernatural that it borders on the magical. A potent, yet passive, discipline, its' esoteric abilities are often misunderstood. Maneuvers include short distance astral teleportation, ethereal abilities to become incorporeal or use incorporeal touch attacks to strike foes easily, force damage strikes, and the ability to cause foes to become incorporeal themselves. The key skill for Veiled Moon is Stealth, and its associated weapon groups are light blades, double weapons, and spears.

(TYPE)

Most martial abilities fall into one of four categories: boosts, counters, stances, or strikes. Very few maneuvers don't fall into any of these categories, and they are exceptions to the rule. The maneuver categories below refer to swift and immediate actions. If you are unfamiliar with this, see the Initiation Action section below.

Boost: This category covers maneuvers that allow a warrior to bring himself into focus, summon his ki energy or other source of power, and unleash it through melee attacks, or other benefits. A character who shouts an invocation to his cause or god and then unleashes a mighty attack is using a boost.

A boost is a maneuver that grants a bonus, most commonly to attack or damage rolls, for the duration of your turn. A boost always requires a swift action, frequently allowing you to initiate it before unleashing a standard action or full-attack. Some boosts render additional effects, such as fatigue or stun, to your attacks, while others provide some additional effect on an enemy you have just successfully struck in battle. If a boost applies to your attacks, it applies to all those attacks within the round in which it was initiated, but its effect ends at the end of your turn, unless otherwise specified. A boost's effect applies for its duration, no matter which weapon you might wield in that round. Even should you switch weapons during your turn, the effect of the boost still applies. Each maneuver's description gives you the details of each boost's effect.

A boost doesn't always have to modify an attack. It could provide a bonus on a skill check, to your character's speed, or draw the attention of an attacking opponent, though these boosts are slightly less common.

Counter: A counter is a fast, usually defensive maneuver that is used to prevent your opponent's actions. A

martial disciple who dodges just beyond an ogre's reach is using a counter.

The Iron Tortoise discipline features many counters, because it focuses on teaching students to trust in their shield as their best weapon and defense. Counters are immediate actions that you attempt during a enemy's turn. Usually, your foe must make a specific action, such as an attack against you, for you to use a counter.

Strike: A strike is a maneuver that allows a special attack. A martial disciple who slays a wyvern in a single strike is using a strike. A strike imparts some bonus or advantage over a standard attack, such as extra damage, an additional effect such as blinding a foe, or something similar.

Strikes almost always require a standard or full-round action. Most involve a melee or ranged attack as part of completing the maneuver. If the attack hits, your opponent takes normal melee or ranged damage, as well as suffering the effect of the strike. When making a strike you use your base attack bonus, all attack and damage modifiers, weapon damage, and so forth, as normal. You can make a critical hit with a strike, but you do not multiply extra damage from a strike when calculating the critical hit damage. It is treated just as extra damage from another special ability would be, like sneak attack.

Because strikes require a specific form of attack, you cannot benefit from spells or effects that grant extra attacks when making a strike (such as the haste spell or a speed weapon). You are not taking a full attack action when you initiate a strike whose initiation action is 1 full round, unless otherwise specified in the description. Also, you cannot combine special attacks such as disarm or sunder with strikes, even if you have feats that make such special attacks more powerful. However, some strikes do enable you to make special attacks as part of their initiation; see the specific maneuver descriptions for details.

Stance: A stance is not a maneuver, but a type of fighting method that you maintain from round to round. So long as you stay in a stance, you gain some benefit from it. A martial disciple who performs a kata and assumes a specific posture as he prepares to fight is using a stance.

A stance is initiated as a swift action. When you enter a stance, you immediately gain its benefit. You continue to gain the benefit of a typical stance as long as you remain in it. Some stances give you a benefit only when you meet certain conditions. A stance might grant a bonus when you move, or stand still, or if you attack a flatfooted opponent.

You can use a single swift action to end one stance and begin another, or you can choose to simply end your current stance without entering another. You continue to gain a stance's benefits until you switch to a new stance or end your current one. At the start of your turn, you might be in a stance that grants you a bonus on attack rolls. You could make your attacks- gaining the stance's bonus- then use a swift action to switch to a stance that gives you a bonus to AC. Your stance ends if you are rendered helpless for any reason. If you later recover, a swift action must be used to initiate your stance once again. Stances are considered maneuvers for the purpose of fulfilling prerequisites for learning higher-level maneuvers, or qualifying for prestige classes or feats.

[DESCRIPTOR]

Some maneuvers have descriptors that further define them. These descriptors appear on the same line as the discipline of the maneuver.

The descriptors that can apply to maneuvers are cold, electricity, evil, fear, fire, force, good, mind-affecting, teleport, and sonic. Most of these descriptors have no game effect by themselves, but they do govern how a maneuver may interact with other maneuvers, spells, powers, or abilities.

LEVEL

This entry shows the level of the maneuver for the purposes of qualification to learn that maneuver. The character's initiator level must meet the



minimum prerequisite or exceed it to be able to learn this martial ability (see table: Highest Level Maneuvers Known).

You can learn any maneuvers you like by choosing the Martial Training feat if your class is not a martial disciple, or the Advanced Study feat if you are. However, you must always meet the prerequisites of the maneuver before selecting it.

PREREQUISITE

In addition to meeting the class and level requirements before learning a new maneuver, you must meet a certain set of requirements to be able to choose that maneuver. Stances are considered maneuvers for the purpose of meeting a prerequisite to learn a new maneuver.

You can not learn a maneuver unless you gain a level in a martial disciple class, a level in a prestige class that grants maneuvers known, or you take the Martial Training feat.

MANEUVERS KNOWN

Some of the more powerful maneuvers require you to learn one or more other maneuvers in the same discipline before they can be selected.

INITIATION ACTION

This entry describes the type of action you must spend to active a martial maneuver. In some cases, you initiate a maneuver, and its effect lasts for the rest of your turn (or beyond). In other cases, maneuvers last only as long as the action required to initiated them (1 swift action, 1 immediate action, 1 move action, 2 standard action, 1 full-round action, or 1 full-round attack action).

Swift Action: A swift action consumes a very small amount of time, but represents a slightly larger expenditure of energy than a free action. Additionally, you can take a swift action any time you would normally be allowed to take a free action. One swift action may be taken per turn without affecting your ability to perform other actions, however, you can perform only a single swift action per turn, regardless of what other actions you take.

Casting a quickened spell or manifesting a quickened power is a swift action, so you can't initiate a maneuver with an initiation action of 1 swift action in the same round that you cast a quickened spell or use a quickened power.

Immediate Action: Much like a swift action, an immediate action takes a very small amount of time, but represents a larger expenditure of effort than than a free action. However, unlike a swift action, an immediate action can be performed at any time- even if it isn't your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn. Effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn.

You cannot use an immediate action if you are currently flat-footed.

RANGE

A maneuver's range indicates how far from you it can reach. Many maneuvers are treated as Personal-range effects, because you initiate the maneuver to give yourself a special bonus or ability for the round.

Standard ranges include (but are not limited to) the following:

Personal: The maneuver affects only you (but may give you an unusual power or ability that affects others for the rest of your turn).

Touch: You must touch a creature or object to be able to affect it. A touch maneuver that deals damage can score a critical hit just as a weapon can, although you do not multiply the extra damage from a maneuver on a successful critical hit.

Melee Attack: The maneuver affects any creature you make a successful melee attack against.

Adjacent: The maneuver affects creatures within 1 square of you. Sometimes you only affect adjacent creatures at the beginning of your turn or at the end of your turn, but there are other maneuvers that affect any creature you move adjacent to during the course of your turn. See the specific maneuver descriptions for details.

Range Expressed in Feet: Some maneuvers have no standard range category, just a range expressed in feet.

TARGETING A MANEUVER

You might have to make a choice about whom your maneuver is going to affect or where it will originate. This entry describes the maneuver's target or targets, its effect, or its area, as appropriate.

Target or Targets: Most maneuvers affect a specific creature or object (or more than one creature or object) that you designate as your target or targets. You must be able to see or touch the target, and you must specifically choose the target or targets.

Some maneuvers can be initiated only on willing targets. You can declare yourself a willing target at any time (even if you're flat-footed or it isn't your turn). Unconscious characters are always considered willing, but a character who is conscious but immobilized or helpless is not automatically willing.

Some maneuvers target you (but they might confer an unusual ability to affect other creatures for the rest of your turn). If the target of a maneuver is "You," you do not receive a saving throw- you receive the benefit of the maneuver automatically as long as you meet any other requirements for initiating it successfully.

Other maneuvers affect a creature or creatures that you successfully hit with a melee or ranged attack, and some affect a creature you successfully hit with a melee or ranged touch attack. **Area:** Some maneuvers can affect an area. You may be able to choose the point where the maneuver's effect originates, but otherwise you usually don't control which creatures or object an area maneuver affects.

Burst: A burst affects whatever it catches in its area, including creatures you can't see. It can't affect creatures that have total cover from its point of origin. The default shape for a burst is a sphere.

Emanation: An emanation functions like a burst, except that the effect continues to radiate from the point of origin (often you) for the duration of the maneuver.

Spread: A spread effect spreads out like a burst, but can turn corners. You select the point of origin, and the effect spreads out in all directions to a given distance.

Effect: Some maneuvers create something rather than affect things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear.

Line of Effect: Maneuvers that affect a target other than you require line of effect. A line of effect is a straight, unblocked path that indicates what an effect can affect. A solid barrier cancels a line of effect, but line of effect is not blocked by fog, darkness, or any other factors that would limit normal sight.

You must have a clear line of effect to any target that you initiate a maneuver against, or to any space in which you wish to create an effect at range (if your maneuver allows that). A burst or emanation affects only an area, creature, or any objects to which it has a line of effect from its origin. An otherwise solid barrier with a hole of at least 1 square foot through it does not block a maneuver's line of effect.

DURATION

A maneuver's duration tells you how long its effect lasts.

End of Turn: The maneuver's effect lasts until the end of your turn, then ceases to function.

Instantaneous: The effect of the maneuver comes and goes the instant the maneuver is initiated.

One-Round Durations: Some durations are measured as 1 round. You gain the capability to perform whatever special effect or attack the maneuver permits on your turn. Immediately before your action in the round after you initiated the maneuver, its effect comes to an end.

Stance: This duration indicates that the ability is a stance, and therefore ends only when you will it to end, when you become helpless, or when you fulfill a specific condition described in the stance's description.

Timed Durations: Some maneuvers last some number of rounds or minutes. When the time is up, the energy sustaining the effect fades, and the maneuver's effect ends.

No Duration: The effect of a maneuver without a duration lasts only as long as it takes you to initiate the maneuver. Some maneuvers "last" less than a full round. Such is often the case for maneuvers that deal extra

damage on top of your normal melee or ranged damage. For example, a strike with an initiation action of 1 standard action would effectively have a duration of 1 standard action; the effect of the strike is tied to the action of making the attack. When this is the case, no duration entry is given.

SAVING THROW

Sometimes, a maneuver with a special effect or supernatural augmentation that targets an enemy allows the creature or object to make a saving throw to avoid some or all of the effect. The saving throw line in a maneuver description defines which type of saving throw a maneuver allows. Maneuvers performed with a favored weapon for the martial abilities' discipline gain a +2 competence bonus to the DC of the maneuver initiated (if applicable).

Negates: The maneuver has no additional effect on a subject that makes a successful saving throw.

Partial: The maneuver causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed.)

Half: The maneuver deals damage, and a successful saving throw halves the damage taken (round down).

None: In a case where no saving throw is allowed, the saving throw line is omitted.

Saving Throw Difficulty Class: The formula for determining a saving throw DC against a maneuver's special effect is provided in the maneuver's description.

SPELL RESISTANCE

Unlike spell descriptions or power descriptions, martial maneuvers don't have a spell resistance or power resistance entry. Since maneuvers are extraordinary or supernatural abilities, not spells or spell-like abilities, spell resistance does not affect a maneuver.

DESCRIPTIVE TEXT

This part of the maneuver description explains what the maneuver does and how it works. If one of the previous lines in the maneuver description included "see text" or "see description," this section is where you find the explanation.

