

THE WARLORD



PATH OF WAR THE WARLORD

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A NOTE FROM THE AUTHOR

Welcome to the warlord!

Thank you for taking the time to check out the *Path of War* and the warlord base class: a martial disciple who will win battles with the strength of daring attitude and reckless approach to combat. The warlord is also a leadership-oriented class, leading by example and from the front of the army, aiding his allies and strengthening them with his daring-do and will to win.

The *Path of War* marches on and the warlord will be at the forefront of it! Happy gaming and thank you for your support!

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 warlord class, a combination of combatant and leader.

WARLORD

Dynamos on the field of combat, warlords walk the line of victory and ruin through their determination to achieve glory. Where some may talk tactics, the warlord dives in. Where some may fight in strategic units, the warlord shines alone as an inspirational beacon on the field of combat; to be a warlord is to be a lord of war.

Adventures: Warlords adventure for many reasons, but one reason that will always be prominent is the desire to test their skill against the world's most dangerous opponents, to show their strength to themselves and to the world. Others may do this for profit, others for fun, others for revenge, but it is always certain that a warlord seeks the glory and honor only a battle well-fought can bring.

Characteristics: Brash arrogance and an irrepressible nature are hallmarks of the warlord. A devil-maycare warrior, many warlords are as fearless as they are fierce, and they both love life and live their lives to the fullest. Hedonists in some extreme cases, the warlord is drawn to combat as a moth to the flame.

Alignment: Any. Warlords can come from any and all ethical backgrounds, though they do tend more towards a chaotic alignment. Lawfully aligned warlords are rarer, and tend to compose their impulses through strict discipline.

Religion: While not overly religious, some warlords follow gods of war and battle with temperaments similar to their own.

Background: Warlords come from families with strong warrior traditions, from barbaric tribes and from academies that produce the strongest warriors. One thing that sets them apart is their reckless nature and the inspirational presence they possess.

Races: Humans and half-elves are prominent warlord races due to both possessing an impetuous nature. Halforcs become very fearsome warlords in their own right, and dwarves are known for their ferocity when defending their homes.

Other Classes: Warlords get on well with fighters, rangers, and barbarians as their martial nature makes them amicable, but paladins and warders tend to chafe under their recklessness. Wizards and especially bards and sorcerers get on quite well with them, and clerics find them to be tolerable.

Role: Striker. As a very aggressive class, the warlord seeks to bring martial power to the field in the form of overwhelming force and ferocity. Additionally, warlords make excellent leaders, as they provide some passive benefits from their class features as well as active ben-

efits from discipline choices and their gambits.

GAME RULE INFORMATION

Abilities: Strength and Charisma are incredibly important to a warlord, as without Strength the warlord is weaker in combat and without Charisma many of his abilities will not function, as Charisma is the warlord's primary initiator attribute. Constitution is important for vital hit points. Intelligence and Dexterity take up the bottom of importance, for both skill points and defense (or ranged combat).

HD: d10

Starting Age and Wealth: As fighter.

CLASS SKILLS

The warlord's class skills (and the key ability for each skill) are: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (martial) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str).

Skill Points per Level: 4 + Int modifier



CLASS FEATURES

All of the following are class features of the warlord. Weapon and Armor Proficiency: Warlords are proficient with all simple weapons and martial weapons, and with light and medium armor, and with bucklers.

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

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

Maneuvers Readied: A warlord 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 going through weapon drills for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Warlords do not need to sleep or rest for any long period of time to ready their maneuvers; any time he spends 10 minutes in practice, 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 warlord initiates a maneuver, he expends it for the current encounter, so each of his readied maneuver can be used once per encounter (until they are recovered, see below). Once a maneuver is readied, he may only use it once it until has been recovered by a gambit or recovered through some other means (see below).

For a warlord to recover expended maneuvers, he must perform one of two types of actions: a gambit action in which he gambles on his performance in battle (see Warlord's Gambit below), or he may spend a standard action to recover a single readied maneuver of his choosing.

Stances Known: Warlords begin play with knowledge of one stance from any discipline open to warlords. At the indicated levels (see class table), the warlord 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 maneuvers, the warlord cannot learn a new stance at

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	Base Attack	Fort	Ref	Will		Maneuvers	Maneuvers	
Level	Bonus	Save	Save	Save	Special	Known	Readied	Stances
1st	+1	+2	+0	+0	Warlord's gambit, gambit (2), bonus feat	6	4	1
2nd	+2	+3	+0	+0	Tactical presence (indomitable)	7	5	2
3rd	+3	+3	+1	+1	Warleader, force of personality	8	5	2
4th	+4	+4	+1	+1	Tactical flanker, gambit	8	5	2
5th	+5	+4	+1	+1	Tactical presence (rallying), battle prowess +1	9	6	3
6th	+6/+1	+5	+2	+2	Dual boost 1/day, bonus feat	9	6	3
7th	+7/+2	+5	+2	+2	Tactical presence (free action)	10	6	3
8th	+8/+3	+6	+2	+2	Tactical assistance, gambit	10	7	3
9th	+9/+4	+6	+3	+3	Tactical presence (victorious)	11	7	4
10th	+10/+5	+7	+3	+3	Bonus feat	11	7	4
11th	+11/+6/+1	+7	+3	+3	Dual tactical presence	12	8	4
12th	+12/+7/+2	+8	+4	+4	Battle prowess +2, dual boost 2/day, gambit	12	8	4
13th	+13/+8/+3	+8	+4	+4	Improved warleader	13	8	4
14th	+14/+9/+4	+9	+4	+4	Bonus feat	13	9	5
15th	+15/+10/+5	+9	+5	+5	Warlord's presence	14	9	5
16th	+16/+11/+6/+1	+10	+5	+5	Gambit	14	9	5
17th	+17/+12/+7/+2	+10	+5	+5	Master warleader	15	10	5
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat, dual boost 3/day	16	10	5
19th	+19/+14/+9/+4	+11	+6	+6	Battle prowess +3	17	10	5
20th	+20/+15/+10/+5	+12	+6	+6	Dual stance, gambit	18	11	6

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higher levels in place of one he already knows.

Warlord's Gambit (Ex): At his core, the warlord is a warrior who relies on both skill and daring; without this he is but any other combatant. By setting himself to danger, does his true skill shine, or so the motto of the warlord goes. At 1st level, a warlord selects two gambits as methods by which the warlord can recover expended maneuvers. Each gambit possesses three aspects—a *risk*, a *rake*, and a *reward*.

Each gambit's risk describes an action that the warlord must undertake in order to attempt to recover an expended maneuver. The warlord begins a gambit as a swift action, effectively diving recklessly into the act he is attempting. The warlord then performs the action described in the gambit, and if he is successful, he regains maneuvers (see below). If he is not, he suffers the rake of the gambit and only regains a single maneuver of his choosing. While performing a gambit, the warlord may add his Charisma modifier to the d20 check(s) to aid in accomplishing the gambit as a luck bonus. A warlord may attempt the actions of a gambit, but without declaring the attempt a gambit attempt by spending a swift action to do so, the character does not regain any maneuvers nor does he suffer a rake for failure. The character may initiate a maneuver while performing a gambit (if the maneuver helps him accomplish it) but he may not recover the maneuver used to achieve the gambit as part of the reward. A warlord may use each gambit available to him once per encounter. If at the start of the warlord's turn he has no available gambits, he regains all uses of his known gambits.

A gambit's rake is the penalty that the warlord suffers if he attempts his gambit and fails, such as failing a trip attempt or failing to strike an opponent with a charge attack. Each gambit possesses a unique reward that the warlord enjoys for succeeding at that gambit. All gambits possess the same rake; the warlord only regains a single expended maneuver and suffers a -2 penalty on all d20 rolls for one round. A warlord who succeeds at fulfilling his gambit immediately recovers a number of expended maneuvers equal to his Charisma modifier (minimum 2) and enjoys the unique reward for each gambit. Allies who would witness the successful gambit and receive benefits must be within 60 ft. of the warlord to receive bonuses and must be able to see him perform the action.

At 4th level and every four levels thereafter, the warlord selects adds an additional gambit.

Acrobatic Gambit

Risk: The warlord attempts an Acrobatics check to move through an opponent's threatened area.

Reward: The warlord's brash move allows attacks against the opponent or opponents that the warlord evaded this round to inflict an additional 1d6 + his Charisma modifier points of damage damage upon a successful hit. This damage is not multiplied on a critical hit.

Brave Gambit

Risk: The warlord attempts to make a successful charge attack against an opponent.

Reward: The warlord's actions embolden his allies and sets his spirit alight with courage; the warlord and his allies gain a morale bonus to damage equal to the warlord's Charisma modifier on the next attack they make or until the warlord's next turn.

Cavalry Gambit

Risk: The warlord attempts a successful mounted charge attack or overrun maneuver against a target creature.

Reward: The warlord's opponent's defense is unbalanced; the warlord and his allies gain a bonus equal to his Charisma modifier on attacks opportunity against that foe until the warlord's next turn.

Dastardly Gambit

Risk: The warlord attempts a successful dirty trick maneuver against an opponent.

Reward: The warlord and his allies are filled with malicious glee to attack the warlord's foe, and gain his Charisma modifier to damage rolls to a single attack against this target until the warlord's next turn.

Deadeye Gambit

Risk: The warlord attempts a successful called shot maneuver on a target opponent.

Reward: The warlord's incredible accuracy livens up his allies and restores to them a measure of spirit; the warlord and his allies regain hit points equal to the warlord's Charisma modifier, helping them ignore the pains of their injuries and continue the fight.

Duelist's Gambit

Risk: The warlord attempts to successfully use the disarm maneuver against an opponent.

Reward: The warlord's opponent is disarmed of a weapon and then the warlord may make an immediate attack of opportunity against his foe and gains a damage bonus equal to his Charisma modifier if the attack is successful.

Gatecrasher Gambit

Risk: The warlord attempts a successful bull rush maneuver against an opponent.

Reward: The opponent is so rattled by the warlord's deft bull rush, that he suffers a penalty equal to the warlord's Charisma modifier for one round on all d20 checks.

Grappler Gambit

Risk: The warlord attempts a successful grapple maneuver against an opponent.

Reward: When the warlord has his enemy pinned and he chooses to inflict damage upon him, the warlord adds his Charisma modifier to damage until the foe successfully escapes the grapple.

Outrider's Gambit

Risk: The warlord attempts a successful ranged attack while on a moving mount.

Reward: The warlord success allows for his allies to reap the benefits of his skill; allies who make ranged at-

tacks against this target opponent add the warlord's Charisma modifier to their next attack roll.

