

PATH OF WAR

By Chris Bennett

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



DREAMSCARRED
PRESS

PATH OF WAR

Lead Designers: Chris Bennett, Andreas Rönnqvist

Additional Design: Jade Ripley, Sabrina Bennett

Editing: Paul Gazo

Interior Design: Erik Nowak

Interior Layout: Jeremy Smith

Interior Artwork: Eric Lofgren, Hugo Solis, Joe Shawcross, J.D. Dianderas, Shaman Stockart, Storn Cook, Toby Gregory

Publisher: Jeremy Smith

Special thanks to the legions of fans who helped playtest the material in this book and offered new and innovative ideas to include.

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

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

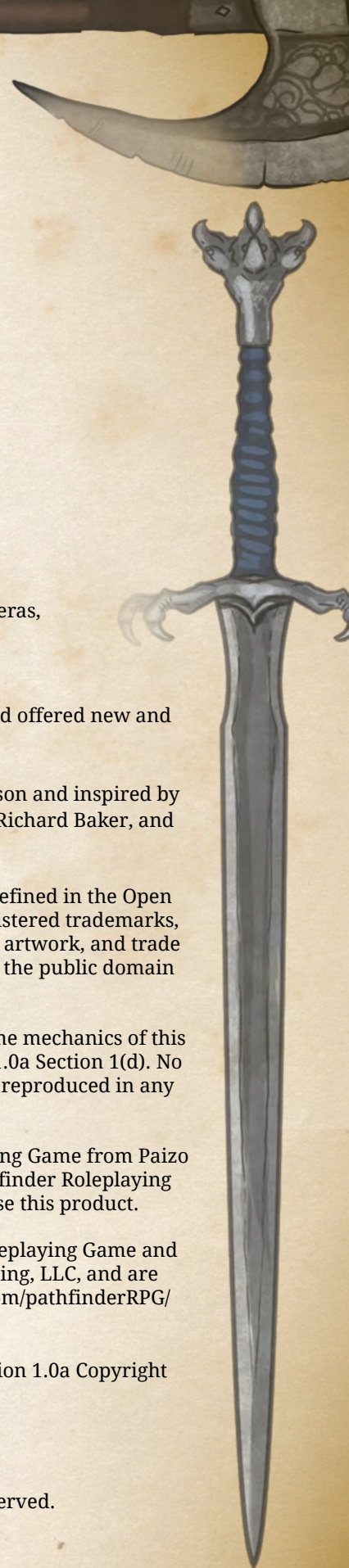
Path of War is published by Dreamscarred Press under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

Some artwork copyright Ben Hossi, used with permission.

Some artwork copyright Shaman Stockart, used with permission.

Some artwork © 2013 Eric Lofgren, used with permission. All rights reserved.

© 2014 Dreamscarred Press



PATH OF WAR

TABLE OF CONTENTS

Introduction	3		
What is the Path of War?	3	Solar Wind	44
A New Method of Battle	3	Steel Serpent	45
		Thrashing Dragon	46
		Veiled Moon	47
Classes	4	Maneuver Descriptions	49
Stalker	4		
Warder	10	Archetypes	124
Warlord	14	Stalker	124
		Warder	127
Skills and Feats	19	Warlord	130
New Skill	19	Psionic Archetypes	132
Knowledge (Martial)	19	Pathwalker	132
New Feats	19	War soul	135
Types of Feats	19		
		Prestige Classes	137
System and Use	24	Awakened Blade	137
New Damage Types	27	Battle Templar	139
Per Encounter Abilities	28	Bladecaster	141
Stance and Maneuver Descriptions	28	Dragon Fury	144
Critical Hit vs. Counter	31	Mage Hunter	146
Vital Strikes, Charging, and Maneuvers	33	Umbral Blade	149
The Art of the Blade	35	Martial Traditions	152
Maneuver Lists	35	Black Thorn Knights	153
Black Seraph	35	Bloody Fangs	154
Broken Blade	36	Defenders of the Realm	156
Golden Lion	38	Empyrean Guardians	158
Iron Tortoise	39	Scarlet Sentinels	159
Primal Fury	40	The Wayward Path	160
Scarlet Throne	41	Adapting Traditions	162
Silver Crane	42	Creating Traditions	162

PATH OF WAR

A NOTE FROM THE AUTHOR

First off, I want to say: Wow! Second, I want to say: Thank you! Third, I want another resounding: Wow!