LEARNING STANCES AND MANEUVERS

Martial disciples initiate martial stances and maneuvers. These maneuvers are manifestations of supreme martial prowess, focus, and clarity. They also tap into a subconscious universal energy or ki; by performing a maneuver to perfection, a martial disciple can achieve amazing feats of martial and athletic skill.

Martial disciples do not have "spellbooks," but they do ready a selection of their maneuvers ahead of time. Unlike characters who prepare spells, martial disciples can quickly choose a new selection of readied maneuvers with a brief pause to exercise, meditate, pray, and so

PER ENCOUNTER ABILITIES

The definition of what is considered 'per encounter' is as followed: An encounter is a period of time from when initiative begins (starting with the surprise round if there is one) and the encounter is considered over or finished when the last initiative has ended and a total time amount of one minute has elapsed. This means that martial disciples have had time to recover all expended maneuvers and abilities that are used and depleted within the span of an encounter and they are ready for their next fight.

forth. Martial disciples do not have to ready their stances; all stances known are available at all times.

ADDING STANCES AND MANEUVERS

Martial disciples usually learn new stances and maneuvers when they attain a new level. Not every discipline is available to every character.

Stances and Maneuvers Gained at a New Level: Martial disciples train, meditate, and practice between adventures and while resting. When a martial disciple learns a new stance or maneuver because she gained a level, you can assume that this new knowledge represents the effects of practice and study over the course of days, weeks, or even months.

Independent Study: A martial disciple can attempt to devise a new stance or maneuver independently, adding to an existing discipline. The GM decides if it's possible for a character to develop a new maneuver. If a GM permits the creation of a new maneuver, observe the following guidelines.

First, the martial disciple needs a safe place to meditate and practice. This effort will take a number of days equal to 3 x the maneuver's level, so if the disciple is devising a 4th level maneuver, the research will require 12 days. The GM should also decide a fair cost for the disciple to pay, representing the intense regiment of meditation, fasting or other dietary needs, and practice designed to focus the mind and spirit on the task at hand.

A martial disciple can't create a new maneuver of a higher level than that disciple is capable of learning. At the end of the requisite time for study and practice, the martial disciple attempts a Knowledge: martial check (DC 20 + (2 x the maneuver's level). If the check succeeds, the character learns the maneuver the next time she has an opportunity to learn a new maneuver through level advancement or feat selection. If the check fails, the new maneuver is not yet perfected, and she must go through the study and practice time again if she wants to keep trying (although she retains the cost, if any, determined by the GM thus far).

A GM should work closely with the player before the attempt to develop a new maneuver begins, and give them guidance on the parameters under which a new maneuver or discipline might be acceptable.

THE ART OF THE BLADE

This section contains the list of maneuvers of the martial disciplines. The remainder of the section contains maneuver descriptions in alphabetical order by maneuver name.

Order of Presentation: In the maneuver lists and the maneuver descriptions that follow them, the maneuvers are presented in alphabetical order by name.

Initiator Level: Some maneuver's effect depend on the initiator level, which is the manifester's psionic class level. A creature with no classes has a manifester level equal to its Hit Dice unless otherwise specified. The word "level" in the power lists always refers to manifester level.

Creatures and Characters: "Creatures" and "characters" are used synonymously in the maneuver descriptions.

DISCIPLINE RESTRICTIONS

Several of the martial disciplines carry specific restrictions on when they can be used, as well as specific rules for those disciplines, as defined below.

Broken Blade: Maneuvers from this discipline require the initiator to be using discipline weapons or be unarmed.

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.

Steel Serpent: Unless expressly noted, any Steel Serpent maneuver can be used with a throwing weapon and only weapons that inflict piercing or slashing weapons may be used with this; unarmed strikes are exempted from this. The discipline of Steel Serpent has many maneuvers that would be considered supernatural abilities, and are marked as such. These abilities follow the same rules as supernatural abilities.

Thrashing Dragon:Thrashing Dragon requires that its practitioner be wielding two weapons (one in each hand or one weapon and unarmed strike), wielding a double weapon, or be unarmed to utilize this discipline.

Veiled Moon: The discipline of Veiled Moon and all of its maneuvers and stances are considered to be supernatural abilities and thus do not function in situations where supernatural abilities will fail. If the character is on an a plane that does not touch the Ethereal, then Veiled Moon maneuvers that specify that they use the Ethereal Plane do not function; all others function normally due to all planes connecting to the Astral Plane. Teleportation maneuvers require that the destination must be within line of sight to the initiator, and are usable with the Dimensional Agility line of feats. Lastly, maneuvers with the [Mind-affecting] tag are considered enchantment effects for the purposes of saving throws and immunities.

MANEUVER LISTS BY DISCIPLINE

BROKEN BLADE

1st Level

Brawler's Attitude: Gain a +4 bonus on CMB checks to perform an unarmed trip, dirty trick, disarm, or grapple attempt.

Flurry Strike: Make two unarmed strikes on a target enemy.

Iron Hand Stance: Gain a +2 shield bonus to AC while in this stance, increasing in bonus as the character's initiator level increases.

Pommel Bash: A vicious elbow strike, inflicting an additional 1d6 points of damage.

Pugilist Stance: While in this stance, unarmed or discipline weapon strikes inflict an additional 1d6 points of damage.

Shards of Iron Strike: A piercing strike that potentially staggers an opponent with pain.

2nd Level

Bronze Knuckle: Boost: Add an additional 2d6 points of damage to unarmed strikes and discipline weapons and martial strikes ignore damage reduction.

Cartwheel Axe Kick: Make an Acrobatics check and move 10 ft. to or from adjacent enemy, unarmed strike inflicts an additional 2d6 damage.

Counter Step: Make an opposed Acrobatics check against target's melee attack roll, 5ft step to avoid attack range.

Knuckle to the Blade: Make an unarmed strike against a target, if successful, make a free disarm attempt against the opponent without provoking attacks of opportunity.

Leg Sweeping Hilt: Make a trip attempt with a +2 bonus without provoking attacks of opportunity, if successful, make an attack.

3rd Level

Broken Blade Stance: Add initiator level to Acrobatics checks and may make additional unarmed strikes as part of a full attack action.

Flat Iron Riposte: Make an opposed attack roll against attacker, if successful, negate the attack and throw opponent 10 ft. in a chosen direction and potentially land prone.

Iron Dust: Make a free dirty trick attempt as part of a martial strike with a +2 bonus without provoking attacks of opportunity.

Steel Flurry Strike: Make three unarmed attacks on a target enemy, inflicting up to +3d6 points of damage on each strike.

4th Level

Broken Blade Riposte: After being struck in melee combat, make an immediate counter attack, inflicting

an additional 3d6 points of damage and push the target back 5 ft.

Iron Axe Kick: The character delivers a potent kick that inflicts an additional 6d6 points of damage and dazes target for 1d4 rounds.

Iron Knuckle: For the duration of the turn, unarmed and discipline weapon strikes inflict an additional 3d6 points of damage.

Iron-breaking Palm: Make a sundering strike against a weapon or shield, potentially entangling target and inflicting an additional 3d6 points of damage to the target item.

5th Level

Iron Monger's Throw: Make a CMB check with a +4 bonus, if successful, with a rolling throw to land 20 ft. away, inflicting 6d6 points of damage upon landing.

Shards of Steel Strike: Make a penetrating attack that inflicts an additional 8d6 points of damage that ignores damage reduction or hardness and leaves a bleeding wound.

Steel Grappler's Attitude: While in this stance, count as one size category larger when calculating CMB and CMD for grapple, bull rush, and overrun attempts, and add primary initiator attribute modifier to CMB and CMD for grapple, bull rush, and overrun attempts and resistance.

Throw the Blade Down: Make an opposed Acrobatics check against target's attack roll, if successful, make a 5ft step and throw opponent to the ground in your previous space to land prone.

6th Level

Singing Steel Punch: Attack inflicts an additional 8d6 points of damage and on a failed save, deafens target and renders them unable to speak for 1d4 rounds.

Steel Axe Kick: The character delivers a devastating spinning kick that inflicts an additional 10d6 points of damage and potentially stuns target for one round.

Finishing Kick: The character may make an additional unarmed attack at his full base attack bonus at the end of a full attack action and the attack inflicts an additional 6d6 points of damage.

Pit Fighter's Stance: While in this stance, the character may make one dirty trick attempt per round as a swift action without provoking attacks of opportunity, and he gains a +2 bonus to his CMD to resist dirty tricks and feint attempts.

7th Level

Adamantine Knuckle: For the duration of the turn, unarmed and discipline weapon strikes inflict an additional 4d6 points of damage and ignore damage reduction and hardness.

Shards of Adamantine Strike: Make a penetrating attack the inflicts an additional 12d6 points of damage, ignoring damage reduction and hardness, and may nauseate target.

Spinning Flurry Rush: Make two unarmed attacks at full base attack bonus against all targets within reach, inflicting an additional 4d6 points of damage per successful attack.

8th Level

Meteoric Throw: The character grabs an opponent with a successful grapple check and hurls him into another enemy as a ranged touch attack, inflicting 12d6 points of damage to both targets.

Spinning Adamantine Axe: The character makes one unarmed attack against each foe in range, each successful strike inflicting an addition 10d6 points of damage which ignores damage reduction and knocks the foe prone.

Unbreakable Stride Stance: While in this stance, the character takes no penalties moving through threatened areas and does not provoke attacks of opportunity when moving and gains the effects of freedom of movement.

9th Level

Storm of Iron Fists Strike: The character makes a full attack as a standard action and each strike inflicts an additional 4d6 points of damage that ignores damage reduction. Each successful hit increases Fortitude save DC to resist being reduced to:1 hit points.

SOLAR WIND

1st Level

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

Horizon Wind Lancet: Give a single ranged attack a +1d6 damage bonus.

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

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

Stance of Piercing Rays: While in this stance fired ranged weapons / thrown weapons gain an additional 1d6 points of fire damage.

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

2nd Level

Feel the Wind: Overcome environmental difficulties for ranged combat.

Intercepting Shade: Make an opposed attack against an incoming ranged weapon attack, success negates the attack.

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

Solar Lance: Attack with a single arrow or thrown weapon, create a phantom line of arrows which inflict an additional 2d4 points of damage and allows for a bull rush attempt as part of the strike.

3rd Level

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

Phantom Wind Ray: 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: 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: May make attacks while moving, +2 AC vs ranged attacks.

4th Level

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

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

Solar Storm: 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.

Solar Wind Lancet: Next ranged attack gains +2d6 points of damage for the round, potentially knocks foe down.

5th Level

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

Double Solar Reflection: 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: Make an attack that if successful, inflicts an additional 5d6 points of damage and potentially pins target.

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

6th Level

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

Solar Meteor Blow: High fired shot that when it lands on target inflicting +4d6 points of damage and creates a massive gust of wind capable of knocking surrounding foes down.

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

Twisting Wind Shot: Make a ranged attack, inflict damage as a critical hit.

7th Level

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

20

Stunning Solar Flare: 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: 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: All ranged attacks gain +5d6 points of fire damage for the round.

Solar Hailstorm 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: 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: 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.

STEEL SERPENT

1st Level

Body of the Night: Add your ranks in Heal to your Stealth.

Dizzying Venom Prana: Next attack inflicts 2 points of Wisdom damage.

Hunting Serpent Blow: Disciple makes a Heal check, chance to make target flat-footed and inflict an additional 1d6 points of damage.

Poisoner's Stance: Gain poison use, increased DC on poisons.

Sting of the Rattler: Attack that inflicts an additional 1d4 points of damage plus 1d4 damage the following round.

2nd Level

Fading Dodge: As an immediate action, make an attack roll against your foe's attack roll; if successful, your foe's damage from this attack is reduced by half.

Iron Fang: Attack which ignores DR and inflicts an additional 2d6 points of damage.

Sting of the Asp: Attack that inflicts an additional 1d6 points of damage and 2 points of Strength damage, with an additional 2 points of Strength damage the following round.

Weakening Venom Prana: Next attack inflicts an additional 2 Strength damage.

3rd Level

Night's Knife: Grants a damage bonus equal to the number of ranks in Heal possessed.

Sickening Venom Strike: Attack which inflicts 2 points of Constitution damage and chance to sicken opponent.