Pinhole Gambit

Risk: The warlord attempts to successfully use a ranged attack against an opponent engaged in melee with an ally.

Reward: The successful and surprising attack against the foe shakes the enemy's confidence and harms its ability to defend itself; the warlord's Charisma modifier is applied as a penalty to its Armor Class until the warlord's next turn.

Rascal's Gambit

Risk: The warlord attempts to successfully feint an opponent.

Reward: The warlord throws off his opponents defenses with his feint, and the foe is considered flat-footed until its next turn.

Ravager's Gambit

Risk: The warlord attempts a successful sunder maneuver against an opponent.

Reward: The warlord's sundering attack ignores a portion of his foe's weapon's hardness equal to his Charisma modifier.

Sweeping Gambit

Risk: The warlord attempts a successful trip maneuver against an opponent.

Reward: The warlord trips his foe and may make an immediate attack of opportunity against that foe, adding his Charisma modifier to the damage he inflicts if successful.

Unbreakable Gambit

Risk: The warlord attempts to succeed on a Fortitude or Will save against an extraordinary ability, maneuver, power, spell, or spell-like or supernatural ability. Unlike other gambits, this one can be attempted as an immediate action instead of a swift action.

Reward: The warlord is emboldened by his ability to resist his opponent's attack, and regains a number of hit points equal to three times his Charisma modifier.

Victory Gambit

Risk: The warlord successfully reduces an opponent to 0 or few hit points with a melee or ranged attack on his turn from either a standard attack or full attack action.

Reward: The warlord and his allies gain a bonus on attack rolls equal to his Charisma modifier on their next attack roll.

Bonus Feat: At 1st level and at 6th level, and then every four levels after, the warlord gains a bonus combat

feat or teamwork feat of his choosing. The warlord must qualify for the feat before selecting it.

Tactical Presence (Ex): At 2nd level, the warlord's innate charisma allows his very presence to aid and assist not only himself but his allies as well, just by his being around. Adopting a presence is a move-equivalent action, and only one presence may be maintained at any given time. At 7th level, the warlord is capable of adopting a presence as a free action.

Indomitable Presence: At 2nd level, the warlord shines as a beacon to his allies on the field of battle, inspiring them to fight with him to their last breath. All allies within 30 ft. of his position gain the benefits of the Die Hard feat, and may add the warlord's Charisma modifier to Fortitude saves versus death effects, fatigue or exhaustion effects, or poison effects as a morale bonus.

Rallying Presence: The sight of a warlord on the battlefield is enough to strengthen the hearts and wills of those who fight beside him in battle. At 5th level, the warlord may add his Charisma modifier as a morale bonus to Will saves versus fear, death effect, or compulsion effects to all allies within 30 ft. of his position. If the warlord maintaining this presence becomes cowed, frightened, panicked or falls prey to a hostile mind-affecting ability (such as one that would stun or daze him), compulsion or death effect, this presence immediately ends.

Victorious Presence: The preternatural skill at arms that a warlord of at this level possesses is enough to win any battle. At 9th level, any foe that the warlord brings to

0 or fewer hit points in battle immediately fuels his hunger for the win, granting him and his allies within 30 ft. of his position the character's class level plus Charisma modifier in temporary hit points. These hit points endure until they are lost or until the end of the encounter, whichever occurs first. Damage inflicted on the warlord is deducted from his temporary hit points first before being deducted from his normal hit point total.

> Warleader: The warlord excels in the theater of war because he knows how best to work with his allies. At 3rd level, the warlord becomes an ever more capable commander and may share tactics with his allies. First, the warlord gains a teamwork feat as a bonus feat (he must meet the prerequisites for this feat to select it). As a standard action that the warlord performs, the warlord and allies within

30 ft. of him can share teamwork feats that they possess with each other, acting as if they both possessed the teamwork feat that they are sharing. The warlord can only share one teamwork feat at a time, either one his own (with all allies within 30 ft. of him) or an ally's (in which case only the warlord receives the ability to use the teamwork feat he does not possess). The warlord and allies retain the use of this feat for 3 + the warlord's Charisma modifier in rounds. The character may use this ability 1 + Charisma modifier times per day at 3rd level (minimum of 1), and one additional time per day for every four warlord levels the character possesses.

Force of Personality (Ex): At 3rd level, the warlord's forceful personality and bold, headstrong nature assist him in resisting the influence of others. Where others use personal serenity, awareness of the world around them, or plain old sensibility, the warlord gets by with endless nerve. The warlord may add his Charisma modifier to his Wisdom modifier to determine his Will save bonus. If the character is ever able to add his Charisma modifier to his Will save through use of another ability (for example. the paladin's divine grace) he may only add his Charisma modifier once to his Will save.

Tactical Flanker (Ex): The warlord is exceptionally gifted at working with his allies to bring down opponents and his skills assist any who ally with him. When flanking a target with an allied creature, both the warlord and the ally may use the warlord's Charisma modifier (min +2) for the bonus they receive on flanking their opponent.

Battle Prowess (Ex): The warlord is a skilled combatant, mixing traditional fighting skills with the skill of his martial discipline training. When the warlord is in a martial stance and wielding a weapon that is a member of a weapon group associated with that martial stance's discipline (example: a warlord wielding a longsword while in Scarlet Zweihander stance or a longbow while in the Stance of Piercing Rays), the character gets the listed bonus (+1 at 5th level, +2 at 12th level, +3 at 19th level) as a circumstance bonus to attack and damage rolls, CMB rolls, and to his CMD.

Dual Boost (Ex): Knowledgeable in the ways of making the best of any situation through pluck and verve, the warlord is capable of applying multiple martial principles simultaneously. At 6th level, once per day the warlord may initiate two boost type maneuvers as part of the same swift action. He may use this an additional time per day at 12th level, and three times per day at 18th level.

Tactical Assistance (Ex): At 8th level, the warlord's gift for helping his allies in combat improves. The character may use the Aid Another action for any single ally within 30 ft. of his position as a move action, and he uses his Charisma modifier for the bonus he grants to his ally's action (min +2).

Dual Tactical Presence (Ex): At 11th level, the sight of the warlord on a field of combat inspires multiple feelings in those around him. He may select and use two presences, activating them together as a free action.

Improved Warleader: At 13th level, the warlord's excellence in battle has enabled him to utilize the tactical

skills of his allies as well as his own with greater speed. The warlord may now use his warleader class feature as a move action.

Warlord's Presence (Ex): At 15th level, the warlord is capable using three of his presences together at the same time, activating them together as a free action.

Master Warleader: At 17th level, the warlord's peerless ability in the theater of war has enabled him to utilize the tactical skills of his allies as well as his own with the greatest of speed. The warlord may now use his warleader class feature as a swift action.

Dual Stance (Ex): At 20th level, the warlord's ability to use his stances improves, allowing him to gain the benefits of two known stances simultaneously from the warlord class. He must still adopt each stance individually, requiring him to expend one swift action for each stance.

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
	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 Gambit [Combat]

You have learned another manner in which to take a chance for success.

Prerequisites: The ability to initiate a gambit, Charisma 13, warlord level 3+

Benefit: You may select another gambit method in which to regain maneuvers.

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

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.

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 Power [Combat]

You are able to instinctively call upon reserves of untapped power within yourself to defend yourself.

Prerequisites: Constitution 13, knowledge of at least one maneuver or stance.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain 2 temporary hit points. This bonus is increased by half (50%) when you are using a shield of any kind. When your base attack bonus reaches +3 and every +2 thereafter, the penalty increases by –1 and the temporary hit point bonus increases by 2. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon, or when you are initiating a maneuver. The temporary hit points gained from use of this feat last until your next turn.

Special: Martial Power can be used in place of Combat Expertise to qualify for a feat, prestige class, or other special ability. You can take both this feat and Combat Expertise.

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, Dexterity for a discipline that uses Acrobatics), not to exceed your character level. Your initiator 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 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 stalker, warder, or warlord, or by the number of times you have taken the Martial Training feats.

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.

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 (such as the warlord). If you lack any martial disciple levels, your initiator level is equal to ¹/₂ 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.

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.

HIGHEST LEVEL MANEUVERS KNOWN

Initiator Level	Maneuver Level	23
1st-2nd	1st	
3rd-4th	2nd	
5th-6th	3rd	
7th-8th	4th	
9th-10th	5th	
11th-12th	6th	
13th-14th	7th	
15th-16th	8th	
17th+	9th	

Resolving a Stance or Maneuver

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

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

Bonus Types: Some stances and maneuvers grant bonuses to Armor Class or ability scores, on attacks or damage, on saves, or any number of other variables. Each bonus has a type that indicates how or why it is granted. With the exception of dodge bonuses, two bonuses of the same type generally do not stack.

If a stance or maneuver does not identify the type of bonus granted, its effects stack with all other effects modifying the same characteristic or attribute. Untyped bonuses always stack.

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

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.

GOLDEN LION

The discipline of Golden Lion is a practice passed between war leaders, chieftains, generals, and militia leaders over the generations, meant to bring a group of warriors together into one cohesive unit. Golden Lion is a discipline that only greatly benefits a warrior who believes strongly in teamwork. The larger the group, the more who can benefit from the skilled leadership of a dedicated commander. Golden Lion aids its practitioners by aiding his allies primarily instead. Because of this association with team work and working in groups with many differing people, the associated skill for this discipline is Diplomacy, and its associated weapon groups are heavy blades, hammers, and pole arms.

PRIMAL FURY

The way of the Primal Fury is a simple method of undeniable ferocity coupled with unstoppable aggression in the face of the enemy. By focusing the cold rage within a warrior's heart and combining that power with calculated skill and intellect, the Primal Fury practitioner is a force of remorseless warfare that is capable of truly devastating shows of force. Learned by those emulating the hunt and attack methods of great cats, such as pumas, lions, leopards, and tigers, the early practitioners of this discipline spread throughout the world, teaching it nearly everywhere. Many even regard this discipline as the oldest of all disciplines. The disciples of the Primal Fury have a few unifying principles, however, and that is firstly survival. All disciples of the Primal Fury are survivors of hardships in battle, trading blows stoically and fighting on with indomitable will to live to fight again. This drive to victory makes many of them very taciturn, but others simply shrug off the specter of death focus more on the moment. The associated skill for the Primal Fury discipline is Survival, and its associated weapon groups are axes, heavy blades, and hammers.