This past year has been exciting. When Andreas reached out to me last year I thought it was a joke, like, this couldn't possibly be real. My head was spinning! I started this on a dare from a friend over four years ago, and the Libram of Battle was born. This was a dream of mine since I was a young boy reading the original run of AD&D books my friend's older brother had stashed in his closet. Since then, gaming has been a part of my life in a major way. I've always been writing new and different content, altering rules to better suit my style or the style of my group. Writing and designing game content has always been a thing in my life, and getting someone I respected for writing what I felt was the definitive rewrite of the psionics rules (they even made me like Wilder, something I never cared for!) to notice me? Too much!

But here we are. Through all the drama and ups and downs the last year has given me, the *Path of War* has marched on. I couldn't do it alone. First and foremost, my wife Sabrina and family/friends were supportive beyond words. Then the amazing support of the folks on the Paizo forums, the GitP forums, and of course the Dreamscarred Press forums. My good friend Jade Ripley, and last but certainly not least Andreas and Jeremy themselves. I've made a lot of friends this last year, and I couldn't have gotten here without the support of my people, online or here in person. You all mean the world to me, and I'm glad we've been able to get the *Path of War* out there. There's more on the horizon, and the *Path of War* marches ever onward! Hope to see you all there!

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 martially-inclined 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



PATH OF WAR

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

Martial maneuvers are not something just anyone can easily do. It is a form of combat requiring extensive training to learn effectively, found by the new classes presented in this book. These three new classes use different disciplines of martial maneuvers to perform their roles and engage their enemies.

The three new martial classes, in the order they are presented in this book, are as follows.

Stalker: A combination of combatant and stealthy scout, the stalker uses maneuvers that focus on close-quarters combat or thrown weapons, as well as those that channel supernatural energies.

Warder: The protector and strategist, the warder most often uses maneuvers that rely on shields and protecting others.

Warlord: Often fond of big, sweeping attacks, the warlord is a combat leader skilled at landing devastating strikes.

STALKER

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

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

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

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

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

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

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

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

PATH OF WAR

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

GAME RULE INFORMATION

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

Starting Wealth and Age: As cleric.

HD: d8

CLASS SKILLS

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

Skill Points per Level: 6 + Int modifier

CLASS FEATURES

All of the following are class features of the stalker.

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

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

Upon reaching 4th level, and at every even numbered stalker level after that, he can choose to learn a new maneuver in place of one he already knows. In effect, the stalker loses the old maneuver

in exchange for the new one. The stalker need not replace the old maneuver with a maneuver of the same level. He can choose a new maneuver of any level he likes, as long as he observes his restriction on the highest-level maneuvers he knows. The stalker can swap only a single maneuver at any given level. A stalker's initiator modifier is Wisdom.

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



PATH OF WAR

readied maneuvers can be used once per encounter (until they are recovered, see below).

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

Alternately, he may recover his Wisdom modifier in expended maneuvers (min of 2) as a full round action that does not provoke attacks of opportunity, centering his spirit completely to re-align his perceptions of the battle and change his place in it. When recovering his maneuvers as a full round action, he may move up to his base speed and adds a +4 insight bonus to his Armor Class as his ki defends his form while he re-centers himself. The next attack or martial strike he attempts after recovering his maneuvers adds his deadly strike's damage to the attack if successful.

Stances Known: Stalkers begin play with knowledge of one stance from any discipline open to stalkers. At the indicated levels (see class table), the stalker selects an additional new stance. Unlike maneuvers, stances are not expended and he does

not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the stalker cannot learn a new stance at higher levels in place of one he already knows.

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

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

At 5th level, the stalker may use his deadly strikes in conjunction with his combat insight to "read" his opponent's defenses and deliver devastating blows beyond his foe's guard. The stalker spends one point of *ki* as a swift action to read his target opponent,

TABLE 1-1: THE STALKER

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



PATH OF WAR

and may apply his deadly strike to all martial strikes initiated by the stalker for a number of rounds equal to his Wisdom modifier against this target. If the stalker scores a successful critical hit against the target while this ability is active, then he activates deadly strike as normal.

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

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

The *ki* pool is replenished each day after 8 hours of rest and meditation; these hours do not need to be consecutive. If the stalker possesses levels in another class that grants points to a *ki* pool, stalker levels stack with the levels of that class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The stalker can now use *ki* points from this pool to power the abilities of every class he possesses that grants a *ki* pool.