Sight Piercing Fang: Attack which inflicts an additional 2d6 points of damage, blinds opponent.

Steel Coils: Constrict for 4d6+Dexterity modifier damage while grappling.

4th Level

Poison Blood: When struck in combat, disciple's blood becomes venomous to the attacker.

Rattler's Feint: Feint attempt to catch opponent flatfooted.

Sting of the Adder: Attack that inflicts an additional 5d6 points of damage and 1d4 points of Wisdom damage, with an additional 2 points of Wisdom damage the following round.

Tearing Fang: Attacks add +2d6 damage and causes 2 points of bleed damage for 1d4 rounds

5th Level

Burning Venom Prana: Next attack inflicts an additional 1d4 Wisdom damage.

Hooded Killer's Stance: Disciple gains +3d6 sneak attack dice and half the character's initiator level to Intimidate and Stealth checks.

Pressure Point Break: While grappling an opponent and inflicting damage, the character may add any sneak attack or deadly strike damage possessed plus an additional +2d6 damage.

Steel Fang: Attack which ignores DR and inflicts an additional 8d6 points of damage, potential to daze an opponent.

6th Level

Blend With the Night: Causes the disciple to disappear into the shadows make him act under greater invisibility for one round, grants +2d6 points of sneak attack damage.

Spitting Cobra Stance: Increases damage done by thrown weapons.

Sting of the Viper: Attack that inflicts an additional 8d6 points of damage and 1d6 points of Charisma damage, with an additional 2 points of Charisma damage the following two rounds.

Virulence: Increase the DC on a single poison by +5

7th Level

Bite the Mongoose: Make a counter attack which inflicts 6d6 points of damage and 1d6 Constitution damage when struck in combat.

Desert Serpent Mirage: Make an opposed attack roll against an opponent's attack; if successful the foe losses sight of the disciple for one round.

Numbing Venom Prana: Next attack inflicts an additional 2d4 Dexterity damage.

Silencing Strike: Swift throat punch that can silence opponent, deals an additional 8d6 points of damage.

8th Level

Adamantine Fang: Powerful attack which ignores DR and deals an additional 12d6 damage, potential to paralyze an opponent.

Hooded Cobra Attitude: Gain gaze ability to temporarily paralyze a foe while focusing on them.

Sting of the Cobra: Attack that inflicts an additional 12d6 points of damage and 2d4 points of Constitution damage, with an additional 2 points of Constitution damage the following two rounds.

9th Level

Five-Fold Hydra Sting: Chance to instantly slay target and destroy them entirely.

THRASHING DRAGON

1st Level

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

Offensive Roll: 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: When wielding two weapons, disciple inflicts an additional 1d6 points of damage per attack, -2 to AC.

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

Talon on the Wing: Thrown weapon range for a single attack increases by +20 ft.

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

2nd Level

Flash Kick: 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: 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: Make an Acrobatics check in place of a Reflex save.

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

Sweeping Tail: Make a trip attack against a foe with a +4 bonus.

3rd Level

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

Battle Dragon's Stance: Reduce penalties of twoweapon fighting by 2, +4 to Initiative checks and damage while two-weapon fighting.

Fangs Strike Low: 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: Make a successful melee attack, attack inflicts an additional +3d6 and potentially dazes opponent.

4th Level

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

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

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

5th Level

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

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

Reversing Thrust: 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: Make an attack with two wielded weapons (one attack per weapon) against each adjacent enemy surrounding the initiator.

6th Level

Great Wyrm's Fang: Thrown weapon inflicts an additional 8d6 points of damage, causes a bleeding wound.

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

Tail Slap: Unleash a powerful kick which inflicts an additional 3d6 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 adamantine and inflict an additional 4d6 points of damage.

7th Level

Alacrity on Wing: 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: When two-weapon fighting in this stance, the character suffers a -2 to AC, but all attacks inflict an additional 2d6 + primary initiator attribute modifier points of damage.

Thrashing Dragon Frenzy: Make two melee attacks

with two wielded weapons (two attacks per weapon) against each adjacent enemy surrounding the initiator.

8th Level

Doom Talon: 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: When two-weapon fighting in this stance, all attacks made ignore damage reduction and inflict bleeding arterial wounds.

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

9th Level

Deadly Dragon 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.

VEILED MOON

1st Level

Dimensional Strike: For a brief moment, the disciple becomes difficult to perceive; resolving the attack against the target as if they were flat-footed.

Disturbing Blow: Make a melee attack against a target; successful strike inflicts a:4 penalty to the target's next d20 roll.

Ghost Hunting Blow: Momentarily grants the disciple's attacks the ghost touch property.

Inner Sense: Spiritual senses grant a +2 insight bonus to a saving throw.

Leaping Spirit Dance: This stance grants the disciple a +2 to AC and a +2 to Reflex saves.

Spirit Sensing Stance: The disciple in this stance gains the scent special ability and can use it to sense incorporeal creatures that are hiding on the Ethereal plane are nearby.

2nd Level

Cursed Fate: Make a melee attack against a target,:4 to all d20 rolls for one round.

Fading Strike: Teleport up to your movement speed to an opponent and make an attack.

Half-Gone: As an attack targets you, make a Stealth check to become incorporeal to avoid it.

Resonance Strike inflicts 2d6 force damage in lieu of normal damage, and may strike incorporeal creatures without risking a miss chance.

3rd Level

Altered Penumbra: Make an opposed Stealth check opposing your attackers Perception check after their attack roll, if you are successful, teleport to any spot within 10 ft. away and leave a minor image to be hit in your place. **Brilliant Moon:** Make a melee attack against a foe, attack ignores armor bonuses to AC and inflicts an additional 4d4 points of force damage.

Formless Dance: Gain the benefits of a see invisibility spell and blur while the stances in effect (swift actions refresh missing images).

Ghostwalk: Become incorporeal until your next turn.

4th Level

Breath of the Moon: Make an attack against a target, target must make save or be confused for 1d4 rounds

Ethereal Reminiscence: Become incorporeal for one round, regain twice your ranks in Stealth in hit points or potentially being lost in the Ethereal briefly.

Flicker Strike: Teleport to strike an opponent flatfooted and then teleport away.

Fading Leap: As a move action, the disciple may teleport to a spot up to twice his movement speed away.

5th Level

Essence Shattering: Make an attack against a target which inflicts an additional 6d6 points of force damage, potentially dazes the target.

Stance of the Ether Gate: The disciple flows with dimensional power and may as a move action teleport up to his movement speed, or as a full round action move up to twice his movement speed.

Twisting Ether: Switch places within 30 ft. via teleportation with target willing ally.

Warp Worm: Make a touch attack against up to three targets which must be no farther apart than 20 ft. from each other, teleport through them inflicting 10d6 points of force damage and appear up to 15ft from the final target.

6th Level

Ether Wave: The disciple unleashes a potent wave of dimensional energy as a 40 ft. cone inflicting 10d6 points of force damage.

Phantom Penumbra: Make a Stealth check opposing the attackers Perception check, if successful, teleport up to 20 ft. away and leave behind 1d6 major images.

Spiritual Weapon Stance: While in this stance, the character is treated as having ghost touch on offensive and defensive items and weapons, and attacks inflict an additional 2d4 points of force damage.

Vaporform Crash: Make a melee attack against an incorporeal target, if successful the disciple becomes incorporeal and the target suffers 12d6 points of force damage and becomes corporeal; the switch in body state lasts for 1d4 rounds.

7th Level

Dispersal: Target becomes incorporeal and takes 12d6 points of force damage, on a failed Will their gear does not become ethereal with them, duration until end of next turn.

Fade Through: The disciple may teleport up to twice his movement speed as a swift action.

Flashing Ether Touch: Make a melee touch attack against a target, if successful teleport the target up to 60 ft. away, deal 10d6 points of damage.

8th Level

Anchoring Spirit: Disciple gains the incorporeal subtype; any attempt to teleport into or out of any space within 30 ft. of the disciple automatically fails unless he initiates the effect or willingly allows it.

Eclipsing Moon: As part of a full round attack, you may teleport up to your movement range between attacks, and continue the full round attack, adding +2 to hit and +4d4 force damage to each strike against a target's flat-footed AC.

Lunar Penumbra: When targeted by a spell or effect, the disciple may make an opposed Stealth check against the enemy's Perception; success indicates that the two switch positions through teleportation and the enemy suffers the spell or effect instead.

9th Level

Banish to the Beyond: The disciple makes a melee touch attack against a target, and if successful then the foe is banished to wholly to the Ethereal Plane, and they are barred from returning to the Material Plane for 1 day / 2 IL of the disciple (max 10 days).

MANEUVER DESCRIPTIONS

The following maneuvers are presented in alphabetical order.

ADAMANTINE FANG

Discipline: Steel Serpent (Strike); Level: 8 Prerequisites: Three Steel Serpent Maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant, 3 rounds Saving Throw: Fortitude (partial)

When initiating this maneuver, the disciple congeals the totality of his *ki* along his weapon which glitters almost like a diamond just before he strikes. The disciple makes an attack against an opponent, and if successful, the attack deals an additional 12d6 points of damage and bypasses all damage reduction the target may possess. The awesome force of the disciple's *ki* is so strong that it has the potential to paralyze the opponent on a failed Will save (DC 18 + primary initiator attribute modifier) for one round. This is a supernatural ability.

ADAMANTINE KNUCKLE

Discipline: Broken Blade (Boost); **Level:** 7 **Prerequisites:** Two Broken Blade maneuvers **Initiation Action:** 1 swift action Range: Personal Target: You Duration: One turn

The sheer ferocity and focus of the disciple's ability in the unarmed combat area rivals that of the *ki* wielders in the world. By tightening his knuckles, long since numb with scars and digging deep within, the disciple strikes with steel shattering force. Once initiated, for the rest of the initiator's turn all attacks he makes with this boost inflict an additional 4d6 points of damage and ignore the target's damage reduction or an object's hardness.

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 opposed Acrobatics check against the target's attack roll; if successful the attack is negated and the initiator may make a melee attack for two wielded weapons or unarmed strikes with an additional +2d6 points of damage.

ALTERED PENUMBRA

Discipline: Veiled Moon (Counter, figment, teleportation); Level: 3

Prerequisites: One Veiled Moon maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

Position is relative to the Veiled Moon disciple's thinking, and his position in the universe is mutable. Using these principles, the disciple may circumvent reality to remove himself from harms way when necessary. The initiator makes a Stealth check opposing the attacker's Perception check; if successful then the initiator may teleport to any spot within 10 ft. away from his current position and leave a minor image duplicate of himself behind to take the attack of his foe in his place. Minor images created by this counter last for 1d4 rounds or until dispersed. This ability may be used to defend against spells and effects that directly target the initiator with an attack roll (such as ranged touch effects) or for those that allow for a Reflex save. If the attack would still encompass an area to where the initiator is teleporting to (such as with the *fireball* spell), the initiator would still be struck by the attack.

ANCHORING SPIRIT

Discipline: Veiled Moon (Stance); Level: 8 Prerequisites: Three Veiled Moon maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The Veiled Moon disciple pulls himself fully into the Ethereal and manifests a ghostly apparition of his form upon the Material, and in doing so he locks his immediate area for travel through the Ethereal or Astral plane. While in this stance, the initiator gains the incorporeal subtype and anyone within 30 ft. of the disciple's position who attempts to use an effect with the [Teleportation] type automatically fail unless they are the disciple himself or anyone he allows, or if they can beat the initiator in a opposed initiator level check (using their caster or initiator level).Once outside of his range, then these effects function normally. If two or more disciples of Veiled Moon enter this stance within each other's radius of effect, the stance ceases to function while any amount of their affected area crosses. This is an Ethereal plane using maneuver.

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 the 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.

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.