SCARLET THRONE

The discipline of Scarlet Throne arose in the battling aristocracies of the world, where its nobles initially only practiced dueling styles that were of little use. When war would come, these nobles found that their abilities were sorely under prepared for the rigors of true combat, and from their roots in the arts of dueling and their subsequent training by masters of both combat and leadership; the Scarlet Throne style was born. Regal and unflinching, a practitioner of Scarlet Throne owns any field of battle he walks upon, for it his court and here he rules, painting his chambers red with the blood of his enemies. This aggressive path means that the Scarlet Throne user focuses fully on his weapon, precluding him using a shield with this discipline. To this end, the associated skill for this discipline is Sense Motive, and its associated weapon groups are heavy blades, light blades, and spears.

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.

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.

(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 num-

ber 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 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.

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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 usually the character's level in the class that provides access to martial maneuvers. The word "level" in the maneuver lists always refers to initiator 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.

Scarlet Throne: All Scarlet Throne maneuvers and stances require that the initiator not be using any kind of shield in their off-hand (including animated shields) while initiating a maneuver or while using a martial stance of this discipline. The initiator may use bucklers or rings of force shield or an effect that grants a shield bonus to his AC, just not a physical shield larger than a buckler. He must either have his off-hand empty, or be wielding a weapon two-handed to use this discipline.

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.

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.

MANEUVER LISTS BY DISCIPLINE

GOLDEN LION

1st Level

- **Demoralizing Roar:** Any target struck by you in melee is shaken for 1 round.
- **Encouraging Roar:** For one round, all allies gain a +2 morale bonus to all attacks and damage.
- **Hunting Party**: Make an attack, grant an adjacent ally an attack of opportunity against the same enemy.
- **Pride Leader's Stance:** Initiator and allies within 20 ft. gain a +4 morale bonus to saves vs fear and demoralization effects.

Pride Movement: Grant an adjacent ally a move action. **Tactical Strike:** Make an attack, grant nearby ally the ability to move up to 10 ft.

2nd Level

- **Call to Action:** Attack inflicts an additional 2d6 points of damage, grant adjacent ally an immediate move action.
- **Defending the Pride:** Grant all allies within 60 ft. a bonus to +4 to AC for one round.
- **Distracting Strike:** Make attack against a target, inflicting an additional 2d6 points of damage and leave the foe flat-footed until his next turn.
- **Pyrite Strike:** Strike inflicts an additional 1d6 points of damage and moves an opponent 5 ft. in a direction of your choosing.
- Warning Roar: Make an opposing Diplomacy check to negate an enemy's attack on a nearby ally.

3rd Level

- **Circling the Prey:** Grant all allies within 60 ft. a free 5 ft. step.
- **Golden Commander Stance:** All allies within 30 ft. of your position may gain flanking if they are adjacent to an ally when engaged in melee.
- Kill the Wounded: Target of this strike takes an additional 2d6 points of damage on attacks made upon him by allies.
- **Pack Pounce:** Make an attack while adjacent to an ally, gain a +5 damage per adjacent allies to that enemy (Max +15).

4th Level

- **Charge of the Battle Cat:** Make a charge attack which does not provoke attacks of opportunity, the charge inflicts an additional 4d6 points of damage and has a chance to knock target prone.
- **Direct the Pride:** Target adjacent ally who has not acted this turn, move his initiative directly after yours for this turn, the following turn he returns to his former initiative.
- **Discipline:** Golden Lion **Charger:** When charging, gain an additional +2 bonus to attack and never provoke attacks of opportunity for charging.
- **Golden Swipe:** Melee attack inflicts an additional 6d6 points of damage and moves the opponent 10 ft. in a direction of your choosing.

5th Level

- **Discipline of the Pride:** Grant all allies within 30 ft. one feat that you possess for three rounds.
- **Guard the Pride:** Grant an adjacent ally +4 circumstance bonus to AC for one round and an immediate action.
- **Roar of Battle:** Make an attack that inflicts an additional 6d6 points of damage, all other allies that attack the target inflict an additional 3d6 points of damage on successful attacks.

Strategic Blow: Make a successful melee attack on a target, strike inflicts 8d6 points of additional damage and grants an ally within 10 ft. of the disciple a move action.

6th Level

- **Endurance of the Strong:** When an ally within 30 ft. is struck in combat and injured, the disciple may make an immediate shout of inspiration to restore some of the ally's flagging strength, restoring twice the disciple's initiator level in hit points.
- **Golden General's Attitude:** Grant a morale bonus to all allies within 60 ft. vs fear, +1 for every 6/initiator levels.
- **Harry the Prey:** Make an attack, all allies within 30 ft. may make an immediate attack against any foe they are capable of attacking.
- Lion's Feast: For one round any enemies that are slain in combat within 20 ft. of you grant any adjacent allies to you temporary hit points equal to twice the creature's Hit Dice.

7th Level

- **Golden General's Victory:** Upon felling a foe, all allies within 60 ft. are healed a number of hit points equal to the disciple's initiator level.
- **Orichalcum Swipe:** Melee attack inflicts an additional 12d6 points of damage, target makes up to a full move in a direction of your choosing.
- War Lion's Charge: Make a charge attack against a foe which does not provoke attacks of opportunity, if successful the attack inflicts an additional 14d6 points of damage and potentially stuns the opponent for one round.

8th Level

- **Alpha's Roar:** The disciple releases an awesome call and grants a +4 moral bonus to all allies' saving throws for the round and increases the DC's of allies abilities by 4.
- **Lion Lord's Agony:** Strike inflicts additional damage equal to the hit point damage the disciple has received.
- **Triumphant Lion's Leadership:** Stance Initiator and allies within 10 ft. of the disciple, gain +1d6 points of damage for every foe that the disciple has defeated during the encounter (max +5d6).

9th Level

Lord of the Pridelands: You and your allies gain +2 to hit, damage, AC, and saves for each and every ally within 60-ft for one round (maximum +10).

PRIMAL FURY

1st Level

Crushing Blow: A powerful overhand blow that inflicts an additional +1d6 points of damage, enemy is left flatfooted until their next turn.

- **Panthera on the Hunt**: The martial disciple gains a +2 damage bonus on a charge attack, and ignores attacks of opportunity
- **Primal Wrath**: A forceful strike that suffers a -2 penalty to hit but adds +4 to damage, or +6 to damage if used with a two-handed weapon.
- Running Hunter's Stance: While in this stance, the disciple gains +10 ft. to movement speed.
- **Shoulder Rush:** Make a bull rush or overrun attempt with a +4 bonus; attempt does not provoke attacks of opportunity.
- **Stance of Aggression**: While in this stance the disciple suffers a -2 penalty on all attack rolls but gains +1d6 points of damage on successful attacks.

2nd Level

- **Bloody Riposte**: Make a counter attack as an immediate action after being struck in melee combat with a +2 bonus to the attack roll.
- **Crippling Strike**: Melee attack that adds +2d6 points of damage and the enemy gains the bleeding condition.
- **Devastating Rush**: Make a charge attack that inflicts an additional 2d6 damage and ignores damage reduction and hardness.
- Momentum Crash: Add an additional 10 points of damage to a successful charge attack.
- **Raging Hunter Pounce**: Charge at a target and make a full attack on the target.

3rd Level

- **Blade-breaking Counter**: Make an immediate sunder attempt against an attacker's weapon when they attack.
- **Disparity Blow**: Make a melee attack against a target, if successful make an immediate trip attempt against them without provoking attacks of opportunity.
- **Frenzy Strike**: Make a melee attack with all wielded weapons against a single target and inflicts an additional 3d6 + initiator modifier in damage.
- **Primal Warrior Stance**: The martial disciple and the equipment he is using is considered one size category larger.

4th Level

- **Furious Primal Wrath**: A vicious strike that suffers a -4 penalty to attack rolls but adds an additional 20 points of damage or an additional 35 points of damage if the weapon is wielded two-handed.
- **Impaling Strike**: Melee attack adds +4d6 damage and ignores damage reduction and hardness and inflicts 1d4 points of Constitution damage.
- **Momentum Crush**: Add an additional 20 points of damage on a successful charge attack and the attack ignores the target's damage reduction.
- **Shrug It Off**: Make an opposed Survival check against a foe's attack roll to negate an attack that inflicts hit point damage.

5th Level

- **Cornered Frenzy Strike**: Make a melee attack with all wielded weapons against all threatened foes and inflicts an additional 5d6 + initiator modifier in damage.
- **Dizzying Blow**: A powerful charge inflicting an additional 10d6 points of damage and potentially leaves the enemy nauseated.
- **Lightning Step**: Change direction once during a charge and negate the movement penalty for harsh terrain.
- **Meteoric Collision**: While performing a bull rush as part of a charge, the enemy suffers 6d6 points of damage in addition to the effects of the bull rush attempt.

6th Level

- **Blade of Fury**: Add your initiator level to attack and damage rolls on a charge attack.
- Charge of the Battle Panthera: Charge attack that adds an additional 12d6 to damage and potentially knocked prone
- **Shield-breaking Strike**: Make a melee attack against a target, and in lieu of damage inflict the broken condition on their armor or shield and subtract 4 from their armor or shield bonus to AC (not to exceed the total armor or shield bonus) until it is repaired.
- Skirmisher's Stance: While in this stance, if the character moves 10 ft. or more in a round, he inflicts an additional 2d6 points of damage and gains a +2 dodge bonus to his AC.

7th Level

- **Blood-spray Strike**: Melee attack adds 8d6 damage and inflicts 2d4 points of Constitution damage.
- **Devastating Momentum:** Add an additional 40 points of damage on a successful charge attack and the attack ignores the target's damage reduction and potentially stuns the target.
- **Primal Frenzy:** Make a melee attack with all wielded weapons against all threatened foes and inflicts an additional 7d6 + initiator modifier in damage.

8th Level

- **Iron Hide Stance**: While in this stance, double the disciple's Strength bonus to damage and gain DR 5/-; disciple is treated as Large size for some effects.
- **Meteoric Crash:** While performing a bull rush as part of a charge, the enemy suffers 10d6 points of damage in addition to the effects of the bull rush attempt; if the foe is bull rushed more than 10 ft. then he may be knocked prone.
- Unbreakable Panthera Guard: Make an opposed Survival check against a foe's attack roll to negate an attack that inflicts hit point damage and gain temporary hit points equal to twice the disciple's initiator level.

9th Level

Wrath of the Primal Hunter: Make a charge attack against a target without provoking attacks of opportunity and at the end of the charge the disciple makes a full attack with deadly accuracy and force.

SCARLET THRONE

1st Level

- **Blade of Breaking**: Make a melee attack against an opponent's weapon without provoking attacks of opportunity.
- **Circular Stance**: Flankers do not receive combat bonus against you when flanking.
- **Prince's Attitude**: +4 AC against attacks of opportunity while moving, +2 bonus to Reflex saves and Initiative.
- **Red Zephyr's Strike**: Make a melee attack, then make an immediate 10 ft. movement.
- Scarlet Zweihander: +2 to AC and +1d6 damage on attacks.
- Scything Strike: Make a melee attack on two adjacent enemies as a single attack.