Deadly Strike (Ex): The stalker is capable of maximizing his deadliness whenever he lands a critical blow upon his opponent, opening his target up for future punishment as the stalker becomes attuned to his prey. The stalker's deadly strike activates whenever the stalker scores a successful critical hit against a target, and is active against that target for a number of rounds equal to his Wisdom modifier. Deadly strike inflicts extra damage, to only this target creature, on all of the stalker's attacks. This extra damage is 1d6 at 1st level, and increases by 1d6 for every four stalker levels thereafter. When the stalker scores a critical hit, this extra damage is not multiplied, it is simply added to the damage. If the stalker scores a successful critical hit during the time his deadly strike is active, the duration of this ability is extended by one round (no more than one

extension can be made per round). Ranged attacks can count as deadly strikes only if the target is within 30-ft.. Deadly strike is more effective with weapons with higher critical multipliers, such as scythes and battle axes. Weapons with a x3 critical multiplier inflict damage with deadly strikes using a d8 instead of a d6, and weapons with a critical multiplier of x4 use d10's. Damage multipliers higher than x4 use d10's for deadly strikes damage.

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

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

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

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

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

At 12th level, the stalker's insight allows him to funnel the *ki* of his foes into his form with his deadly attacks. The character can recover a single expended maneuver when he scores a successful critical hit against a living creature. This ability does not function against constructs, undead, or creatures with under ½ HD.

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



PATH OF WAR

Dodge Bonus (Ex): The stalker's heightened perception of danger allows him to defend himself from attacks as they are made against him, anticipating the attacks as they come. A stalker gains a +1 dodge bonus to his Armor Class at 2nd level, which improves by an additional +1 every four stalker levels thereafter. When recovering maneuvers as a full round action, the character may add his Wisdom modifier to his AC as an additional dodge bonus; his defensive precognition being heightened by centering his *ki* through maneuver recovery.

Stalker Arts: As a stalker gains experience, he learns a number of arts that aid him and confound his foes. Starting at 1st level, a stalker gains one art; he gains an additional art at 3rd level and new arts every four class levels attained after 3rd level. A stalker cannot select an individual art more than once (unless noted). Stalkers select their arts from the following list.

Advanced Study: The stalker's knowledge of the martial disciplines expands, imparting new maneuvers as if the character had taken the Advanced Study feat. This art may be selected more than once. The stalker must meet the prerequisites of this feat to select this stalker art.

Alacrity (Ex): A stalker's land speed is faster than the norm for his race, gaining a +10-ft. enhancement bonus to his base speed and he may add his Wisdom modifier to Acrobatics checks, due to his nimble and finely honed body. The stalker enjoys this benefit only when he is wearing no armor or light armor, not using a shield, and not carrying a medium or heavy load. As a swift action, the character may spend a point of *ki* to pour extra speed to his step to increase this bonus from 10-ft. to an additional 30-ft. for one minute, but he is fatigued afterward for 1d4 minutes as he catches his breath.

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

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

Concealed Recovery (Su): The stalker may utilize his *ki*-fueled attunement to the world around him to defend himself while he centers his spirit for martial

maneuver recovery. When recovering maneuvers (either as a full round action or as a standard action) the stalker enjoys concealment (with a 20% miss chance). At 11th level, this improves to total concealment (50% miss chance).

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

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

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

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

Deadly Recovery (Ex): The stalker's deadly nature is reflected when he is considered to be most vulnerable. While recovering maneuvers as a full round action, the stalker gains the use of the Combat Reflexes feat (using his Wisdom modifier in place of his Dexterity modifier). He may also add his deadly strike damage to any attacks of opportunity he makes while he is recovering maneuvers.

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

Ki Vampirism (Su): The stalker's *ki* gains a hungry quality that expresses itself through the martial prowess of a disciple of the *Path of War*. If the stalker reduces a living foe to 0 or less hit points with a



PATH OF WAR

martial strike or scores a successful critical hit, then he may regain 1 point of *ki* as an immediate action. He may not use his *ki* vampirism more times per day than 3 + his Wisdom modifier. This ability does not function against constructs, undead, or creatures with under ½ HD. Minimum stalker level 11th.

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

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

Murderous Insight (Su): The stalker designates his combat senses towards ending the lives of his opponents and gains momentary flashes of insight in how to best accomplish this. By spending one point of *ki* as a swift action, the stalker makes an attack and rolls twice for that attack and uses the better of the two results due to the stalker's precognitive abilities. This art has a duration of 1 + the stalker's Wisdom modifier in rounds.