BANISH TO THE BEYOND

Discipline: Veiled Moon (Strike, teleportation); Level: 9 Prerequisites: Four Veiled Moon maneuvers Initiation Action: 1 standard action Range: Melee touch Target: One creature Duration: Special (see text) Saving Throw: Will save (partial)

The ultimate technique of the Veiled Moon disciple is the ability to lay a mark against a target and shunt him gently into the Astral plane where he may ponder his reasons for crossing the likes of a master. The initiator makes a melee touch attack against a target, who then makes a Will save (DC 19 + primary initiator attribute modifier modifier). Failure indicates that the target is shifted fully into the Astral plane, body and all, and the target may not return to the Material plane for one day per two initiator levels of the disciple (maximum of 10 days). If the foe has no way to return to the Material plane after this duration has expired, he is effectively stranded. If the target succeeds his saving throw, he is still shunted to the Astral plane, but returns automatically to the Material plane after one minute. While in the Astral plane, the target is tethered to the location he occupied before being pushed into the Astral Plane with a silver cord as normal.

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 twoweapon fighting penalties by 2, and gains a +4 bonus to Initiative checks and to melee damage while fighting with two weapons.

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, if the disciple is attacked and the attacker misses, the initiator may either gain a +2 dodge bonus for each attack that misses him until his next turn, or he may make a free 5ft step away from his attacker or within a threatened square (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 does not have a free 5ft space in which to move to, the initiator can gain neither bonus due to being constrained and having no room to move around in.

BITE THE MONGOOSE

Discipline: Steel Serpent (Counter); Level: 7 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 immediate action Range: Melee attack Target: One attacker Duration: One attack Saving Throw: Fortitude (half)

Inevitably, the disciple of Steel Serpent will be struck in combat and through the use of this technique; he learns to make his foe regret his actions. Just as the cobra often poisons the foolish mongoose, so does the disciple of Steel Serpent poison his foe. Upon being struck in combat, the disciple takes advantage of the opening that his injury makes available and strikes out once with poisoned, life sapping *ki* energies. Make an immediate attack at full base attack bonus against the opponent that has successfully attacked you; if this attack hits it inflicts an additional 6d6 points of damage and 1d6 Constitution damage (Fortitude save DC 17 + primary initiator attribute modifier halves this Constitution damage). This is a supernatural ability.

BLEND WITH THE NIGHT

Discipline: Steel Serpent (Boost); Level: 6 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 swift action Range: One melee attack Target: One creature Duration: One round

Practitioners of the Steel Serpent discipline are known for their ability to disappear into plain sight and reappear moments later, unleashing their devastating skill upon a subject. The disciple who initiates this maneuvers gains the benefits of being under the effects of a *greater invisibility* spell for one round, and during that round, he gains 2d6 points of sneak attack damage per attack he makes that round (as per the rogue class feature). 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.

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.

BODY OF THE NIGHT

Discipline: Steel Serpent (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

A wielder of the secrets of Steel Serpent knows his body and how to use it effectively in the art of stealth. By learning to manipulate his *ki* flows to obfuscate his movements from sight and to use his body control to mask the sounds of his passage. The disciple may add his ranks in the Heal skill to his ranks in the Stealth skill when making a Stealth check while in this stance as a competence bonus. This is a supernatural ability.

BRAWLER'S ATTITUDE

Discipline: Broken Blade (Boost); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Instant

By using the skill of the empty-handed warriors that came before him, the disciple focuses his will to using his body in less conventional ways in combat. When initiating this boost, the initiator gains a +4 competence bonus to his next CMB check when using his unarmed strike or discipline weapon to perform the following combat maneuvers: dirty trick, disarm, grapple, or trip.

BREATH OF THE MOON

Discipline: Veiled Moon (strike) [mind-affecting; Level: 4

Prerequisites: One Veiled Moon maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: 1d4 rounds Saving Throw: Will (negates)

The moon is a source of madness, so the legend goes, and by using the principles of lunar cycles on the psyche of mortals, the disciple may temporarily relieve a target of their sanity for a few moments in combat. The initiator must make a melee attack against a target creature, and if successful, in addition to damage the target must make a Will save (DC 14 + primary initiator attribute modifier modifier) or be confused (as the spell *confusion*) for 1d4 rounds; after the application of this maneuver, the subject briefly forgets that the initiator exists and thus may not target the initiator while confused.

BRILLIANT MOON

Discipline: Veiled Moon (Strike); Level: 3 Prerequisites: One Veiled Moon maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By partially phasing a portion of his attack out of this reality, the disciple may ignore certain obstacles, such as armor, when striking at an opponent. The initiator makes an attack roll and ignores the target's armor bonus to AC (unless this armor bonus comes from a force effect, such as *mage armor*). A successful hit inflicts an additional 4d4 points of force damage from the spiritual power the disciple infuses into the attacks

BROKEN BLADE RIPOSTE

Discipline: Broken Blade (Counter); Level: 4 Prerequisites: One Broken Blade maneuver Initiation Action: 1 immediate action Range: Personal Target: One creature Duration: Instant

Sometimes to give, one has to take. This ebb and flow that the disciple has mastered allows him to focus his pain into a force counter blow to drive his opponent back. After being struck in melee combat, the initiator may make an immediate counter attack at his full base attack bonus and this attack inflicts an additional 3d6 points of damage and pushes the target away from the initiator 5ft; this movement does not provoke attacks of opportunity.

BROKEN BLADE STANCE

Discipline: Broken Blade (Stance); Level: 3 Prerequisites: One Broken Blade maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The disciple of the Broken Blade has learned the flows of combat to a degree and has the insight necessary to see the path to victory through the patterns of steel his opponents weave before his eyes. While in this stance, the initiator gains a competence bonus to Acrobatics checks to avoid attacks of opportunity equal to his initiator level, and may make an additional attack with his unarmed strike or a discipline weapon when making a full attack action. If the initiator is two weapon fighting, he gains this extra attack for both hands.

BRONZE KNUCKLE

Discipline: Broken Blade (Boost); Level: 2 Initiation Action: 1 swift action Range: Personal Target: You Duration: One turn

With a spectacular crack of his knuckles, the disciple delivers an extra-potent blow to his foe in the form of a bone-crushing strike. As part of a unarmed attack or a strike from this discipline, the initiator's for the duration of his turn inflict an additional 2d6 points of damage and these attacks ignore a target's damage reduction.

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 primary initiator attribute modifier.

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.

BURNING VENOM PRANA

Discipline: Steel Serpent (Boost); Level: 5 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 swift action Range: One melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (half)

By focusing his *ki* along the edge of a close combat weapon, the disciple readies his energies to disrupt his foe's mind with burning mental fire. The next attack that the disciple makes inflicts 1d4 points of Wisdom damage to his opponent unless the foe succeeds on a (DC 15 + primary initiator attribute modifier) Fortitude saving throw. This is a supernatural ability.

CARTWHEEL AXE KICK

Discipline: Broken Blade (Strike); Level: 2 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

With a quick handspring into a cartwheel or flip, the disciple of the Broken Blade levels a powerful axe kick at his foe. The initiator must make an Acrobatics check with a DC of 15; if successful the initiator may either move 10 ft. towards or away from a target creature without provoking attacks of opportunity. The initiator makes his unarmed attack roll (before he moves if he's moving away, or after he moves if he's approaching a target) and if successful, this kick inflicts an additional 2d6 points of damage.

COUNTER STEP

Discipline: Broken Blade (Counter); Level: 2 Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

With a twist of his body or a nimble hop, the disciple of the Broken Blade avoids a blow with a practiced step. The initiator makes an opposed Acrobatics check against an attacker's melee attack roll. If successful, the initiator may make an immediate 5ft step to a location that is not being threatened by his attacker without provoking attacks of opportunity. If no such square exists, than this counter cannot be used.

CURSED FATE

Discipline: Veiled Moon (Strike) (Mind-affecting); Level: 2

Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Will (negates)

The disciple can befuddle and bewilder his opponent with this strike, causing a grave imbalance in the psyche of the victim. The initiator must make a successful melee attack against the target and the target must attempt a Will save (DC 12 + primary initiator attribute modifier modifier) or lose their move action on their next turn.

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.

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 + primary initiator attribute modifier) for 1d4 rounds. If the save is successful, the target is dazzled instead for one round This is a supernatural ability.

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 attack is 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 + primary initiator attribute 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 unaffected by this strike.

DESERT SERPENT MIRAGE

Discipline: Steel Serpent (Counter); Level: 7 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 immediate action Range: Melee attack Target: One attacker Duration: 1d4 rounds

One of the Steel Serpent's teachings is that for a disciple to be successful, he must find his opponent's blind spot. By initiating this counter, he learns to use his foe's attacks to blind himself against the disciple who will take full advantage of this. The initiator makes an opposed attack roll against his foe's attack roll, and if successful the attacker misses the initiator who then gains total concealment from his foe 1d4 rounds. This is a supernatural ability.

DEVASTATION ROLL

Discipline: Thrashing Dragon (Strike); Level: 4 Prerequisites: 1 Thrashing Dragon maneuver Initiation Action: 1 attack 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 Acrobatics through the opponent's defenses, the disciple strikes hard into the exposed and undefended foe. The initiator must move at least 10 ft. alongside his opponent and make a Acrobatics check equal to the target's AC. If successful, the target is considered flat-footed until his next action due to being put off-balance from the strike, and the attack inflicts an additional 6d6 points of damage.

DIMENSIONAL STRIKE

Discipline: Veiled Moon (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By shifting slightly between two worlds, the disciple confuses the senses of his foe so he may land his attack



more easily. The initiator initiating this strike causes his foe to be flat-footed to this attack.

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 primary initiator attribute modifier to calculate his CMB with a +2 competence bonus to the check. If successful, he inflicts 3d6 points of damage and the target is successfully disarmed.

DISPERSAL STRIKE

Discipline: Veiled Moon (Strike) [force]; Level: 7 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One target Duration: 1d4 rounds Saving Throw: Will (partial)

With a powerful strike and flash of silver-blue light, the disciple slams their foe directly into the Ethereal for a few moments, causing them to become ghostly and unreal. The initiator makes a melee attack on a target creature and if successful, the strike inflicts 12d6 points of force damage in place of normal damage, and the target gains the incorporeal subtype for 1d4 rounds. The target must make a Will save (DC 18 + primary initiator attribute modifier modifier) to negate the incorporeality portion of this strike or only his body becomes incorporeal and items held in his hands do not, falling to the ground at their feet. This strike does not function on targets who already possess the incorporeal subtype. This is an Ethereal plane using maneuver.

DISTURBING BLOW

Discipline: Veiled Moon (Strike) [Mind-affecting]; Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Special

By establishing counter-resonance within the spirit of an enemy with a well-placed blow, the disciple may disrupt and disturb his next action. The initiator must make a melee attack against a target creature, and if successful, cause the target to suffer a -4 penalty to the next d20 roll that he makes.

DIZZYING VENOM PRANA

Discipline: Steel Serpent (Boost); Level: 1 Initiation Action: 1 swift action Range: Next melee attack or ranged attack Target: One creature Duration: Instant Saving Throw: Fortitude (negates)

By focusing his *ki* onto a weapon, the disciple readies a spiritual poison which dizzies and confuses the minds of his foes. After initiating this boost, the next melee or ranged attack that the disciple makes inflicts 2 points of Wisdom damage on a failed Fortitude save (DC 11 + primary initiator attribute modifier). This is a supernatural ability.

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 damage but still confirming that the strike hit and inflicting the additional 4d6 points of damage.

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 a scientist 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*.

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 their full wrath against their enemies, a Thrashing Dragon disciple is capable of inflicting incredible 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.

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 the 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 for his unarmed strike. This attack inflicts an additional 3d6 points of damage.

DRAGON WARRIOR'S STANCE

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.

ECLIPSING MOON

Discipline: Veiled Moon (Strike, teleportation) [force]; Level: 8

Prerequisites: Three Veiled Moon maneuvers Initiation Action: 1 full attack action Range: Melee attack, movement speed Target: Special Duration: Instant

Folding space around his form effortlessly, the disciple is capable of leaps through the ether and attack through the barrier between the worlds in a series of staccato bursts of silvery-blue light and his blinking image as he strikes. As a full attack action, the initiator may make an attack against a target and then teleport a distance up to his movement speed to a new target to strike again, and each attack is made against the target's flat-footed armor class. He may do this a number of times equal to the number of attacks he possesses on a full attack action (including off hand attacks or secondary attacks), and he may select the same target for each attack but each teleportation must land him in position to make an attack against a target creature (he must attack a target creature at the end of each teleportation). Each attack gains a +2 competence bonus and inflicts an additional 4d4 points of force damage. If the target is fighting in a way that would grant more attacks than normal, such as with two-weapon fighting or natural weapons, the initiator may teleport between each attack until the initiator runs out of attacks to make, but secondary attacks (such as off-hand attacks or secondary natural attacks) only add 2d4 additional force damage to those strikes and gain the usual +2 competence bonus to the attack. The initiator may forgo the first attack of this maneuver to teleport himself into position to use the rest of the attacks of this maneuver.