2nd Level

- **Garnet Lance**: Melee attack inflicts an additional 2d6 points of damage and ignores damage reduction.
- **Regal Blade**: Add +2 to attack roll and +1d8 to damage roll on a single melee attack.
- Rising Zenith Strike: Make a Sense Motive check, strike does double damage.
- Sanguine Barrier: Make a Sense Motive check to block an attack.

3rd Level

- **Dazing Attack**: Make a melee attack, strike inflicts +2d6 points of damage may daze enemy.
- Scarlet Eye's Perception: Next melee attack is resolved as a touch attack.
- **Strike of Defeat**: Make a melee attack against a foe, deals additional damage based on current hit points.
- **Unfettered Movement:** Gain an additional +10 ft. to base speed, +4 bonus to AC vs. attacks of opportunity.

4th Level

- Noble Blade: +5 to attack roll and +2d8 to damage roll on a single melee attack.
- **Red Zephyr's Dance**: Each successful melee attack allows the martial disciple to move 10 ft. and make an additional attack.
- Sanguine Perseverance: Use Sense Motive in place of relevant save on saving throw.
- Weeping Scarlet Razor: Arterial strike that inflicts an additional 4d6 points of damage and grants the bleeding condition on the target.

5th Level

- **Riddle of Iron**: Melee attack that inflicts an additional 5d6 points of damage and dazes a target for one round.
- **Ruby Zenith Strike**: Make a Sense Motive check, strike does triple damage.

- Sanguine Perfection: Temporarily overcome negative condition ailments.
- **Scarlet Riposte**: Make a Sense Motive check opposing an enemy's attack roll, if successful, block the attack then make an immediate counter attack inflicting an additional 3d6 points of damage.

6th Level

- **Blade of Perfection**: Melee attack unerringly hits and ignores damage reduction.
- **Final Blow**: Make a melee attack; if foe is below 25% of maximum hit points, target is slain.
- **Red Zephyr's Fleetness:** Add +30 ft. to your movement for the round.
- Scarlet Duelist Attitude: Add +5 insight modifier to AC and Initiative.

7th Level

- **Royal Blade:** +5 to attack roll and +5d8 to damage roll on a single melee attack, potentially cowering foe.
- **Ruby Battle Lord's Strike:** Make a full attack at a single target using full base attack bonus for each attack with a +2 insight bonus.
- **Sanguine Proclamation:** Powerful attack that inflicts an additional 10d6 points of damage and potentially knocks the target prone.

8th Level

- **Descending Sunset Strike**: Make a Sense Motive check, strike does quadruple damage.
- **Riddle of Steel**: Make a melee attack, strike inflicts an additional 6d6 points of damage and stuns target for 1d4 rounds.
- Scarlet Majesty Stance: Enemies must make a Will save to attack you.

9th Level

Heavenly Blade of the Scarlet Throne: Make a melee attack, if successful, add an additional 100 points of damage to your weapon damage and enemy is left paralyzed.

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

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.

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 + initiator 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.

MANEUVER DESCRIPTIONS

The following maneuvers are presented in alphabetical order.

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.

ALPHA'S ROAR

Discipline: Golden Lion (Boost); Level: 8 Prerequisites: 3 Golden Lion maneuvers Initiation Action: 1 swift action Range: 30 ft. Target: Allies Duration: One round

With an awesome cry for victory and bravery from his allies, the Golden Lion disciple bolsters the defenses and attacks for a moment as his allies cannot help themselves but to win. Allies within 30 ft. of the disciple gain a +4 morale bonus to their savings throws and increase to the DC's of their abilities (maneuvers, spells, powers, etc) for one round.

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.

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.

BLADE OF BREAKING

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

A Scarlet Throne disciple knows that sometimes that to defeat the beast, you must remove its claws. By clashing blades with a foe to set their weapon vibrating, the disciple then delivers a final smashing blow in an attempt to shatter it. The disciple may make a sunder attempt with a +4 competence bonus against his foe's weapon without provoking attacks of opportunity.

BLADE OF FURY

Discipline: Primal Fury (Boost); Level: 6 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 swift action Range: Melee attack Target: One creature Duration: Instant

The disciple taps into hidden reserves of fury within himself to pour his all into this strike. The initiator expends a swift action to use this boost as part of a charge attack, adding your initiator level to both the attack roll and damage roll as a circumstance bonus.

BLADE OF PERFECTION

Discipline: Scarlet Throne (Strike); Level: 6 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

In an instant of perfect clarity, the disciple finds his moment to strike true. The disciple simply strikes the opponent with deadly swiftness, penetrating defenses as if they were not even there. This attack automatically hits its target and ignores damage reduction. For the purposes of counters that have system that oppose an attack roll, treat this attack as if the disciple had rolled a natural 20. Additionally, this strike is treated as if it had scored a critical threat, and he may roll to confirm the critical threat to resolve the strike as a critical hit.

BLADE-BREAKING COUNTER

Discipline: Primal Fury (Counter); Level: 3 Prerequisites: One Primal Fury maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

An opponent cannot hurt you with his weapon if a weapon does not exist to do it. The Primal Fury disciple takes this to heart with a powerful parrying blow designed to shatter the weapon that his opponent uses before it can strike him. When being attacked, this counter is initiated after a successful hit but before damage is inflicted. The initiator then makes an immediate sunder attempt with a +2 circumstance bonus on his foe's weapon (which does not provoke attacks of opportunity), and if the the weapon is reduced to half of it's hit points, then it gains the broken condition and the disciple takes half damage from the attack. If this sunder attempt reduces the opponent's weapon to 0 hit points, then the weapon shatters and the disciple takes no damage. If the initiator possesses the Greater Sunder feat, excess damage is applied to the target as per normal.

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.

BLOODY RIPOSTE

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

Stoking the furnace of rage within him upon receiving injury, the disciple uses the momentary lapse in his attacker's defenses when struck in combat to make a vicious riposte. Upon being struck in combat by an enemy, the initiator may make an immediate counter attack at his full base attack bonus with a +2 circumstance bonus on the attack roll.

BLOOD-SPRAY STRIKE

Discipline: Primal Fury (Strike); Level: 7 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

The Primal Fury disciple makes a chest-ruining arterial strike on his foe, causing the enemy to suffer grievous amounts of injury. The initiator makes an attack against a target foe and if successful, inflicts an additional 8d6 points of damage and inflicts 2d4 points of Constitution damage due to striking vital areas and organs. If the target is immune to critical hits, the target does not suffer this Constitution damage.

BRUTAL DRAGON'S STANCE

Discipline: Thrashing Dragon (Stance); Level: 7 Prerequisites: 2 Thrashing Dragon maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

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

CALL TO ACTION

Discipline: Golden Lion (Strike); Level: 2 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant With a mighty blow, the disciple aids an ally by providing an opening in combat to move by an opponent. The initiator makes a melee attack, inflicting an additional 2d6 points of damage and granting an adjacent ally an immediate move action.

CHARGE OF THE BATTLE CAT

Discipline: Golden Lion (Strike); Level: 4 Prerequisites: 1 Golden Lion maneuver Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Reflex (partial)

Like the charge of the mighty lion as he takes his prey to the ground, the Golden Lion disciple charges into battle, heedless of his enemies, to crash into his chosen foe with a mighty strike, knocking him to the ground at his feet. The initiator makes a charge attack, inflicting an additional 4d6 points of damage. Additionally, the foe must make a Reflex save (DC equal to 14 + initiator modifier) or be knocked prone from the strike.

CHARGE OF THE BATTLE PANTHERA

Discipline: Primal Fury (Strike); Level: 6 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Reflex (partial)

With a running start that ends in a blood-drenched finish, the disciple mimics the final moments of the hunting great cat as he delivers the death blow to his prey. The initiator makes a charge attack against a target, and if successful he inflicts an additional 12d6 points of damage and the target must make a Reflex save (DC 16 + primary attribute modifier) or be knocked prone.

CIRCLING THE PREY

Discipline: Golden Lion (Boost); Level: 3 Prerequisites: 1 Golden Lion maneuver Initiation Action: 1 swift action Range: 60 ft. Target: Allies Duration: Instant

With practiced precision and a quick shout, the disciple and his allies move in unison for better strategic advantage. The initiator's shout grants himself and his allies a free 5ft step that must be taken when this boost is used.

CIRCULAR STANCE

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

Practitioners of Scarlet Throne know that to be a lord amongst warriors, he must walk the path of battle alone, and they understand that often times that may be beset by all sides. By adopting the Circular Stance, the disciple learns to defend himself from the predations of those who would think him outflanked. While in this stance, the initiator is never considered flanked (this thwarts sneak attack attempts as well, provided that the rogue or ninja's level does not exceed the disciple's initiator level by 4 or more).

CORNERED FRENZY STRIKE

Discipline: Primal Fury (Strike); Level: 5 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant

As an animal cornered lashes out at all comers, so does the Primal Fury disciple when he finds himself surrounded. By using his intuition and striking where he feels a foe to be, he uses his instincts as a powerful weapon. As a full attack action, the initiator makes an attack roll at full base attack bonus against each target within his reach with each weapon he is currently wielding (including natural attacks; armor and shield spikes always count as wielded weapons), and each successful attack, the initiator inflicts an additional 5d6 + initiator modifier. After initiating this maneuver, the initiator's focus on offense causes his AC to suffer, taking a -2 penalty.

CRIPPLING STRIKE

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

By specifically targeting a victim's most vulnerable areas, the disciple is capable of rending arterial injuries upon his foe. The initiator initiating this maneuver inflicts an additional 2d6 points of damage upon a successful melee attack, and his victim gains the bleeding condition suffering 1d3 points of damage per round until the application of any spell or effect that cures hit point damage or someone staunches the blood with a DC 15 Heal check.

CRUSHING BLOW

Discipline: Primal Fury (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

By bringing his weapon high and bringing it down with ferocious finality, the disciple's forceful blow is enough to weaken the defenses of his foe momentarily. The initiator makes an attack and if successful, the strike inflicts an additional 1d6 points of damage and may potentially render his foe flat-footed until its next turn on a failed Fortitude save (DC 11 + initiator modifier).

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.

DAZING ATTACK

Discipline: Scarlet Throne (Strike); Level: 3 Prerequisites: 1 Scarlet Throne maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant, or one round Saving Throw: Fortitude (partial)

The swiftness of the Scarlet Throne disciple's blade is a thing of terrific power, and by initiating this strike he demonstrates this potency. The disciple makes a melee attack against a target, if successful this strike inflicts an additional 3d6 points of damage and upon a failed Fortitude save (save DC is 13 + initiator modifier) dazes the opponent for one round.