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

Phantom Reach (Su): The stalker is capable of extending the reach of melee range martial strikes by infusing *ki* into the maneuver, causing a phantom echo to rush towards the enemy and initiate the attack. As a swift action, the stalker may spend one *ki* point and initiate a melee martial strike with a range of melee attack as if it instead had a range of close (25-

ft. + 5-ft. / 2 levels). Strikes with a range greater than melee attack do not function with this art.

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

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

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

Dual Strike (Ex): Once per day at 10th level, the stalker's deadly skill in combat improves, allowing him to initiate two martial strikes as a full round action. The strikes the stalker initiates must have an initiation action of one standard action, and he must have both strikes readied. Boosts may not be applied to a dual strike due to the need to concentrate on two separate martial movements. When a dual strike is used, the action must be declared beforehand and when used, both strikes are resolved separately and are expended. At 14th level the character may use dual strike twice per day, and three times per day at 18th level.

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



PATH OF WAR

WARDER

Protective and disciplined warriors, warders are fighting men and women who use their knowledge of warfare, tactics, and strategy combined with superior combat training to accomplish their goals in defending others. Their intellect guides them through battle, and their skill at arms achieves their success.

Adventures: Warders adventure to further their employer's missions, to serve on battlefields as protectors and champions, or to protect those that they care about. Some warders adventure to forge kingdoms of their own, battle tyranny, fight others of their kind for honor, or to live simply and by their own code.

Characteristics: Warders are always protective of people they deem in their care, be it a superior, their friends, or fellow soldiers of fortune. Many warders are proud, intelligent individuals who study tactics and maps as well while training daily with their associates to better suit their style towards their defense.

Alignment: Any, but most are lawful; the moral portion of their alignment is either up to them or their inclusion in their sect.

Religion: Many warders are religious, often following gods of war, chivalry, and sacrifice. Some follow gods of tyranny or justice, and others follow gods that stand for the good of their race.

Background: Warders find their place in their society based upon their line of adventuring. Some warders are regarded with great respect as leaders and guardians while others are feared and hated for their tyrannical ways. Many are respected and treated well in the hopes that if trouble comes, the warder will come to help those who showed them kindness.

Races: Nearly all humanoid races have warders amongst them. Dwarves, half-orcs, and humans make up the larger majority of warders in more civilized society, but there are a minority of halflings and gnomes that guard their kind from harm. While elves possess the tactical prowess to make great warders, their fragile bodies are often not enough for the physical rigors of the profession. While some warders are restrictive to whom they'll share their secrets, it's largely agreed that the more monstrous races tend to be excluded. Hobgoblins, of the monstrous races, are by far the largest exception to that stereotype.

Other Classes: Warders get on well with those of a more orderly and martial bent, naturally befriending paladins, monks, and fighters. Rogues and warders don't exactly see eye to eye, while rangers and

sorcerers might find a warder's presence restrictive. Wizards and warders appreciate many of their shared facets in learning, and warders widely recognize the importance of clerics in both martial and spiritual matters.

Role: Defender. Warders are natural guardians and protectors of the weaker members of the party, and are the ones who can take the most damage on the front line. They also double as being coordinators on the battlefield, helping their teammates and providing support for them both defensively and offensively.

GAME RULE INFORMATION

Abilities: Strength and Constitution are prime attributes for warders, ruling over the majority of their combat prowess. Intelligence also plays a big role in their day to day life, as it is both their primary initiation attribute and aids in their more mundane skills.

Starting Wealth and Age: As paladin.

HD: d12

CLASS SKILLS

The warder's class skills (and the key ability for each skill) are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (martial) (Int), Knowledge (nobility and royalty) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points per Level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the warder.

Weapon and Armor Proficiency: Warders are proficient with all simple and martial melee weapons, with all armor, and with shields (including tower shields).

Maneuvers: A warder begins her career with knowledge of five martial maneuvers. The disciplines available to her are Broken Blade, Golden Lion, Iron Tortoise, and Primal Fury. Once she knows a maneuver, she must ready it before she can use it (see Maneuvers Readied, below). A maneuver usable by warders is considered an extraordinary ability unless otherwise noted in its description. Her maneuvers are not affected by spell resistance, and she does not provoke attacks of opportunity when she initiates one. She learns additional maneuvers at higher levels, as shown on Table: The Warder. The warder must meet a maneuver's prerequisites to learn it. See the Systems and Use chapter.