ESSENCE SHATTERING STRIKE

Discipline: Veiled Moon (Strike) [force]; Level: 5 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant, one round Saving Throw: Fortitude (negates)

With a powerful strike, the Veiled Moon disciple attacks at the very spirit of his foe with his silver-blue light. The initiator makes a melee attack against a target creature, and inflicts an additional 6d6 points of force damage and dazes his foe for one round from the disturbance on a failed Fortitude save (DC 15 + primary initiator attribute modifier modifier).

ETHER WAVE

Discipline: Veiled Moon (Strike) [force]; **Level:** 6 **Prerequisites:** Two Veiled Moon maneuvers Initiation Action: 1 standard action Range: 40 ft. Area: Cone-shaped emanation Duration: Instant Saving Throw: Reflex (half)

The Veiled Moon disciple concentrates his spiritual energies to his hand and tears into the barrier between the Astral and the Material, and releases the energies that form from this in a wracking wave of silvery-blue energy. The initiator unleashes a 40 ft. cone of dimensional energy which inflicts 10d6 points of force damage to all targets within its area with a Reflex saving throw (DC 16 + primary initiator attribute modifier modifier) for half damage.

ETHEREAL REMINISCENCE

Discipline: Veiled Moon (Teleportation); Level: 4 Prerequisites: One Veiled Moon maneuver Initiation Action: 1 full round action Range: Personal Target: You Duration: One round

The ectoplasmic nature of beings on the Ethereal plane allows for the Veiled Moon disciple to briefly transport himself to that realm and use his will to restore some his form by filling his wounds with spectral energies, displacing his injuries but at a great potential risk. As a full round action, the initiator may become incorporeal for one round and restore twice his ranks in Stealth in hit points to himself. Every time the initiator makes the transition between planes, however, he runs the risk of potentially losing himself there briefly. The initiator initiating this maneuver must make a Will save (DC 18, +2 DC for every time he's initiated this maneuver since he last rested for 8 hours after the first use); if successful, the maneuver works as normal. If the saving through fails, the initiator does not regain any hit points, instead suffering 2d6 points of damage, and spends the next 2d4 rounds lost in the borderland between the Prime Material Plane and the Ethereal Plane, and when he returns to the Prime, he is dazed for one round. This is an Ethereal plane using maneuver.

FADE THROUGH

Discipline: Veiled Moon (Boost, teleportation); Level: 7 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 swift action Range: Twice the disciple's movement speed Target: You Duration: Instant

An advanced technique, the Veiled Moon disciple at this point learns how to fold two points in space around him to appear at another location within the span of a heart beat. The initiator may teleport to a location up to twice his movement speed away as a swift action.

FADING DODGE

Discipline: Steel Serpent (Counter); Level: 2 Initiation Action: 1 immediate action Range: One attack Target: You Duration: Instant

By learning to shift with a successful hit scored by an opponent, the disciple of the Steel Serpent learns to prolong his longevity in battle. As an immediate action, make an attack roll against the attacker's roll; if successful then the foe's damage is reduced by half (minimum of 1 point of damage). This ability is applicable to ability damaging attacks, but not against level draining effects.

FADING LEAP

Discipline: Veiled Moon (teleportation); Level: 4 Prerequisites: One Veiled Moon maneuver Initiation Action: 1 move action Range: Up to twice movement speed Target: You Duration: Instant

With nary a thought and a gesture the Veiled Moon disciple may flow like moonlight from one location to another through the Astral plane, moving faster than his earthly body would allow. As a move action, the initiator may teleport to a location in range of twice the disciple's base movement speed away.

FADING STRIKE

Discipline: Veiled Moon (Strike, teleportation); Level: 2 Initiation Action: 1 standard action Range: Personal Target: Up to the disciple's movement speed Duration: Instant

The disciple learns the basic technique at this level for walking between worlds to reach locations that previously could be inaccessible by the mortal world and potentially attack foes at those locales. As a standard action, the initiator may either teleport to a location no farther away than his maximum movement speed, and make an attack action against an opponent as part of the same standard action, or attack an adjacent target and then teleport to a location no farther away than his maximum movement speed. The teleportation destination must be clearly seen by the disciple to teleport to that location, and it must be unoccupied.

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).

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.

FINISHING KICK

Discipline: Broken Blade (Boost); Level: 6 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 swift action Range: One full melee attack Target: One creature Duration: Instant

Amidst the flurry of punches, kicks, and elbows that are the hallmarks of the Broken Blade discipline, the disciple who has put his foe through the ropes of learning what it is to underestimate the warrior without weapons may deliver this powerful kick to reduce his foe to a bleeding heap. At the end of a full attack action, the initiator may use this boost to deliver one final extra unarmed attack as he delivers a powerful kick at his full base attack bonus and inflicting an additional 6d6 points of damage.

FIVE-FOLD HYDRA STING

Discipline: Steel Serpent (Strike) [Death]; Level: 9 Prerequisites: Four Steel Serpent Maneuvers Initiation Action: 1 standard action Range: Melee attack or ranged attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

A true mastery of the discipline of Steel Serpent possesses the knowledge to use his own skill, ki, and knowledge of the systems of living creatures, putting them to use for ending of a life. When a disciple initiates this maneuver and strikes a foe, he shows his deadly intent and knowledge in show of terrible force by striking a foe's heart chakra and sends a cascade of poisonous ki through the body to annihilate the life-force of the target. The disciple makes an attack against a foe, if this is successful the target must make a Fortitude save (DC 19 + primary initiator attribute modifier). If this save fails, the target is instantly slain as his body's energies revolt and consume in a flash, reducing the body to ash (equipment is unharmed). If the target succeeds this save, his body still suffers from the experience, as the attack inflicts an additional 50 points of damage. If the target dies from this, his body also dissolves into ash. Victims slain by this attack cannot be resurrected normally; a wish or miracle spell must be cast first to restore the life-force of the victim's spirit before any raise attempt can be attempted. This is a supernatural ability.

FLASH KICK

Discipline: Thrashing Dragon (Strike); Level: 2 Initiation Action: 1 full attack 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 -2 penalty, if this attack hits then the attack 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.

FLASHING ETHER TOUCH

Discipline: Veiled Moon (Strike, teleportation); Level: 7 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 standard action Range: Melee attack, 60ft Target: One target Duration: Instant Saving Throw: Will (negates)

With but a touch the Veiled Moon disciple may send a foe hurtling through the Astral to reappear with frightening velocity to hit the ground. The initiator makes a melee touch against a target, and the target makes a Will save (DC 17 + primary initiator attribute modifier modifier) or is teleported up to 60 ft. away, successful saving throw negating the maneuver. Upon a failed saving throw, the target suffers 10d6 points of damage from reaching high speeds and slamming hard into the ground. If teleported into the air, consider the initiator to have already have fallen 100ft. Effects like *feather fall* halve this damage if used, and targets who are immune to falling damage take no damage from this maneuver, and those who reduce falling damage by increments of 10 ft. may subtract 1d6 points of damage per 10 ft. they may reduce falls.

FLAT IRON RIPOSTE

Discipline: Broken Blade (Counter); Level: 3 Prerequisites: One Broken Blade maneuver Initiation Action: 1 immediate action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Reflex (partial)

When an opponent swings to strike at the disciple, his finely trained body explodes into motion in a shower of incredible reflexes, grabbing the attacker's attacking appendage and hurling him away. The initiator makes an opposed Acrobatics check against his attacker's melee roll, if successful the initiator negates the attack hurls the enemy 10 ft. away to potentially land prone on a failed Reflex save (DC 13 + primary initiator attribute modifier). This counter only works on opponents who are no larger than one size category bigger than the initiator.

FLICK OF THE WRIST

Discipline: Thrashing Dragon (Strike); Level: 2 Initiation Action: 1 full attack 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 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 only is using natural attacks or the target has a locked gauntlet, then this maneuver is ineffective for disarming a foe.

FLICKER STRIKE

Discipline: Veiled Moon (Strike, teleportation); Level: 4 Prerequisites: One Veiled Moon maneuver Initiation Action: 1 standard action Range: Melee attack, movement speed Target: One creature Duration: Instant In a flickering blur of teleportation and movement, the Veiled Moon disciple may disappear, blink into existence to strike a foe, and then disappear again to appear a safe distance away. The initiator may teleport up to his movement speed to a target enemy, make an attack or a combat maneuver (such as disarm or trip) against the foe using his flat-footed armor class (denying the target his Dexterity bonus to his AC due to the surprising nature of the attack), then teleport away up to his movement speed, all without drawing attacks of opportunity on the movement or attack.

FLURRY STRIKE

Discipline: Broken Blade (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

The disciple of the Broken Blade learns to maximize openings in his opponent's defenses and makes lightning fast attacks whenever possible. As a standard action, the initiator may make two attacks at his full base attack bonus.

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 primary initiator attribute modifier in place of Strength or Dexterity with a +2 competence 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 5ft of said object or wall. Targets may not be pinned to other creatures. This maneuver does not function against flying targets.

FORMLESS DANCE

Discipline: Veiled Moon (Glamer, stance); Level: 3 Prerequisites: One Veiled Moon maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance The Veiled Moon disciple immerses himself into a sort of dimensional flux, causing himself to be able to see what cannot be perceived and seemingly be in many places at once. While in this stance, the initiator gains the benefits of a *see invisibility* spell and the *blur* spell.

GHOST HUNTING BLOW

Discipline: Veiled Moon (Boost); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: One round

By reaching across the barrier between worlds, the disciple may strike at disembodied spirits as easily he would strike a normal mortal. Any and all of the initia-
tor's attacks made this round, including attacks of opportunity, are made as if the initiator's weapon possessed the *ghost touch* property. This is an Ethereal plane using maneuver.

GHOSTWALK

Discipline: Veiled Moon (Boost, teleportation); Level: 3 Prerequisites: One Veiled Moon maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: One round

The initiator steps through to the borderland between the Material and the Ethereal planes, becoming an incorporeal figure in both realities for a few moments. Until the beginning of his next turn, the initiator gains the incorporeal subtype. This is an Ethereal plane using maneuver.

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 8d6 points of damage and the target gains the bleeding condition.

HALF-GONE

Discipline: Veiled Moon (Counter, teleportation); Level: 2

Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

By momentarily slipping through the barrier between the Material and the Astral planes, the Veiled Moon disciple may attempt to avoid an attack by being incorporeal. The initiator makes an opposed Stealth check against the attacker's Perception check; if successful the initiator is incorporeal for that attack (resolve the attack against the initiator as normal for striking an incorporeal target). This counter may be attempted to defend against targeted and area of effect spells, making a Stealth check in place of a Reflex save.

HOODED COBRA ATTITUDE

Discipline: Steel Serpent (Stance) [Mind-affecting, Compulsion]; Level: 8 Prerequisites: Three Steel Serpent Maneuvers

Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By adopting this stance, the disciple of Steel Serpent takes on the menacing dread of the hooded cobra. The weaving, hypnotic motions of that most venomous of serpents manifests in the lithe movements of the disciple, who's gaze paralyzes a foe with their intensity and their lazy walk towards it. The disciple gains a gaze attack with a range of 50 ft. (see gaze attacks in MM1), creatures coming within this range are shaken by the disciple's deadly presence and the glint of his eyes (Will save DC 18 + primary initiator attribute modifier negates). When the disciple focuses his gaze (as an attack action) on a target, they may make a Will save (DC 18 + primary initiator attribute modifier) to resist being paralyzed for 1d4 rounds by his hypnotic gaze. A successful save negates this effect. The disciple may only have one opponent paralyzed at a time. This is a mind-affecting, compulsion effect. This is a supernatural ability.