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 + initiator 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 + initiator 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.

DEFENDING THE PRIDE

Discipline: Golden Lion (Boost); Level: 2 Initiation Action: 1 swift action Range: 60 ft. Target: Allies Duration: One round

With a cry to defend themselves from incoming attacks, the inspirational words of the disciple aid his allies in their defense. As a swift action, the initiator grants all allies within 60 ft. a +4 morale bonus to their AC for one round.

DEMORALIZING ROAR

Discipline: Golden Lion (Boost); Level: 1 Initiation Action: 1 swift action Range: Any attack Target: One creature Duration: One round Saving Throw: Will save (negates)

With a shout of rage and defiance, the Golden Lion disciple wades into battle with fearless determination, shattering the resolve of his foes. As a swift action the initiator's attacks become filled with the dread of defeat, causing his target opponent to be shaken for one round (Will save DC 11 + initiator modifier negates).

DESCENDING SUNSET STRIKE

Discipline: Scarlet Throne (Strike); Level: 8 Prerequisites: 3 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

With a downward swing of his blade, the Scarlet Throne adapt proves his mastery of the discipline by shattering the will of the enemy to fight. The disciple makes a Sense Motive check in place of his normal attack roll (he may add any enhancement bonus from the weapon or feats that apply from the use of his weapon to this Sense Motive check as well), and if this Sense Motive check equals or exceeds the target's armor class, the attack deals quadruple damage. If this check does not meet or exceed the target's armor class, then the attack fails and the disciple misses.

DEVASTATING MOMENTUM

Discipline: Primal Fury (Boost); Level: 7 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 swift action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

The charging Primal Fury disciple throws his full weight and momentum behind a blow, showing all who see it who the most powerful combatant on the field of battle truly is. Upon making a successful charge attack, the initiator may add an additional 40 points of damage to the attack as a swift action, and this attack ignores the target's damage reduction. Additionally, the initiator must make a successful Fortitude save (DC 17 + initiator modifier) to resist being stunned for 1 round (this effect does not stack on a maneuver that also has the potential to daze or stun an opponent; the initiator must choose which effect to use).

DEVASTATING RUSH

Discipline: Primal Fury (Strike); Level: 2 Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant

The disciple performing this attack executes a powerful charging attack that rushes in past a foe's defenses to shatter them completely. The initiator inflicts an additional 2d6 points of damage upon a successful charge attack and his strike ignores the damage reduction of a subject or the hardness of an object he is attacking at the end of his charge.

DIRECT THE PRIDE

Discipline: Golden Lion (Boost); Level: 4 Prerequisites: 1 Golden Lion maneuver Initiation Action: 1 swift action Range: Adjacent ally Target: One creature Duration: Instant

Cooperation and teamwork form the backbone of tactical warfare, and through his knowledge of all of these things, the Golden Lion disciple may help direct the actions of his ally to greater effectiveness. As a swift action, the initiator targets an adjacent ally who has not yet acted this turn. That initiator may now act immediately following the Golden Lion disciple's action as if his initiative result was one lower than the disciple. The following round, the target of this boost returns to his previous initiative result.

DISPARITY BLOW

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

With a powerful upswing, the Primal Fury disciple brings his weapon in low and with his attack drives his opponent to the ground as he raises it high to show his superiority. The initiator makes a melee attack and if successful, inflicts damage as normal and may make an immediate trip attack against the target with a +2 circumstance bonus. This trip attempt does not provoke attacks of opportunity.

DISTRACTING STRIKE

Discipline: Golden Lion (Strike); Level: 2 Initiation Action: 1 standard action Range: Any attack Target: One creature Duration: Until target's next turn

By attracting the attentions of a foe with a well-placed and vicious blow, the disciple of the Golden Lion may distract and weaken his foe to the predations of his allies. Upon a successful attack when using this strike, the initiator inflicts an additional 2d6 points of damage and the target creature is left flat-footed until its next turn. Creatures immune to critical hits are not left flat-footed.

DIZZYING BLOW

Discipline: Primal Fury (Strike); Level: 5 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 full around action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

The disciple of the Primal Fury rockets across the battlefield to unleash a powerful strike to the vitals of his foe, leaving him agonized and sick with pain. The initiator makes a charge attack against a target creature, if successful the attack inflicts an additional 10d6 points of damage and the target must make a Fortitude save (DC 15 + initiator modifier) or be nauseated for 1d4 rounds.

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.

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 initiator 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.

DISCIPLINE OF THE PRIDE

Discipline: Golden Lion (Boost); Level: 5 Prerequisites: 2 Golden Lion maneuvers Initiation Action: 1 swift action Range: 30 ft. Target: Any ally within range Duration: Three rounds

Through training with his allies, the disciple has taught them the basics of his military skill that they may call upon in times of duress. As a swift action, the initiator may grant one of his combat feats to any of his allies within 30 ft. for 3 rounds. No initiator can benefit from this ability more than once at a time.

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.

ENCOURAGING ROAR

Discipline: Golden Lion (Boost); Level: 1 Initiation Action: 1 swift action Range: 30 ft Target: Allies Duration: One round

The disciple lets out shouts of encouragement to bolster his allies in battle. All allies within 30 ft. of the Golden Lion disciple gain a +2 morale bonus to attack and damage rolls for one round.

ENDURANCE OF THE STRONG

Discipline: Golden Lion (Counter); Level: 6 Prerequisites: 2 Golden Lion maneuvers Initiation Action: 1 immediate action Range: 30 ft. Target: One ally Duration: Instant

Allies falling in combat weakens the core of the unit, so when an ally is injured, it is up to the commanding presence of the Golden Lion disciple to bolster his fallen comrades. When an ally is struck in combat and injured and within 30 ft. of the initiator, he may shout words of inspiration and encouragement to restore some fortitude to his ally. The target of this counter immediately has twice the disciple's initiator level in hit points restored to his total.

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.

FINAL BLOW

Discipline: Scarlet Throne (Strike); Level: 6 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

Mercy has a place on the battlefield, a disciple of Scarlet Throne understands, as does the benefit of an honorable and swift death. By showing his enemy a merciful, swift death in battle, the disciple may continue to his next victory while letting both keep their honor. The disciple makes a melee attack against an injured foe, and if the foe is under 25% of his maximum hit points, the attack is treated as a coup de grace that is performed as part of that attack action instead of the normal a full round action usually required to perform such an action (without provoking attacks of opportunity). The attack does damage as a critical hit, and the foe must make a Fortitude save with a DC equal to 10 + the damage inflicted or die. If the foe is above 25% of his maximum hit points, then this maneuver has no effect and normal damage is rolled. Disciples with this maneuver readied have keen senses in knowing where his enemy's strength stands, and may make a Sense Motive check as a free action (DC 20) to gauge if his opponent is capable of being finished by this maneuver.

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.

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.

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 initiator 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.

FRENZY STRIKE

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

By emulating the ferocious assault of a raging great cat, the disciple's knowledge of the natural world and the way its predators operate assists him in combat with a furious set of attacks. The initiator makes one attack with each weapon he has wielded (or with both heads of a double weapon; this includes natural attacks and armor or shield spikes) at his full base attack bonus. Upon a each successful attack, the initiator inflicts an additional 3d6 + initiator modifier.

FURIOUS PRIMAL WRATH

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

The disciple's attacks grow strong with practiced fury and primal power, forgoing accuracy for pure deadly force. The initiator suffers a -4 penalty to his attack roll, and makes an attack against a target creature. If successful, this attack inflicts an additional 20 points of damage, or 35 if the weapon is wielding in two hands.

GARNET LANCE

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

With a sudden and powerful thrust, the disciple penetrates the defenses of his foe with devastating alacrity. The initiator makes a melee attack against a target creature, and if successful the attack inflicts an additional 2d6 points of damage and the attack automatically bypasses the target's damage reduction.

GOLDEN COMMANDER STANCE

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

Through the use of the Golden Lion disciple's superior tactical ability, he is able to direct his allies in combat for maximum effectiveness. As long as his allies within 30 ft. of him can clearly hear his shouts and understand his language, he grants his allies the ability to gain flanking with all allies that are fighting in melee against the same opponent (i.e. if two allies of the initiator are 20 ft. away fighting a target together, and the initiator has another ally assisting him in combat against a different target, both pairs gain flanking bonuses against their foes even if they are not normally in flanking position).

GOLDEN GENERAL'S ATTITUDE

Discipline: Golden Lion (Stance); Level: 6 Prerequisites: 2 Golden Lion maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

A true Golden Lion disciple is a beacon of command on the field of battle, inspiring his troops by his mere presence. All allies within 60 ft. of the initiator gain a +1 morale bonus to attack and damage rolls, and to saves vs fear effects per six initiator levels.

GOLDEN GENERAL'S VICTORY

Discipline: Golden Lion (Boost); Level: 7 Prerequisites: 3 Golden Lion maneuvers Initiation Action: 1 swift action Range: 60 ft. Target: Allies Duration: Instant

The power and majesty of the lion lords of the wild lives within the disciple, so much so that his victories are a victory for all of his allies. When the initiator reduces a foe to 0 hit points or below he may initiate this boost; his allies are then bolstered and their hearts are re-dedicated to victory. All allies within 60 ft. of the initiator have a number of hit points equal to the disciple's initiator level restored.

GOLDEN LION CHARGER

Discipline: Golden Lion (Stance); **Level:** 4 **Initiation Action:** 1 swift action Range: Personal Target: You Duration: Stance

A student of the art of war and of the Golden Lion, a disciple who has training in the art of engaging an enemy knows that sometimes a powerful opening charge can be the edge the warrior needs. While in this stance and performing a charge, the initiator gains an additional +2 bonus to hit when making charge attacks (making the bonus received from a charge attack a total of +4) and when charging through a threatened square, the initiator does not provoke attacks of opportunity.

GOLDEN SWIPE

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

With a series of furious blows again his foe, the Golden Lion disciple batters his opponent into the waiting blades of his allies. The initiator makes a melee attack, inflicting an additional 6d6 points of damage and forcing his foe to make a 10 ft. movement (if the target is capable of moving) from the square he is currently occupying in a direction of his choosing. If the target is incapable of movement, then the target simply takes the damage as normal. This movement provokes attacks of opportunity to all those capable of making them against the target except for the initiator of this 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.