PATH OF WAR

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

Maneuvers Readied: A warder can ready three of her five starting maneuvers, but as she advances in level and learns more maneuvers, she must choose which maneuvers to ready. She readies her maneuvers by going over battle tactics, through weapon drills, or spending time meditating in prayer for 10 minutes. The maneuvers she chooses remain readied until she decides to repeat this again and change them. Any given maneuver may only be readied once. Warders do not need to sleep or be well rested to ready their maneuvers; any time they spend 10 minutes in practice or meditation, they can change their readied maneuvers. She begins an encounter with all readied maneuvers unexpended, regardless of how many times she may have already used them since she chose them. When the warder initiates a maneuver, she expends it for the current encounter, so each of her readied maneuver can be used once per encounter (until they are recovered, see below).

For a warder to recover expended maneuvers, she must take stock of her situation to plan for her next movement. By focusing entirely on a defensive position to prepare her next move, she is able to regain maneuvers expended to assist her to victory. By taking a full round action to plan her next move (activating her defensive focus class feature, see below), she recovers a number of expended maneuvers equal to her Intelligence modifier (minimum of 2). Alternately, she may take a brief pause in battle and recover a single maneuver of her choosing by spending a standard action on her turn.

Stances Known: Warders begin play with knowledge of one stance from any discipline open to warders. At the indicated levels (see class table), the warder selects an additional new stance. Unlike maneuvers, stances are not expended, and she does not have to ready them. All the stances she knows are available to her at all times, and she can change the stance she is currently using as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance description. Unlike with maneuvers, the warder cannot learn a new stance at higher levels in

place of one she already knows.

Defensive Focus (Ex): At 1st level, the defensive prowess of the warder is second to none, allowing her to focus her actions purely on defending herself and her allies in ways that cannot be replicated. The warder gains the Combat Reflexes feat as a bonus feat, using her Intelligence modifier in place of her Dexterity modifier to determine the number of additional attacks of opportunity she may make each round.

When recovering maneuvers as a full round action, the warder sets up a defensive perimeter around himself to defend her allies, increasing her threatened area by 5 ft. for every 5 initiator levels she possesses. Until the beginning of her next turn, she may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. She may move as part of these attacks of opportunity, provided her total movement before her next turn does not exceed her speed (his movement provokes attacks of opportunity as normal). Additionally,



PATH OF WAR

while using defensive focus, the warder adds her Intelligence modifier plus her class level to her CMD for the purposes of defending against enemies trying to use the Acrobatics skill to prevent her from getting attacks of opportunity against them.

At 10th level, her defensive focus improves further, causing the ground within her melee reach to be treated as if it were difficult terrain, hampering her foes' movement around him. If a foe tries to move through a space within her reach, the movement through those squares costs double (x2). Additionally, while using her defensive focus to make an attack of opportunity, her movement does not provoke attacks of opportunity.

Aegis (Ex): At 1st level, the warder's defensive prowess extends to those who choose to stay near to him. Allies who are within 10 ft. of the warder's position gain a +1 morale bonus to Armor Class and to Will saves under the warder's defensive aegis, her presence bolstering and shepherding the defenses of her allies. This bonus improves to +2 at 5th level (+3 at 9th level, +4 at 13th level, and +5 at 17th level). The warder does not receive this bonus, but may receive the benefits of this ability from another warder. If the ally cannot see or hear the warder, then the ally does not gain the benefits of this ability (such as if the warder is concealed or invisible).

At 6th level, her aegis' range increases its effective area, growing to a 20 ft. radius. At 12th level, this increases again to 30 ft..

Armiger's Mark (Ex): At 2nd level, a warder is trained in how best to control her enemies and how they behave in battle, urging them to throw their all against the warder's indomitable armor and unyielding shield. With a sharp blade, a clever taunt, or something that otherwise attracts her foe, the warder can direct the attention of enemies towards himself. Whenever the warder attacks a foe in combat and inflict at least 1 point of damage, as a free action she may mark them as her foe (he may even mark a foe during an attack of opportunity and may make the free action to do so, even though it is not her turn) and attempt to continue to force them to engage the warder only. The target is aware of being marked, and the mark remains for a number of rounds equal to the warder's Intelligence modifier (minimum of 1). Marked targets suffer a -4 penalty to attack rolls against foes that are not the warder, and arcane spellcasters suffer an increase in arcane spell failure of 10% + 1% per two warder levels until the mark expires. The warder may only maintain a number of marks equal to 3 + her Intelligence modifier at a time, and she may make a number of marks per day equal to ½ warder level + Intelligence modifier. At 8th level, this penalty increases to -6, and it increases again to -8 at 16th level. This ability functions on creatures with an Intelligence score of 1 or more, allowing her to mark animals and other beasts as well as sentient beings, but not mindless creatures such as skeletons. Multiple armiger's marks overlap (do not stack).