HOODED KILLER'S STANCE

Discipline: Steel Serpent (Stance); Level: 5 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The disciple adopts the mannerisms and cold blooded nature of the hooded cobra, the lord of serpent kind. While in this stance, the disciple gains an additional +3d6 sneak attack dice (see rogue class feature) and a competence bonus to Intimidate and Stealth checks equal to half of his initiator level.

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.

PATE OF

HUNTING SERPENT BLOW

Discipline: Steel Serpent (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

The disciple hunts his foe through the emulation of a hunting serpent, obfuscating his true attack until the moment he strikes. The disciple makes a Heal check with a difficulty equal to his opponent's armor class. If this check is successful, then the target is made flat-footed and the disciple may make a melee attack against him, inflicting an additional 1d6 points of damage if successful. If this Heal check fails, then his opponent sees through this ruse, and the disciple makes his melee attack with a -2 penalty as the enemy is anticipating his attack.

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.

INNER SENSE

Discipline: Veiled Moon (Counter); Level: 1 Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

By sensing ripples in the spiritual world around him, the Veiled Moon disciple is capable of better avoiding dangerous effects and situations. This counter grants the disciple a +2 insight bonus to a single saving throw.

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, the disciple uses his 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.

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 shoots projectiles out of the air by his sheer skill. The initiator makes an opposed attack roll against his foe's attack roll on an incoming ranged weapon attack (such as an arrow or thrown weapon, 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.

IRON-BREAKING PALM

Discipline: Broken Blade (Strike); Level: 4 Prerequisites: One Broken Blade maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By targeting the very iron, wood, and steel he has eschewed for the simple use of his own limbs as weapons, he reduces his foes effectiveness by shattering their illusion of superiority in combat. The initiator makes a sunder attempt against the opponent's weapon or shield and inflicts an additional 3d6 points of damage to the targeted item. If the initiator breaks a target's shield, the target is considered entangled until he spends a standard action to divest himself of the broken shield. This sundering attempt does not provoke an attack of opportunity.

IRON AXE KICK

Discipline: Broken Blade (Strike); Level: 4 Prerequisites: One Broken Blade maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

The disciple leaps up into the air and raises his leg up to hammer it down in a bone-shattering axe kick. The initiator delivers a potent kick (as an unarmed strike) that inflicts an additional 6d6 points of damage. The target must make a Fortitude save (DC 14 + primary initiator modifier) or be dazed for 1d4 rounds.

IRON DUST

Discipline: Broken Blade (Boost); Level: 1 Prerequisites: One Broken Blade maneuver Initiation Action: 1 swift action Range: Melee attack Target: One martial strike Duration: Instant

Knowing the disadvantage of fighting without proper steel in hands, the disciple of the Broken Blade must take advantage of his surroundings and openings in his foe's defenses as he sees them. As part of a martial strike being initiated by the initiator, he may make a free dirty trick attempt as part of this boost with a +2 competence bonus without provoking attacks of opportunity. The initiator may choose when the effects of this boost are applied (before, during, or after) when using this in conjunction with an attack or a martial strike.

IRON FANG

Discipline: Steel Serpent (Strike); Level: 2 Initiation Action: 1 standard action Range: Melee attack or ranged attack Target: One creature Duration: Instant

By hardening *ki* along edge of his weapon, the Steel Serpent disciple uses the pressure of his *ki* to penetrate the defenses of his foe. The disciple makes an attack against a foe, if successful this strike inflicts an additional 2d6 points of damage and ignores any damage reduction the target may possess. This is a supernatural ability.

IRON HAND STANCE

Discipline: Broken Blade (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By keeping his hands stiff and his arms loose and ready, the disciple uses his bare palms as shields to protect himself from the weapons of his foes. While in this stance, the initiator gains a +2 shield bonus to his AC while he has at least one free hand. At the initiator's 6th initiator level, this bonus increases by +1, again at 12th level, and a final time at 18th level.

IRON KNUCKLE

Discipline: Broken Blade (Boost); Level: 4 Prerequisites: One Broken Blade maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: One turn

By tapping into hidden reserves of martial power locked within his form, the disciple of the Broken Blade makes his attacks strike with the force of a thousand fists. For the duration of the turn this boost is initiated on, unarmed attacks or those made with discipline weapons of the Broken Blade style inflict an additional 3d6 points of damage.

IRON MONGER'S THROW

Discipline: Broken Blade (Strike); Level: 5 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

Opponents with their deadly blades and powerful spears can harry the disciple who fights with his hands, and the truth that is forgotten by filling one's hands with iron and steel is that the one with open hands may use them for whatever purpose suits them, and in this case it is for taking a foe and viciously hurling him away to give the disciple room to maneuver and plan his next move. The initiator makes a CMB check with a +4 competence bonus that does not provoke attacks of opportunity, and if successful the initiator rolls into a reverse somersault to hurl his foe up to 20 ft. away from him (the disciple's player choose the flight path of the thrown foe) where they land in a heavily, taking 6d6 points of damage.

KNUCKLE TO THE BLADE

Discipline: Broken Blade (Strike); Level: 2 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By striking at the weapon wielding arm of his opponent, the disciple of the Broken Blade can cleverly disarm his opponent and potentially even bring his foe's weapon to bear against him. The initiator makes an attack as normal upon his foe, if successful, the initiator may make a free disarm attempt against the opponent without provoking attacks of opportunity. If he is unarmed, he may take the weapon and use it if the disarm attempt is successful or he may drop it.

LEAPING SPIRIT DANCE

Discipline: Veiled Moon (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance Light as a feather, the Veiled Moon disciple moves gracefully in combat, with the smooth and practiced grace of an incorporeal being. The disciple gains a +2 dodge bonus to AC and a +2 competence bonus to Reflex saves while in this stance so long as he moves at least 10 feet on his turn each round.

LEG SWEEPING HILT

Discipline: Broken Blade (Strike); Level: 2 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

With quick feint high, the disciple hooks his foot behind the leg of his foe and stiffens it like the hilt of a sword, drawing it back to knock his opponent down. The initiator makes a trip attempt with a +2 competence bonus which does not provoke attacks of opportunity. If successful, the initiator trips his opponent and may make an immediate attack at his full base attack bonus.

LUNAR PENUMBRA

Discipline: Veiled Moon (Counter, teleportation); Level: 8

Prerequisites: Three Veiled Moon maneuvers Initiation Action: 1 immediate action Range: Personal. Close (25ft + 5ft/2 initiator levels) Target: You and one target Duration: Instant

It is said that the moon is portrayed in some legends as a laughing trickster, and with this powerful ability, the Veiled Moon disciple is capable of pulling an incredible trick upon his foe. The initiator makes a Stealth check against his foe's Perception check, if successful he and his attacker switch positions, and the attack that was directed against the disciple now affects the attacker himself, effectively causing the target to strike himself. This ability may be used to attempt evasions at spells and effects that directly target the initiator or for those that allow for a Reflex save (but if the initiator is still within the radius of the effect, he also is struck by it).

METEORIC THROW

Discipline: Broken Blade (Strike); Level: 8 Prerequisites: Three Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack and 25ft Target: One creature to be thrown at another target creature Duration: Instant Saving Throw: Reflex (special)

The Broken Blade master has transcended the simple use of his own body as a weapon, and has deigned to use his opponent's body as a weapon against those who would stand against him. The initiator makes a grapple attempt and if successful, he may hurl his foe up to 25ft as a ranged touch attack at either the ground or another target foe. The thrown enemy suffers 12d6 points of damage upon impact, and if thrown at a target creature, that target suffers that damage as well on a failed Reflex saving (DC 18 + primary initiator attribute modifier for half damage). The target of this grapple attempt must be within one size category of the initiator, and Large or bigger foes being hurled using this method, the attack is always targeting the ground beneath multiple targets within the area that creature normally would occupy (Large creatures, for example, occupy a 10 ft. by 10 ft. space so they would hit all targets within a 10 ft. by 10 ft. area on a failed Reflex save).

NIGHT'S KNIFE

Discipline: Steel Serpent (Boost); Level: 3 Prerequisites: One Steel Serpent Maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: One turn With the surgical precision of the striking serpent, the disciple's attack lands with exacting damage through his knowledge of anatomy. The initiator's attacks for the round gain a damage bonus equal to the number of ranks he possesses in the Heal skill.

NUMBING VENOM PRANA

Discipline: Steel Serpent (Boost); Level: 7 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 swift action Range: Melee attack or ranged attack Target: One creature Duration: Instant Saving Throw: Fortitude (half)

By filling his next attack with chill and numbing *ki* energies, the Steel Serpent disciple strikes at the nervous energies that cause the body to move, draining away from the victim his grace and motor control. The next attack that the disciple makes inflicts an additional 2d4 points of Dexterity damage, a successful Fortitude save (DC 17 + primary initiator attribute modifier halves this). This is a supernatural ability.

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 by them and strike at them at a surprising angle. The initiator must move at least 10 ft. along side an enemy (which will provoke attacks of opportunity unless the initiator is Tumbling) 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.

PHANTOM PENUMBRA

Discipline: Veiled Moon (Counter, figment, teleportation); Level: 6

Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 immediate action Range: Personal, 20ft Target: You Duration: Instant, 4 rounds

To slip through the worlds is a simple matter for the disciple, and using this to deceive and evade an attacker is effortlessly done. The initiator makes a Stealth check against the attacker's Perception check, if the disciple succeeds he is able to teleport to a position up to 20 ft. away, gain the incorporeal subtype, and leave behind 1d6 *major images* where his previous position lay. *Major images* persist until they are slain or until 4 rounds have elapsed and the initiator remains incorporeal until his next turn. This ability may be used to attempt evasions at spells and effects that directly target the initiator or for those that allow for a Reflex save. This is an Ethereal plane using maneuver.

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, or throwing weapons by willing them into existing as a free action while possessing at least one of the above on his possession. 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, 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.

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.

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 obfuscate his attacks within the holes of 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.

PIT FIGHTER'S STANCE

Discipline: Broken Blade (Stance); Level: 6 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

Some disciples have had to use their skills in less than reputable areas, or their teachers have deigned it worthy to learn how to use every opening to your best advantage. Not all who practice this style find that those who master this particular area of the art to be wholly honorable, none can doubt their results. While in this stance, the initiator may make one dirty trick attempt per round as a swift action without provoking attacks of opportunity, and he gains a +2 bonus to his CMD to resist dirty tricks and feint attempts. The initiator also inflicts an additional 2d6 points of damage whenever the target would be denied their Dexterity modifier to their AC.

POISON BLOOD

Discipline: Steel Serpent (Counter); Level: 4 Prerequisites: One Steel Serpent Maneuver Initiation Action: 1 immediate action Range: One attack that inflicts slashing or piercing damage Target: One creature

Duration: Instant **Saving Throw:** Reflex (half) Every disciple of Steel Serpent has long since accepted that in battle, sometimes the superior warrior gets injured. The Steel Serpent however, believes that for every wound inflicted upon the disciple, a wound must be inflicted upon the attacker. By forcing *ki* energies into his blood at the point of being wounded, the blood lost from this attack sprays at the disciple's foe as a caustic acid. To use this counter, the disciple must have been struck in combat by a slashing or piercing weapon. Upon the initiating of this counter, the attacker must make a Reflex save (DC 14 + primary initiator attribute modifier). If the attacker fails this save, he takes acid damage equal to the disciple's initiator level. If the save is successful, the attacker only takes half of this damage. This is a supernatural ability.

POISONER'S STANCE

Discipline: Steel Serpent (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

One of the first lessons of Steel Serpent disciples is the knowledge of mundane poisons and how to use them with expertise. While in this stance, the disciple gains the poison use class feature (the disciple no longer risks accidentally poisoning himself when attempting to apply poison to a weapon) and gains a +1 DC per two initiator levels as a competence bonus (maximum +10) to the saving throw DC's of any poison (mundane, magical, sting maneuver or prana maneuver) he applies through the use of this stance.

POMMEL BASH

Discipline: Broken Blade (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

When watching an unarmed fighter work his art, most watch for the fists and feet. The disciple knows this, and surprises his foe, catching him unaware. The disciple makes a surprise elbow strike to the foe that leaves them reeling. The initiator makes an unarmed attack against the target's flat-footed armor class, and the blow inflicts 1d6 points of additional damage. Creatures immune to sneak attacks and critical hits are unaffected by this extra damage.