GUARD THE PRIDE

Discipline: Golden Lion (Counter); Level: 5 Initiation Action: 1 immediate action Range: Adjacent ally Target: One ally Duration: 1 round By alerting his ally of the danger of enemies would take advantage of the heat of battle and guarding against the distraction it would cause, the disciple may protect his pack and fight on to victory. As an immediate action, the initiator grants a circumstance bonus to the target adjacent ally's Armor Class for one round equal to half the disciple's initiator level.

HARRY THE PREY

Discipline: Golden Lion (Strike); Level: 6 Prerequisites: 2 Golden Lion maneuvers Initiation Action: 1 standard action Range: Any attack; 30 ft. Target: Allies (except the initiator) Duration: Instant

Through coordinated tactics, the comrades at a Golden Lion disciple's side may act as one. The initiator makes an attack against a foe, and all allies within 30 ft. may make an immediate attack against any one foe that they can reach with their attacks (melee or ranged within the first range increment) at their full attack bonus.

HEAVENLY BLADE OF THE SCARLET THRONE

Discipline: Scarlet Throne (Strike); Level: 9 Prerequisites: 4 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Will (partial)

The supreme technique of the Scarlet Throne, the disciple who knows of it is the lord of all battlefields and marks his name amongst the legends of war. The disciple makes a melee attack, if successful, then the strike inflicts an additional 100 points of damage. The target must then make a Will save (DC 19 + initiator modifier) to resist becoming paralyzed for 1d4 minutes. If the save is successful, the target is stunned for 1 round.

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.

HUNTING PARTY

Discipline: Golden Lion (Strike); Level: 1 Initiation Action: 1 standard action Range: 5ft Target: One creature and one adjacent ally Duration: 1 round

When two or more soldiers converge on a single target, the odds of victory increase and the disciple with the knowledge of this strike can assist his comrade's potential lethality. When this strike is initiated, a successful melee attack may grant one adjacent ally who is attacking the same target an attack of opportunity against that target.

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.

IMPALING STRIKE

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

The disciple who has reached this level of mastery in the art of Primal Fury has learned that by striking to a foe's heart and center with a singular but powerful blow, it causes the foe's ability to withstand punishment to falter. The initiator makes an attack against his target and if successful, inflicts an additional 4d6 points of damage to this attack which ignores damage reduction. The target must make a Fortitude save (DC 14 + primary initiator modifier) or suffer an additional 1d4 points of Constitution damage from being hit in a vital area. Targets immune to critical hits are not subject to this Constitution damage.

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 HIDE STANCE

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

Standing strong in the theater of war, the Primal Fury master stands as a pillar of blood-soaked iron amidst the bodies of those too weak to live in his presence. While in this stance, the initiator's Strength bonus to damage is doubled (or multiplied to 2.5 if using a weapon twohanded), and the initiator is treated as one size category larger (so if the initiator is Medium-sized, then he counts as Large-sized) when it benefits his CMB and CMD (such as resisting trip attacks or overrun attempts). Additionally, the initiator gains a damage reduction of 5/-.

KILL THE WOUNDED

Discipline: Golden Lion (Strike); Level: 3 Prerequisites: 1 Golden Lion maneuver Initiation Action: 1 standard action Range: Any attack Target: One creature

Duration: Instant

The Golden Lion disciple makes a ferocious assault on his foe, opening the enemy's defenses to the attacks of his allies. The initiator makes a melee attack against a foe and if successful, subsequent attacks made by the initiator's allies inflict an additional 2d6 points of damage per successful attack until the initiator's next turn.

LIGHTNING STEP

Discipline: Primal Fury (Boost); Level: 5 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Instant

Once a great cat has found its prey, the light-footed and graceful cat is capable of nearly ignoring hazards in his path to run it down. The disciple has learned this and is capable of negotiating a battlefield with ease. As a swift action the initiator may make one turn of up to 90 degrees mid-charge and ignore terrain difficulties along his charge path.

LION LORD'S AGONY

Discipline: Golden Lion (Strike); Level: 8 Prerequisites: 3 Golden Lion maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

With a fury born of desperation and determination for victory, the Golden Lion disciple pours his pain into his swings so that the enemy may drink deeply of it. The initiator makes a melee attack, and in lieu of the weapon's damage the attack instead inflicts a number of points of damage equal to the initiator's maximum hit points minus his current hit points (example, if the disciple has 200 maximum hit points and has been wounded down to 54 remaining hit points, this attack inflicts 146 points of damage). The initiator is shaken for 1 round after using this strike.

LION'S FEAST

Discipline: Golden Lion (Boost); Level: 6 Initiation Action: 1 swift action Range: All adjacent allies Target: You Duration: 1 round

As the thrill of a successful hunt invigorates a pride of lions on the plains, so does the thrill of victory over foe invigorate the disciple's allies. By initiating this boost as a swift action, enemies that are reduced to 0 or fewer hit points within 20 ft. of the initiator after he initiates this boost grant all adjacent allies to the initiator temporary hit points equal to twice the fallen enemy's Hit Dice.

LORD OF THE PRIDELANDS

Discipline: Golden Lion; Level: 9 Prerequisites: 4 Golden Lion maneuvers Initiation Action: 1 standard action Range: 60 ft. Target: Allies Duration: One round

Proving he is the undisputed master of war, the Golden Lion master calls for absolute and crushing victory through overwhelming force of numbers. This ability is greatly feared by the master's enemies, because this can turn even the most green of soldier into a capable warrior. For every ally within the 60 ft. range of this boost, the initiator and each of these allies gains a +2 morale bonus to hit, damage, AC, and saving throws for one round (to a maximum of +10).

METEORIC COLLISION

Discipline: Primal Fury (Strike); Level: 5 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant

The disciple makes a charge at an opponent within the theater of war with the power and force of a falling meteor, striking hard and bowling his opponent over. The initiator makes a bull rush attempt as part of a charge, and if the initiator successfully bull rushes his opponent, the fury of his strike inflicts 6d6 points of damage to his target as he bull rushes him. This bull rush attempt does not provoke attacks of opportunity.

METEORIC CRASH

Discipline: Primal Fury (Strike); Level: 8 Prerequisites: Three Primal Fury maneuvers Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Reflex (partial)

By rushing at a foe like a blazing comet through the sky, the Primal Fury disciple crashes through an opponent to sculpt the battlefield into a field of carnage. The initiator makes a bull rush attempt as part of a charge; if successful, the initiator inflicts 10d6 points of damage to the target as part of the bull rush and if the target is pushed back more than 10 ft., they are knocked prone on a failed Reflex save (DC 18 + initiator modifier).
MOMENTUM CRASH

Discipline: Primal Fury (Boost); Level: 2 Initiation Action: 1 swift action Range: Personal Target: One attack Duration: Instant

By putting his fury into a charging attack, the disciple is capable of using the momentum of his charge to increase his killing power with a twist of his body upon connecting. Upon a successful charge attack, the initiator's charge attack inflicts an additional 10 points of damage in addition to the normal +2 to hit.

MOMENTUM CRUSH

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

With a powerful overhand flourish at the end of his charge, the disciple is capable of delivering additional force to his already devastating charges. The initiator makes a charge attack against a target foe and if successful, he may spend a swift action to add an addition 20 points of damage to that single attack and ignores the target's damage reduction.

NOBLE BLADE

Discipline: Scarlet Throne (Boost); Level: 4 Prerequisites: 1 Scarlet Throne maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: One round

Scarlet Throne practitioners who know the Noble Blade may use their battle focus to add additional force to their strikes. For a single attack, the disciple may add a +5 insight bonus to his attack roll and +2d8 insight bonus to damage rolls on a single melee attack made during this turn.

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.

ORICHALCUM SWIPE

Discipline: Golden Lion (Strike); Level: 7 Prerequisites: 3 Golden Lion maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

A Golden Lion disciple shapes the very nature of war, and this technique allows him to direct his foes through his allies' blades as easily as a knife through bread. With a mighty cry and a tremendously potent attack, the disciple ruins his foe. The initiator makes a melee attack inflicting an additional 12d6 points of damage, and forces the foe to move up to twice the target's base speed in the direction of the initiator's choosing (which provokes attacks of opportunity if the target moves through threatened areas) in a straight line. If the target is incapable of movement, then the target simply takes the damage as normal. This movement provokes attacks of opportunity to all those capable of making them against the target except for the initiator of this maneuver.

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.

PACK POUNCE

Discipline: Golden Lion (Strike); Level: 3 Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By capitalizing on the opportunities granted by the presence of his allies who are attacking his foe, the lethality of the Golden Lion disciple increases dramatically due to his knowledge of pack tactics. The initiator must be attacking a target that one or more of his allies are also adjacent to, and upon successfully attacking a qualifying target, the initiator receives a +5 circumstance bonus to damage rolls against that target per ally (to a maximum of an additional 15 points of damage for three allies.)

PANTHERA ON THE HUNT

Discipline: Primal Fury (Strike); Level: 1 Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant

With a deep breath and the tightening of honed muscles, the Primal Fury disciple may launch off into a lightning-fast charge. The initiator initiating this maneuver gains a +2 circumstance bonus to hit on his charge attempt (for a total bonus a +4 to hit) and ignores attacks of opportunity from moving through a threatened square.

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.

PRIDE LEADER'S STANCE

Discipline: Golden Lion (Stance); **Level:** 1 **Initiation Action:** 1 swift action Range: Personal Target: You Duration: Stance

By adopting the mannerisms of commanding lions of the great savannahs, the disciple inspires heroics by his presence. By adopting this stance, the initiator and all allies within 20 ft. of his position gain a +4 morale bonus to saves vs fear effects and demoralization effects.

PRIDE MOVEMENT

Discipline: Golden Lion (Boost); **Level:** 1 **Initiation Action:** 1 swift action **Target:** One adjacent ally **Duration:** Instant

By having a watchful eye on the flow of combat, the disciple knows when to spur an ally into a better position. As a swift action, the initiator may grant a move action to a target adjacent ally. This ally must then use this move action immediately to move up to his base speed to a location of his choosing within his range.

PRIMAL FRENZY

Discipline: Primal Fury (Strike); Level: 7 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

The disciple becomes a whirling dervish of hellish weapon blows as he descends into a blood-drenched frenzy of strikes against his surrounding foes, relying on his killer instincts to see him through the fight. As a full attack action, the initiator makes an attack roll at full base attack bonus against each target within his reach with each weapon he is currently wielding (including natural attacks and armor or shield spikes), and each successful attack, the initiator inflicts an additional 7d6 + initiator modifier. After initiating this maneuver, the initiator's focus on offense causes his AC to suffer, taking a -4 penalty.