At 9th level, the warder may expend two uses of

TABLE 1-2: THE WARDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maneuvers Known	Maneuvers Readied	Stances
1st	+1	+2	+0	+2	Defensive focus, aegis +1 (10 ft.)	5	3	1
2nd	+2	+3	+0	+3	Armiger's mark	6	4	2
3rd	+3	+3	+1	+3	Bonus feat	7	4	2
4th	+4	+4	+1	+4	Tactical acumen	7	4	2
5th	+5	+4	+1	+4	Extended defense 1/day, aegis +2	8	5	3
6th	+6/+1	+5	+2	+5	Clad in steel, improved aegis (20 ft.)	8	5	3
7th	+7/+2	+5	+2	+5	Adaptive tactics	9	5	3
8th	+8/+3	+6	+2	+6	Extended defense 2/day, bonus feat	9	6	4
9th	+9/+4	+6	+3	+6	Improved armiger's mark, aegis +3	10	6	4
10th	+10/+5	+7	+3	+7	Improved defensive focus	10	6	4
11th	+11/+6/+1	+7	+3	+7	Extended defense 3/day	11	7	5
12th	+12/+7/+2	+8	+4	+8	Stalwart, greater aegis (30 ft.)	11	7	5
13th	+13/+8/+3	+8	+4	+8	Bonus feat, aegis +4	12	7	5
14th	+14/+9/+4	+9	+4	+9	Extended defense 4/day	12	8	5
15th	+15/+10/+5	+9	+5	+9	Steel defense	13	8	6
16th	+16/+11/+6/+1	+10	+5	+10	Greater armiger's mark	13	8	6
17th	+17/+12/+7/+2	+10	+5	+10	Extended defense 5/day, aegis +5	14	9	6
18th	+18/+13/+8/+3	+11	+6	+11	Bonus feat	14	9	6
19th	+19/+14/+9/+4	+11	+6	+11	Born of steel	15	9	7
20th	+20/+15/+10/+5	+12	+6	+12	Deathless defenses	16	10	7

PATH OF WAR

her armiger's mark to make a grand challenge to all enemies within a 30 ft. radius and mark them with her words alone. Creatures affected must make a Will save (DC 10 + $\frac{1}{2}$ warder level + Intelligence modifier) against the warder's mark ability or suffer the penalties of being marked for a number of rounds equal to the warder's Intelligence modifier. This does not count against her normal marking limit. This is a language-dependent ability and does not effect creatures of less than 1 Intelligence.

At 16th level, the armiger's mark improves to allow her to recover an expended maneuver whenever she reduces a marked opponent's hit points to 0 or less (this can only trigger once per marked opponent).

Bonus Feat: At 3rd level and every 5th level thereafter, a warder receives a bonus combat or teamwork feat. She must meet all prerequisites for these feats.

Tactical Acumen (Ex): At 4th level, the combat training that the warder has received hones her reflexes. Through her knowledge of tactics, training manuals, and lessons in the histories of war, her wits aid her when her agility may be impaired by her heavy armor. The warder may add her Intelligence modifier to her Reflex saves and to her initiative in place of her Dexterity modifier (using the higher of the two bonuses).

Clad in Steel (Ex): Having improved her skill with her armor, the warder is a more capable combatant in it when protecting her allies or cause. The warder may subtract her aegis bonus from her total armor check penalty and increase the maximum Dexterity bonus on her armor by 1 at 6th level, and by 2 at 12th level.

Extended Defense (Ex): Upon reaching 5th level, the warder becomes ever more skilled at adapting to the flow of combat. Once per day, the warder may activate Extended Defense as an immediate action. When she does, the character chooses a counter she has readied; she may initiate that counter as a free action (even on another's turn) at will until the beginning of her next turn. At the beginning of her next turn, the chosen counter is expended. Every three levels beyond this (8th, 11th, 14th, and 17th levels), she may use this ability an additional time per day.