PRESSURE POINT BREAK

Discipline: Steel Serpent (Boost); Level: 5 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 swift action Range: One melee attack

Target: One creature Duration: One round

Just as the deadly coils of the constrictor snake may squeeze the life out of a foe, the Steel Serpent disciple has learned to use his knowledge of his foe's body against him in surprising ways. While in a grapple, the initiator may add any deadly strike or sneak attack damage he possesses to damaging attacks he makes while grappling, plus an additional 2d6 points of damage.

PUGILIST STANCE

Discipline: Broken Blade (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By adopting a powerful kick boxing stance, the initiator positions himself for lightning fast, potent strikes with his hands and feet. While in this stance, unarmed or discipline weapon strikes inflict an additional 1d6 points of damage.

RATTLER'S FEINT

Discipline: Steel Serpent (Boost); **Level:** 4 **Prerequisites:** One Steel Serpent Maneuver **Initiation Action:** 1 swift action



Range: Personal Target: One creature Duration: Instant

Just as the rattlesnake's tail serves as a distraction to its prey, the disciple of Steel Serpent learns to obfuscate his attack by causing his opponent to look where he wants him to. Upon initiating this boost, the disciple may make a free feint attempt against his opponent with a +4 competence bonus; if successful, the target loses his Dexterity modifier to his armor class per feint attempts.

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

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.

RESONANCE STRIKE

Discipline: Veiled Moon (Strike) [Force]; Level: 2 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By funneling his spiritual power into his attack, the Veiled Moon practitioner may strike an opponent with glowing silvery light on the Material or the Ethereal plane. This strike is resolved as a melee touch attack, and it inflicts 2d6 + primary initiator attribute modifier points of force damage in lieu of normal damage, and this attack may strike incorporeal creatures without risking miss chance. This is an Ethereal plane using maneuver.

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.

SEARING BREAK

Discipline: Solar Wind (Boost); Level: 5 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.

SHARDS OF ADAMANTINE STRIKE

Discipline: Broken Blade (Strike); Level: 7 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fort (partial)

It is said that masters of the discipline are capable of using their hand in the manner of striking serpent and punch through solid stone as if it were straw, and disciples with this maneuver are those who can. Taking this training to the theater of war, a punch so potent that it can leave the foe sickened with pain is what this art form can deliver. The initiator makes an attack against the target creature and if successful, this attack inflicts an additional 12d6 points of damage that ignores the target's damage reduction or an object's hardness. If striking a living creature, the target must make a Fort save (DC 17 + primary initiator attribute modifier) or be nauseated with the pain of the strike for 1d4 rounds.

SHARDS OF IRON STRIKE

Discipline: Broken Blade (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By mimicking the speed and piercing power of the legendary shattered blade of the founder of this discipline, the disciple makes a hard jabbing strike at his opponent's vulnerable spots for maximum pain. The initiator makes an attack against his target foe and if successful, the target is staggered for one round in addition to normal damage.

SHARDS OF STEEL STRIKE

Discipline: Broken Blade (Strike); Level: 5 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By targeting vital soft tissues with a pointed, viper head-like finger jab, the disciple punctures flesh and releases the vital blood supply of his foe all over the ground in a deluge. The initiator makes an atttack at a target creature, and if successful this strike inflicts an additional 8d6 points of damage and the target suffers the bleeding condition, bleeding 2d4 points of damage per round for the initiator's primary initiator attribute modifier in rounds. A successful DC 20 Heal check or the application of any effect that cures hit point damage will stop the bleeding.

SHARPENED TALONS

Discipline: Thrashing Dragon (Boost); Level: 4 Prerequisites: 1 Thrashing Dragon maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: Instant

By quickly scraping his blades together to create metallic burrs along their edges, he quickly sharpens them for his next attack. When two-weapon fighting with light bladed weapons (or with natural attacks that inflict slashing damage) the disciple's attacks with those weapons inflict an additional 2d6 points of damage for the round.

SICKENING VENOM STRIKE

Discipline: Steel Serpent (Strike); Level: 3 Prerequisites: One Steel Serpent Maneuver Initiation Action: 1 standard action Range: Melee attack or ranged attack

Target: One creature Duration: Instant, 1d4 rounds Saving Throw: Fortitude (partial)

With a sharp jab of sickening *ki* energy, the Steel Serpent disciple can rob an enemy of his will to continue to fight as their body rebels against them. Make an attack against an opponent, and if this is successful, the strike inflicts an additional 2 points of Constitution damage and has the chance to sicken the target for 1d4 rounds. A successful Fortitude save (DC 13 + primary initiator attribute modifier) halves the Constitution damage and negates the sickened effect. This is a supernatural ability.

SIGHT PIERCING FANG

Discipline: Steel Serpent (Strike); Level: 3 Prerequisites: One Steel Serpent Maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: 1 minute Saving Throw: Reflex (partial)

With the swiftness of a striking snake, the disciple makes a jab at his opponents face to temporarily steal his vision. The disciple makes a melee attack against his target, if successful the strike inflicts an additional 2d6 points of damage and the target must make a Reflex save (DC 13 + primary initiator attribute modifier to negate). If this save is unsuccessful, the target is blinded for 1 minute as his eyes are temporarily rendered useless.

SILENCING STRIKE

Discipline: Steel Serpent (Strike); Level: 7 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant, 3 rounds Saving Throw: Fortitude (partial)

By focusing his *ki* and striking at a foe's throat chakra, he can close it temporarily and cut off the target's ability to speak. The disciple makes a melee attack and if successful, the strike inflicts an additional 5d6 points of damage and on a failed Fortitude save (DC 17 + primary initiator attribute modifier) is silenced and unable to speak or vocalize for 1d6 rounds. On a successful saving throw, the target is still unable to speak for one round. This is a supernatural ability.

SINGING STEEL PUNCH

Discipline: Broken Blade (Strike); Level: 6 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: 1d4 rounds Saving Throw: Fortitude (partial)

With a powerful strike to the head of the target, the disciple's fist hits as hard as meteoric iron and sets the jaw of the target loose and rings the proverbial bell of the unfortunate who was unlucky to face him. The initiator makes a melee attack against the target creature, and if successful, he inflicts an additional 8d6 points of damage and this forces the target to make a Fortitude save (DC 16 + primary initiator attribute modifier) or be deafened and silenced for 1d4 rounds. If the target makes the save, then the target is only deafened for one round.

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 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 primary initiator attribute modifier to damage on these attacks. This bonus does not stack with effects like *haste* or the *speed* special weapon property or effects that are similar to them, nor does it combine with feats like Rapid Shot or Multishot that grant extra attacks. 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 make a free bull rush attempt as part of this attack, using his primary initiator attribute modifier to calculate his CMB for the attempt with a +2 competence bonus. 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 15ft 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 5ft square that the target occupies or the targeted 5ft space itself immediately sets of a powerful wave of air that potentially knocks enemies prone within a 15ft radius of the target on a failed Fortitude saving throw (DC 16 + primary initiator attribute modifier; this including the target, who suffers a -4 penalty to this saving throw). 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 or spells like *true strike*.

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 primary initiator attribute modifier as their attack bonus and inflicting 1d2 points of damage and halving the base speed of any they manage to attack. 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.

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 5ft 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 5ft square that the target occupies or the targeted 5ft space itself becomes wrapped in a sheath of swirling tornadolike 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 13 + primary initiator attribute modifier) or be forced to stay in that space, unable to make a move action or free 5ft 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.

SOLAR WIND LANCET

Discipline: Solar Wind (Boost); Level: 4 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 initiator makes inflicts an additional 2d6 points of damage upon a successful attack and potentially knocks his target prone (a successful DC 14 + primary initiator attribute modifier Fortitude save negates being knocked prone). 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 (25ft + 5ft / 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 + primary initiator attribute modifier) to reduce the damage by half. On a failed save, the target is knocked prone from the force of the attack. This maneuver creates its own ammunition, or if the initiator chooses to, can use special ammunition if the initiator desires.

SOLAR WIND TSUNAMI

Discipline: Solar Wind (Strike); Level: 8 Prerequisites: Three Solar Wind maneuvers Initiation Action: 1 standard action Range: 60ft Area: Cone shaped Duration: Instant Save: 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 + primary initiator attribute 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.

SPINNING ADAMANTINE AXE

Discipline: Broken Blade (Strike); Level: 8 Prerequisites: Three Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack Target: All adjacent enemies Duration: Instant

With a powerful leap into the air, the disciple of the Broken Blade unleashes a powerful spinning kick to his surrounding foes that strikes with the force of a hurricane. The initiator makes one unarmed attack against each foe in range, each successful strike inflicting an additional 10d6 points of damage that ignores the target's damage reduction. Foes that are struck are also knocked prone from the force of this assault.

SPINNING FLURRY RUSH

Discipline: Broken Blade (Strike); Level: 7 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack Target: All adjacent enemies Duration: Instant

The disciple of the Broken Blade takes a deep breath when he finds himself surrounded by opponents and hopes that they've made peace with the gods, for they will be seeing them soon. The initiator makes two attacks at full base attack bonus per opponent within his reach, and each attack inflicts an additional 4d6 points of damage.

SPIRIT SENSING STANCE

Discipline: Veiled Moon (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By sensing the different patterns all beings that exist have, the senses of the Veiled Moon disciple exceed that of natural beings and moves into the realm of supernatural awareness. While in this stance, the initiators gains the scent special ability and he may detect creatures on the Ethereal plane that are near the Material plane within 30 ft. of his position.

SPIRITUAL WEAPON STANCE

Discipline: Veiled Moon (Counter) [force]; Level: 6 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By channeling ethereal energies along his weapons and his body, the initiator becomes immersed in both worlds, being as solid on the Ethereal Plane as he is on the Material. While in this stance, the initiator's weapons, armor, and equipment are treated as if they had the *ghost touch* property (ammunition retains the property until used), and his attacks inflict an additional 2d4 points or force damage. This is an Ethereal plane using stance.

SPITTING COBRA STANCE

Discipline: Steel Serpent (Stance); Level: 6 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance Some serpents spit their venom, and as they are deadly at a distance so does the disciple learn to be deadlier at range with his attacks. When at range, thrown weapons inflict an additional 2d6 points of damage while in this stance.

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 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 is a supernatural ability.

STANCE OF THE ETHER GATE

Discipline: Veiled Moon (Stance, teleportation); Level: 5 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By shifting his essence partially into the Astral plane, the disciple finds that moving through that plane as just as easy as moving through the Material plane. While the disciple is in this stance, he may *teleport* up to his movement speed as a move action, or twice his movement speed as a full round action, at will. He must see his destination clearly to be able to teleport to it. The initiator may not take any creatures with him when teleporting; only himself and the gear he is carrying plus up to an additional 20lbs. This stance meets the qualifications for the Dimensional Agility feats, should the initiator wish to take them.

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.

STEEL AXE KICK

Discipline: Broken Blade (Strike); Level: 6 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

With a sweeping axe kick that strikes as hard as any hammer strike could ever hope for, the disciple of the Broken Blade lands a crushing blow that causes even the strongest of opponents to pause in pain. The initiator delivers a devastating spinning kick (as an unarmed strike) that inflicts an additional 10d6 points of damage and potentially daze target for one round on a failed Fortitude save (DC 16 + primary initiator attribute modifier).

STEEL COILS

Discipline: Steel Serpent (Stance); Level: 3 Prerequisites: One Steel Serpent Maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

In this stance, the movements and motions of the disciple become more sinuous and deliberate, as if he were a serpent coiled to strike. While in this stance, the disciple may make grapple attempts without provoking attacks of opportunity, and if the disciple successfully grapples a foe, he may constrict his opponent to inflict 4d6 + his Strength modifier in damage.



STEEL FANG

Discipline: Steel Serpent (Strike); Level: 5 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 standard action Range: One melee attack or ranged attack Target: One creature Duration: Instant Saving Throw: Will (partial)

The spiritual *ki* focus of the disciple is so intense that it gains armor piercing force when applied to a weapon or knife hand strike. The disciple makes an attack against an opponent, and if successful, the attack deals an additional 8d6 points of damage and bypasses all damage reduction the target may possess. The awesome force of the disciple's *ki* is so strong that it has the potential to daze the opponent on a failed Will save (DC 15 + primary initiator attribute modifier) for one round. This is a supernatural ability.