PRIMAL WARRIOR STANCE

Discipline: Primal Fury (Stance); Level: 3 Prerequisites: One Primal Fury maneuver Initiation Action: 1 swift action Range: Personal Target: One creature Duration: Stance

By taking a wide stance that invites the death of any before him, the mighty disciple of Primal Fury wields the power of overwhelming force to it's greatest effects. The initiator's wielded weapons are considered to be one size category larger, or alternately, if the initiator possesses a weapon that is one size category larger than he is, he may wield that weapon without penalty while in this stance. The benefits of this stance stack with abilities or effects that increase the initiator's size (such as *enlarge person*).

PRIMAL WRATH

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

A wild but powerful strike is better than a frail and accurate one, says the disciple of Primal Fury. By sacrificing accuracy for potency, the disciple achieves his desired result. The initiator suffers a -2 penalty to his attack roll on this strike, but inflicts an additional 4 points of damage upon a successful attack, or an additional 6 points of damage if the initiator is wielding the weapon in two hands.

PRINCE'S ATTITUDE

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

The Scarlet Throne disciple knows that he is nobility in the savagery of war, and conducts himself as such when moving through melee. The initiator gains a +4 dodge bonus to his Armor Class when he moves through threatened areas and provokes attacks of opportunity, a +2 competence bonus to Reflex saves and to his Initiative.

PYRITE STRIKE

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

With a powerful strike, the Golden Lion disciple pushes his foe into the waiting arms of his allies and their hungry blades. The initiator makes a melee attack that inflicting an additional 1d6 points of damage and forcing his foe to make a 5ft movement from the square he is currently occupying. If the target is incapable of movement, then the target simply takes the damage as normal. This movement provokes attacks of opportunity to all those capable of making them against the target except for the initiator of this maneuver.

RAGING HUNTER POUNCE

Discipline: Primal Fury (Strike); Level: 2 Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant

With the ferocity of a raging great cat, the disciple of Primal Fury provides the very real fear that users of this discipline are known to inspire with their reckless assault techniques of offense over all. The initiator makes a charge attack and makes a full attack at the end of the charge against the target creature. He must focus all of these attacks against a single target, and if the target is brought to 0 or fewer hit points, then remaining attacks are lost as the initiator savages the foe's body with the remaining attacks.

RED ZEPHYR'S DANCE

Discipline: Scarlet Throne (Strike); Level: 4 Prerequisites: 1 Scarlet Throne maneuver Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant

The Red Zephyr's Dance allows the disciple to step confidently through a battlefield, his blade leading the way in decisive sweeps as a gracefully as a ballroom dance. The disciple makes a melee attack at his full attack bonus against a target, and if successful, the disciple moves 10 ft. (no more or no less) and may +make another attack at his next highest attack bonus. He may not make more attacks in a round that his maximum main-hand number of attacks, nor may he move farther than his normal maximum speed. (For example, if a warlord with a base attack bonus of +13 initiated this maneuver, he would make one attack at +13, move 10 ft., make his second attack at +8, then move 10 ft. again, and make a final attack at +3.)

RED ZEPHYR'S FLEETNESS

Discipline: Scarlet Throne (Boost); Level: 6 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: One round

The combat focus of a Scarlet Throne disciple lends itself to the analogy of the coiled spring; when necessary, the spring can rapidly unfold and launch with incredible celerity. With this principle adapted to the royal court of battle, the disciple may launch himself with alacrity across the field. The disciple may add 30-ft to his base speed for one round as a circumstance bonus.

RED ZEPHYR'S STRIKE

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

With swiftness born of skill, an initiate of the Scarlet Throne learns how to move through the battlefield as lord among warriors. The disciple makes an attack against a foe, and if successful, he may make an immediate 10 ft. movement which does not provoke attacks of opportunity.

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.

REGAL BLADE

Discipline: Scarlet Throne (Boost); Level: 2 Initiation Action: 1 swift action Range: Personal Target: You Duration: Instant

A disciple of the Scarlet Throne learns that in moments of precise focus, a single stroke of the blade can fell a potent enemy. For a single attack, the disciple may add a +2 insight bonus to his attack roll and +1d8 insight bonus to damage rolls on a single melee attack made during this turn.

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.

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.

RIDDLE OF IRON

Discipline: Scarlet Throne (Strike); Level: 5 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

With a flourishing of his blade, the Scarlet Throne disciple confuses the senses of his foe as he lands a strike from an unexpected angle. The initiator must make a melee attack against a foe, and if successful the strike inflicts an additional 5d6 points of damage and dazes the target for one round on a failed Will save (DC 15 + initiator modifier).

RIDDLE OF STEEL

Discipline: Scarlet Throne (Strike); Level: 8 Prerequisites: 3 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Will (partial)

With a swift and deadly strike, the disciple is capable of disabling a foe's senses for a few moments, effectively eliminating the threat. The disciple makes a melee attack against his opponent, if successful, the strike deals an additional 6d6 points of damage and stuns his opponent for 1d4 rounds on a failed Will save (DC 18 + initiator modifier).

RISING ZENITH STRIKE

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

With supreme focus, comes great insight into the workings of a foe's defenses. When the moment is right, the disciple releases his attack in a vicious upward swing. The disciple makes a Sense Motive check in place of his normal attack roll (he may add any enhancement bonus from the weapon or feats that apply from the use of his weapon to this Sense Motive check as well), and if this Sense Motive check equals or exceeds the target's armor class, the attack deals double damage. If this check does not meet or exceed the target's armor class, then the attack fails and the disciple misses.

ROAR OF BATTLE

Discipline: Golden Lion (Strike); Level: 5 Prerequisites: 2 Golden Lion maneuvers Initiation Action: 1 standard action Range: Any attack Target: One creature Duration: One round

The Golden Lion disciple delivers a telling blow, shattering bones and piercing defenses alike as he presses the foe into opening vital places for his allies to gain purchase. The initiator makes an attack inflicting an additional 6d6 points of damage. Allies who attack the target of this maneuver inflict an additional 3d6 points of damage on successful attacks for one round.

ROYAL BLADE

Discipline: Scarlet Throne (Boost); Level: 7 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 immediate action Range: Personal Target: You Duration: One round Saving Throw: Will save (negates)

As a true king of battle, the disciple brings his mastery of Scarlet Throne to the battlefield to the despair of his foes. By initiating this maneuver, his show of majestic force proves his claim to power. The disciple may add a +5 insight bonus to his attack roll and +5d8 insight bonus to damage rolls on a single melee attack made during this turn. Additionally targets who've been struck by an attack augmented with this boost must make a Will save (DC 17 + initiator modifier) or be left cowering for 1 round.

PANE OF

RUBY BATTLE LORD'S STRIKE

Discipline: Scarlet Throne (Strike); Level: 7 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 full attack action Range: Melee attack Target: One creature Duration: Instant

Perfection in combat is the true goal of any disciple of Scarlet Throne, and to become a true master of this discipline is to know how to strike perfectly with each and every attack. The disciple initiating Ruby Battle Lord's Strike must make a full attack against a target, each attack using his full base attack bonus with a +2 insight bonus instead of the normal -5 reduction of each consecutive attacks (i.e. an initiator with a base attack bonus of +16, who normally has four attacks in a full attack action, would make each attack using this maneuver using his full +16 base attack bonus with a +2 insight bonus in addition).

RUBY ZENITH STRIKE

Discipline: Scarlet Throne (Strike); Level: 5 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

The focus of battle teaches that in a single hair's breadth of time, a warrior may strike down a foe in a single blow. The disciple makes a Sense Motive check in place of his normal attack roll (he may add any enhancement bonus from the weapon or feats that apply from the use of his weapon to this Sense Motive check as well), and if this Sense Motive check equals or exceeds the target's armor class, the attack deals triple damage. If this check does not meet or exceed the target's armor class, then the attack fails and the disciple misses.

RUNNING HUNTER'S STANCE

Discipline: Primal Fury (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: One creature Duration: Stance

The swiftest hunter catches the prey, and the Primal Fury disciple has trained his body mercilessly to increase his speed. While in this stance, the initiator gains a +10 enhancement bonus to his base land speed.

SANGUINE BARRIER

Discipline: Scarlet Throne (Counter); Level: 2 Initiation Action: 1 immediate action Range: Personal

Target: You Duration: Instant

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The focus required in battle allows the disciple to anticipate incoming attacks. The disciple makes a Sense Motive check and add a +2 competence bonus to the roll, opposing a single melee or non-spell or spell-like ability ranged attack. If successful, the disciple negates the attack.

SANGUINE PERFECTION

Discipline: Scarlet Throne (Counter); Level: 5 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 immediate action Range: Personal Target: You Duration: A number of rounds equal to initiator modi-

The supreme clarity of mind and focus of form allows a disciple of Scarlet Throne of this skill to simply over-



come any obstacle placed upon them, albeit for the short term. The disciple calls upon his supreme will and focus and may delay or stop a number of negative conditions placed upon him through the use of this maneuver for a number of rounds equal to the disciple's initiator modifier. Conditions that are subjected to this maneuver are: blinded, confused, cowering, dazed, dazzled, deafened, disabled, dying (though he still suffers hit point damage each round), energy drained, exhausted, fascinated, fatigued, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, stunned, or unconscious. If the condition has a duration that would expire before the use of this maneuver, then the effect is negated. If there effect would have continue to have effect after the duration of this maneuver expires, then the subject suffers the remaining duration of that effect as normal after the maneuver ends.

SANGUINE PERSEVERANCE

Discipline: Scarlet Throne (Counter); Level: 4 Prerequisites: 1 Scarlet Throne maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

The focus of battle that a disciple of Scarlet Throne has allows him to react to danger before he actively knows it is present, his senses acknowledging peril before his mind would know of it. A disciple may initiate this counter when made to make a saving throw, the disciple makes a Sense Motive check and uses the result of this check in place of his normal saving throw.

SANGUINE PROCLAMATION

Discipline: Scarlet Throne (Strike) [Mind Affecting]; Level: 7

Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Will (negates)

With a mighty overhand swing the Scarlet Throne disciple puts his foe in their place; on their knees before the majesty of a prince of warriors. The initiator must make a melee attack against a target creature, if successful the attack inflicts an additional 10d6 points of damage and the initiator must make a successful Will save (DC 17 + initiator modifier) to resist being driven to their knees and considered knocked prone.

SCARLET DUELIST ATTITUDE

Discipline: Scarlet Throne (Stance); **Level:** 6 **Prerequisites:** 2 Scarlet Throne maneuvers **Initiation Action:** 1 swift action Range: Personal Target: You Duration: Stance

The force of will that a disciple of Scarlet Throne possesses is enough to protect him and guide his steps through battle, and his battle focus allows him to anticipate danger before it happens. By adopting this stance, the disciple may add +5 insight bonus to his Armor Class, CMD, and to his Initiative score.

SCARLET EYE'S PERCEPTION

Discipline: Scarlet Throne (Boost); Level: 3 Prerequisites: 1 Scarlet Throne maneuver Initiation Action: 1 swift action Range: Personal Target: You Duration: Instant

By watching his opponent's defenses and waiting for the hole in them to open, the Scarlet Throne disciple strikes with the speed of the gods. The initiator's next melee attack against that target is resolved as a touch attack.

SCARLET MAJESTY STANCE

Discipline: Scarlet Throne (Stance) [Mind-Affecting]; Level: 8

Prerequisites: 3 Scarlet Throne maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

The fearsome glory of a master disciple of the Scarlet Throne discipline causes him to appear as nothing less than a god of war incarnated in flesh and steel. While in this stance, any creature with an intelligence of 1 or higher must make a Will save (DC 18 + initiator modifier) to make an attack against him. If this saving throw is a success, then he may proceed to attack him as normal. If the opponent fails, he may not attack the disciple on this round but his action is not wasted. Targets who have successfully struck the disciple for damage after a successful Will save confers immunity to this effect for 24 hours. Should the target fail to hit the disciple after a successful Will save, he must make another Will save in subsequent rounds to attempt to attack the disciple. A single attempt to overcome the awe-inspiring presence of the Scarlet Throne disciple may be made per round by any one creature.

SCARLET RIPOSTE

Discipline: Scarlet Throne (Counter); Level: 5 Prerequisites: 2 Scarlet Throne maneuvers Initiation Action: 1 immediate action Range: Personal

Target: One attack **Duration:** Instant

Within the focus of the disciple's mind, pathways to victory form with which he uses to sculpt and mold the outcome of the battle. When an enemy's attack threatens to unravel these pathways, a supreme act of will can restore order to them. The disciple makes a Sense Motive check with a +4 competence bonus opposing his enemy's melee attack roll, if successful, the attack is blocked and he may make an immediate counter attack against that opponent at his full attack bonus and inflict an additional 3d6 points of damage.

SCARLET ZWEIHANDER

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

By adopting this stance, the disciple presents a slim profile to his foes, holding his weapon low and twohanded, and leads with his blade in an elegant and graceful manner, his strikes strong and his profile aiding him in defense. When wielding a melee weapon in two hands, the initiator presents a slim profile with strong offensive and defensive ability. The initiator gains a +2 dodge bonus to his Armor Class while in this stance and inflicts an additional 1d6 points of damage while in this stance.

SCYTHING STRIKE

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

The principles of the Scarlet Throne teach its disciples that every swing must be made with precision and excellence; no movement is wasted and no attack should fruitless. The disciple may make a single attack against two adjacent enemies using the same attack roll and applying it to each target.

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.

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.

SHIELD-BREAKING STRIKE

Discipline: Primal Fury (Strike); Level: 6 Prerequisites: Two Primal Fury maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

By removing the protection of his prey, the disciple of Primal Fury shreds leather and metal equally as a great cat's claws would tear animal hide. The initiator makes an attack against a foe and if successful, inflicts damage as normal to the target and inflicts the broken condition on a target piece or suit armor or shield and imposes a -4 penalty to their armor or shield bonus (not to exceed the total armor or shield bonus) until the item is repaired. If the item is magical, this maneuver is resolved as a normal sunder attempt as a free action as part of the strike (which does not provoke attacks of opportunity) and the initiator gains a +2 bonus to his CMB check for this attempt.

SHOULDER RUSH

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

The disciple of Primal Fury uses his aggression to take opportunities whenever possible, and a solid shoulder into a foe at an opportune moment can tip the scales of war in the disciple's favor. As a standard action, the initiator may make a bull rush or overrun attempt with a +4 circumstance bonus, and this attempt does not provoke attacks of opportunity.

SHRUG IT OFF

Discipline: Primal Fury (Counter); Level: 4 Prerequisites: One Primal Fury maneuver Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

By relying on his instincts to protect him in the theater of war, the disciple twists and dodges to escape injury in the same manner as an animal can sense danger before it strikes. The initiator makes an opposed Survival check against the attacker's melee or ranged attack roll, including spells or supernatural effects; if the initiator's Survival check equals or exceeds the attack roll, then the attack is negated.

SKIRMISHER'S STANCE

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

By adopting a hit-and-run attitude, the disciple of Primal Fury disciple moves swiftly and strikes with deadly force. While in this stance, if the initiator moves 10 ft. or more on his turn, attacks made by him inflict an additional 2d6 points of damage and he gains a +2 dodge bonus to his Armor Class.

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 initiator 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 initiator 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 + initiator 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 boosting abilities, such as boosts that affect one 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 initiator 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 + initiator 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 + initiator 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 + initiator 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: 60 ft. 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 + initiator 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.

STANCE OF AGGRESSION

Discipline: Primal Fury (Stance); Level: 1 Initiation Action: 1 swift action Range: Personal Target: One creature Duration: Stance

By focusing his fury on the ending of his foes, the disciple forgoes finesse for devastating power. While in this stance, the initiator suffers a -2 penalty on all attack rolls but any successful attack inflicts an additional 1d6 points of damage.

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.

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.

STRATEGIC BLOW

Discipline: Golden Lion (Strike); Level: 5 Prerequisites: 2 Golden Lion maneuvers Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Instant

With a tremendous strike, the disciple confuses the enemy and creates an opening for an ally to reposition himself. The initiator makes a melee attack inflicting an additional 8d6 points of damage; additionally an ally within 10 ft. of the initiator that he chooses may make a move action immediately.

STRIKE OF DEFEAT

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

'A dead foe is a foe that can trouble you no more,' is an old adage of the Scarlet Throne disciple. An injured foe is easy prey, but is still a foe nonetheless. By utilizing this swift executioner's strike, the Scarlet Throne disciple removes a potential threat and obstacle from his path. The disciple makes an attack against a foe, if successful this strike deals additional damage determined by the state of the enemy's hit points. If the enemy has more than 75% of his total hit points, this strike does no additional damage. If the foe has less than 75% hit points, this strike inflicts an additional 4d6 points of damage. If the foe has less than 25% of his total hit points, this strike inflicts an additional 8d6 points of damage.

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 + initiator 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 initiator 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.

TACTICAL STRIKE

Discipline: Golden Lion (Strike); Level: 1 Initiation Action: 1 standard action Range: Melee attack; 10 ft. Target: One creature Duration: Instant

Any commander knows that in battle, footwork is key. By utilizing this theory, the Golden Lion disciple helps his comrades to understand this. The disciple makes a melee attack against a foe; if successful, any ally he designates within 10 ft. of his position may make an immediate free 10 ft. movement without provoking attacks of opportunity.

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 + initiator 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 +20 ft.

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.

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 or spells like *true strike*.

TRIUMPHANT LION'S LEADERSHIP

Discipline: Golden Lion (Stance); Level: 8 Prerequisites: 3 Golden Lion maneuvers Initiation Action: 1 swift action Range: Personal Target: You Duration: Stance

A beacon of victory upon the field of combat, the disciple personifies glory in combat and those in his presence may share in his prowess. The initiator and any allies within 10 ft. of the disciple gains an additional +1d6 points of damage per attack per foe that the initiator has slain (maximum of five slain foes for +5d6 bonus damage) while this stance is in effect.

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 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 PANTHERA GUARD

Discipline: Primal Fury (Counter); Level: 8 Prerequisites: Three Primal Fury maneuvers Initiation Action: 1 immediate action Range: Personal Target: You Duration: Instant

In the flow of battle, a master of the Primal Fury discipline finds nothing more invigorating than a near miss that was avoided through sheer instinct. The initiator makes an opposed Survival check against an opponent's melee attack roll, if successful the initiator negates the attack and gains a number of temporary hit points equal to twice the disciple's initiator level for one minute.

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.

UNFETTERED MOVEMENT

Discipline: Scarlet Throne (Stance); **Level:** 3 **Prerequisites:** 1 Scarlet Throne maneuver **Initiation Action:** 1 swift action **Range:** Personal



The Scarlet Throne disciple is swift in battle and in his ability to go from one skirmish to the next to choose his next foe. By assuming this stance, the disciple gains a +10 ft. bonus to his base speed and gains a +4 dodge bonus to his armor class against attacks of opportunity.

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 + initiator modifier negates the dazed condition).

WAR LION'S CHARGE

Discipline: Golden Lion (Strike); Level: 7 Prerequisites: 3 Golden Lion maneuvers Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant Saving Throw: Fortitude (partial)

With the ferocity of an angered lion, the Golden Lion disciple races across the battlefield ignoring secondary targets to bear down on a single enemy and reduce him to dust. The initiator makes a charge attack against a foe (which does not provoke attacks of opportunity) and this attack inflicts an additional 14d6 points of damage. The foe must also make a Fortitude save (DC 17 + initiator modifier) or be stunned for one round.

WARNING ROAR

Discipline: Golden Lion (Counter); Level: 2 Initiation Action: 1 immediate action Range: 60 ft. Target: One allied creature Duration: Instant

Witnessing a clear and present danger to an ally, the disciple shouts out a well-timed warning and aids his ally in defending against an attack. The initiator makes a Diplomacy check opposing an opponent's attack roll made on an ally, if successful then the attack is negated.

WEEPING SCARLET RAZOR

Discipline: Scarlet Throne (Strike); Level: 4 Prerequisites: 1 Scarlet Throne maneuver Initiation Action: 1 standard action Range: Melee attack Target: One creature Duration: Special

Even the basest common soldier knows that there are places on a man's body where if he were to be stabbed, then he would bleed out in minutes. The Scarlet Throne disciple takes this knowledge and arms himself with his superior skill to utilize this arterial strike against his foes. The initiator makes a melee attack against a target creature, and if successful, this attack inflicts an additional 4d6 points of damage and the target begins to bleed profusely, inflicting 4 points of bleed damage per round until a successful Heal check (DC 20) or a spell or effect that cures hit point damage has been administered to the target.

WRATH OF THE PRIMAL HUNTER

Discipline: Primal Fury (Strike); Level: 9 Prerequisites: Four Primal Fury maneuvers Initiation Action: 1 full round action Range: Melee attack Target: One creature Duration: Instant

The true mastery of Primal Fury art is the disciple who brings the full ferocity of this discipline against a foe with a titanic charge that ends with ringing iron and spraying blood as his weapons do their deadly work. The initiator gains a +1 attack bonus to his charge attempt per 5ft he moves to complete his charge (replacing the normal +2 bonus gained on a charge, maximum of +10 to hit) and making a full attack at the end of this charge attempt. Each successful attack ignores damage reduction and the initiator may add an additional 10d6 points of damage to each attack's damage roll.

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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