STEEL FLURRY STRIKE

Discipline: Broken Blade (Strike); Level: 3 Prerequisites: One Broken Blade maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

The disciple makes a furious set of attacks upon his foe, hammering through defenses and striking rapidly. The initiator may make three attacks against his foe at full base attack bonus with a -2 penalty to hit. Successful hits inflict an additional 3d6 points of damage per hit.

STEEL GRAPPLER'S ATTITUDE

Discipline: Broken Blade (Stance); Level: 5 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

By assuming this stance, the disciple of the Broken Blade has learned to shift his mass and balance to his advantage when grappling and running down his foes. While in this stance, the initiator counts as one size category larger when calculating CMB and CMD for grapple, bull rush, and overrun attempts, for use during counters, and he may add his primary initiator attribute modifier to his CMB checks and to his CMD for grapple, bull rush, and overrun attempts and resisting those that use those combat maneuvers against him.

STING OF THE ADDER

Discipline: Steel Serpent (Strike); **Level:** 4 **Prerequisites:** One Steel Serpent Maneuver Initiation Action: 1 standard action Range: Melee attack or ranged attack Target: One creature Duration: Instant, two rounds Saving Throw: Fortitude (partial)

Striking with surety and precision, the disciple attacks the chakra of wisdom on his foe with his *ki* in an attempt to cloud his foe's mind. The disciple makes an attack against a target; if successful the strike inflicts an additional 5d6 points of damage and 1d4 points of Wisdom damage (Fortitude save DC equal to 14 + primary initiator attribute modifier to halve this Wisdom damage). On the following round on a failed save, the corrupted *ki* energies inflict an additional 1d6 points of damage and 2 additional points of Wisdom damage. This is a supernatural ability.

STING OF THE ASP

Discipline: Steel Serpent (Strike); Level: 2 Initiation Action: 1 standard action Range: Melee attack or ranged attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

Through the use of this maneuver, the disciple readies a weakening dose of ki energy with his weapon's strike to sap his foe of his power. The disciple makes an attack against a target; if successful the strike inflicts an additional 1d6 points of damage and 2 points of Strength damage (Fortitude save DC 12 + primary initiator attribute modifier; success halves this Strength damage). On the following round on a failed save, the corrupted kienergies inflict an additional 1d6 points of damage and 2 additional points of Strength damage. This is a supernatural ability.

STING OF THE COBRA

Discipline: Steel Serpent (Strike); Level: 8 Prerequisites: Three Steel Serpent Maneuvers Initiation Action: 1 standard action Range: Melee attack or ranged attack Target: One creature Duration: Instant, 3 rounds Saving Throw: Fortitude (partial)

By focusing destructive, life-destroying ki into his attack, the Steel Serpent disciple strikes at the very heart of his foe's life force. The disciple makes an attack against a target; if successful the strike inflicts an additional 8d6 points of damage and 2d4 points of Constitution damage (Fortitude save DC equal to 18 + primary initiator attribute modifier to halve this Constitution damage). On the following two rounds on a failed save, the corrupted kienergies inflict an additional 2d6 points of damage and 2 additional points of Constitution damage. This is a supernatural ability.

STING OF THE RATTLER

Discipline: Steel Serpent (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack or ranged attack Target: One creature Duration: Instant

Disciples of Steel Serpent learn to emulate the swift and powerful strikes of the serpent kingdom and leave lasting wounds through the power of their *ki*. By focusing this harmful energy into a single attack, the disciple may cause more grievous injuries than his opponent would register immediately. The disciple makes an attack and if successful, inflicts an additional 1d4 points of damage. The following round on the disciple's turn, the enemy takes an additional 1d4 points of damage due to the venomous *ki* that has built up in the wound. This is a supernatural ability.

STING OF THE VIPER

Discipline: Steel Serpent (Strike); Level: 6 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 standard action Range: Melee attack or ranged attack Target: One creature Duration: Instant, 3 rounds Saving Throw: Fortitude (partial)

The disciple reaches out and strikes at his opponents will and force of being, crushing his foe's chakras with his *ki*. The disciple makes an attack against a target; if successful the strike inflicts an additional 8d6 points of damage and 1d6 points of Charisma damage (Fortitude save DC equal to 16 + primary initiator attribute modifier to halve this Charisma damage). On the following two rounds on a failed save, the corrupted *ki* energies inflict an additional 2d6 points of damage and 2 additional points of Charisma damage. This is a supernatural ability.

STORM OF IRON FISTS STRIKE

Broken Blade (Strike); Level: 9 Prerequisites: Four Broken Blade maneuvers Initiation Action: 1 full attack action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

The true master of the Broken Blade unleashes a storm of adamantine-hard strikes that rip through the defenses of his unfortunate target that resound as thunder from the force of the blows. Those witnessing this strike implemented rarely forget it, and those that feel it rarely survive it. The initiator makes a full attack as a standard action and each strike inflicts an additional 5d6 points of damage that ignores damage reduction. After the attacks are made, the target must make a Fortitude save (DC is 19 + primary initiator attribute modifier). Each successful hit increases Fortitude save by +2 per attack to resist this strike; failure on the Fortitude save indicates that the target is reduced to -1 hit points.

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 from a target 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 + primary initiator attribute modifier) for 1d3 rounds.

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.

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 competence bonus to his armor class against ranged attacks if he moves more than 10 ft. during his turn.

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 1d6 + the initiator's primary initiator attribute modifier in damage from the heavy fall.

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 roll, as a single attack action. Creatures with more than two arms may still only strike with two wielded weapons.

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 him of his 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 3d6 points of damage and potentially stuns his foe. On a failed Fortitude saving throw (DC 16 + primary initiator attribute 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.

TALON ON THE WING

Discipline: Thrashing Dragon (Boost); Level: 1 Initiation Action: 1 swift action Range: Personal Target: You Duration: One attack

By incorporating the momentum of his fighting style's whirling movements the Thrashing Dragon disciple may hurl one of his blades at increased distance. When making a ranged attack with a thrown light weapon with an increment of range (such as a dagger) or a Thrashing Dragon weapon, the range on this attack increase by +20ft.

TEARING FANG

Discipline: Steel Serpent (Boost); Level: 4 Prerequisites: One Steel Serpent Maneuver Initiation Action: 1 swift action Range: Personal Target: One creature Duration: Instant, 1d4 rounds

Weakening a foe with repeated nips and bleeding wounds will cripple them, so the Steel Serpent mantra goes, and then you may proceed with the kill. The disciple's attack causes an additional 2d6 points of damage per successful attack and causes the target take an additional 2 points of damage for 1d4 rounds following the attack due to the wounds bleeding. Additional applications of this maneuver stack for additional bleed damage, and further applications increase the duration by an additional 1d4 rounds for the total bleed damage. A successful Heal check (DC 15) or any magical 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.

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 both 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 both weapons, effectively making two attacks on each target with both weapons) against each adjacent enemy that surround 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 an additional two attacks per target for use of this unarmed or natural attack.

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 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 an additional attack per target for use of this unarmed or natural attack, also at full base attack bonus.

THROW THE BLADE DOWN

Discipline: Broken Blade (Counter); Level: 5 Prerequisites: Two Broken Blade maneuvers Initiation Action: 1 immediate action Range: One melee attack Target: You Duration: Instant Saving Throw: Reflex (partial)

With a nimble sidestep and sweeping kick, the disciple of the Broken Blade both avoids an attack and uses his attack's momentum to hurl him at the ground to land prone at his feet and at his fading mercy. The initiator makes an opposed Acrobatics check against the target's attack roll, if successful then the initiator makes an immediate 5ft step to an adjacent square and the attacker moves 5ft to occupy his former square and the attacker must make a Reflex save (DC 15 + primary initiator attribute modifier) to resist falling prone. The initiator may not use this counter on targets that are more than one size category larger than he is.

TRIPLE SOLAR REFLECTION

Discipline: Solar Wind (Strike); Level: 7 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*.

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.

TWISTING ETHER

Discipline: Veiled Moon (Boost, teleportation); Level: 5 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 swift action Range: 30 ft. Target: You and willing ally Duration: Instant

With a nod to his ally, the Veiled Moon adapt may sink through the world with his ally and switch places with him for better effect in combat. As a swift action, the initiator may designate a willing ally within 30 ft. and swap places with him via teleportation.

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, if the attack is successful this attack inflicts damage as if the weapon had scored a critical hit, multiplying damage accordingly. This strike does not 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, the damage multiplier on the weapon increases by 1 and all normal critical riding abilities and bonuses apply as normal.

UNBREAKABLE STRIDE STANCE

Discipline: Broken Blade (Stance); **Level:** 8 **Prerequisites:** Three Broken Blade maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The master of the Broken Blade moves across the theater of war as a leaf on the wind, dodging easily out of the way of obstacles as if they weren't even there. While in this stance, the initiator takes no penalties moving through threatened areas and does not provoke attacks of opportunity when moving and acts as if under the *freedom of movement* spell.

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.

VAPORFORM CRASH

Discipline: Veiled Moon (Strike) [force]; Level: 6 Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: 1d4 rounds

The Veiled Moon teaches that its disciples must know how to balance the scales between both worlds, so to make a foe real in the Material world, than the disciple must briefly sojourn to the other side. The disciple makes a melee attack against an incorporeal target, and if successful the target loses their incorporeal subtype for 1d4 rounds and takes 12d6 points of force damage (incorporeal foes lose their Charisma bonus to AC and have a Strength score equal to their Charisma score -4; all incorporeal equipment temporarily becomes corporeal with the target). The disciple gains the incorporeal subtype for a like number of rounds (losing his Strength score and gaining a +4 bonus to Charisma and he may apply his Charisma bonus to his AC as a deflection bonus; all of his equipment becomes temporarily incorporeal with him as well). This is an Ethereal plane using maneuver.

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 their guard, dealing a powerful blow and potentially knocking them 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 + primary initiator attribute modifier negates the dazed condition).

VIRULENCE

Discipline: Steel Serpent (Boost); Level: 6 Prerequisites: Two Steel Serpent Maneuvers Initiation Action: 1 swift action Range: Melee attack or ranged attack Target: One poison Duration: Until used

Through intense focus, the disciple is capable of increasing the potency of venoms and poisons he uses by channeling his ki into it and twisting that energy. Use of this boost empowers one single mundane poison, sting, or prana with a +5 boost to the save DC of effect. This lasts until used, and the maneuver may not be recovered until it is expended. This is a supernatural ability.

WARP JAWORM

Discipline: Veiled Moon (Strike, teleportation) [force]; Level: 5

Prerequisites: Two Veiled Moon maneuvers Initiation Action: 1 full round action Range: Melee touch Target: Up to three targets Duration: Instant

By creating temporary breaches between the worlds of the Material and the Astral, the disciple may teleport through a few enemies and emerge from the space between worlds having done his foes great internal harm. The initiator makes a melee touch attack against a target, and may teleport to another target no more than 20 ft. from the first (and do the same for a third target) making another melee touch attack on each subsequent target and inflicting 10d6 points of force damage to all effected. On a failed attack or after the final target, the disciple appears up to 15ft from the final target to finish his turn. The touch attacks themselves cannot be unarmed strikes or weapon strikes that inflict damage normally; the disciple must lay their hand against the target in a nondamaging way to initiate this maneuver (even if wielding a weapon in that hand, this can be used by simply touching the target with a fist or back of the hand).

WEAKENING VENOM PRANA

Discipline: Steel Serpent (Boost); Level: 2 Initiation Action: 1 swift action Range: Melee attack or ranged attack Target: One creature Duration: Instant Saving Throw: Fortitude (half)

By forming a deadly weakening sheen of *ki* poison along his weapon, the disciple strikes at his foe's physical might. The next attack that the disciple makes inflicts 2 points of Strength damage to his opponent unless the foe succeeds on a Fortitude save (DC 12 + primary initiator attribute modifier). This is a supernatural ability.

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.

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