Adaptive Tactics (Ex): A warrior can attempt to plan for everything, but no plan stands against the heat of battle if there is no room for adaptation. At 7th level, the warder can expend one use of her armiger's mark ability as a full-round action to expend up to her Intelligence modifier in readied maneuvers, then instantly ready an equal amount of maneuvers. The warder may not replace expended maneuvers using this ability; any maneuver she is re-preparing with

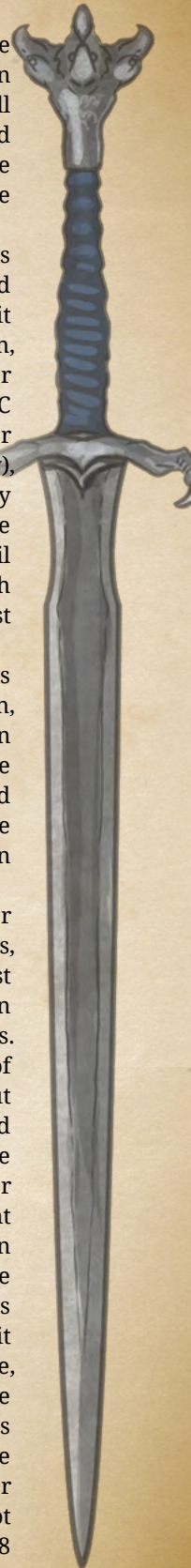
this ability must be unexpended to be exchanged. She may choose from any of her known maneuvers.

Stalwart (Ex): At 12th level, a warder can use mental and physical resiliency to avoid certain attacks. If she makes a successful Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless warder does not gain the benefit of the stalwart ability.

Steel Defense (Ex): At 15th level, the warder is capable of turning an otherwise lethal blow and continue the fight. When an attack that inflicts hit point damage from a natural attack, melee weapon, or ranged weapon would reduce the warder to 0 or fewer hit points, she can make a Fortitude save (DC the attacker's attack roll) to deflect the attack to her armor or shield (light, heavy, or tower shields only), causing it to suffer the damage in her place (apply item hardness as normal). If this would break the character's armor, it gains the broken condition until it is repaired. The warder cannot use this ability with broken armor or a broken shield. The warder must be wearing armor or a shield to use this ability.

Born of Steel (Ex): At 19th level, the warder is so at home in her armor that it is like a second skin, protecting her with its familiar embrace. When wearing medium or heavy armor, the warder is more resistant to critical hits. When a critical threat is rolled against him, the warder may add her Intelligence modifier to her AC against the critical confirmation roll.

Deathless Defenses (Ex): At 20th level, the warder can indefinitely hold a position to protect her allies, even if it may cost her her life. The warder must expend two uses of her armiger's mark ability as an immediate action to activate her deathless defenses. While this ability is active, the warder is capable of maintaining her defensive focus as a move action (but recovers no maneuvers unless she spends a full round to recover) but gains the full bonuses of her defensive focus. Additionally, she receives the benefits of her aegis ability as well. She is unable to die from hit point damage while this effect is in use. She may maintain the use of this ability each round at the cost of one use of her armiger's mark ability, or she may end it as a free action. Abilities or effects that don't inflict hit point damage, such as energy drain or ability damage, can still kill the warder. While this effect is in use, she is immune to mind-affecting abilities, as her focus prevents any from tampering with her mind. Once this ability ends, either voluntarily or if the character runs out uses of armiger's mark (assuming she is not dead), the warder is exhausted and must rest a full 8 hours to recover.



PATH OF WAR

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-may-care 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. Half-orcs 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 benefits 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 initiation 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), Profession (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 shields.

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 does not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown on Table 1-3: The Warlord. The warlord must meet a maneuver's prerequisite to learn it. See the Systems and Use chapter for more information.

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 initiation modifier is Charisma.



PATH OF WAR

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).

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 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 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



PATH OF WAR

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 receive benefits from a warlord's successful gambit must be within 60-ft. of the warlord and must be able to see him perform the action. Finally, gambits may not be initiated outside of combat due to their reliance upon the stresses of battle to bring out the best of the warlord.

At 4th level and every four levels thereafter, the warlord selects 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 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 (if the character has the ability to make multiple attacks at the end of a charge, the initial first attack must be successful for

this gambit's success).

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 mounted overrun maneuver against a target creature.

Reward: The warlord's opponent's defense is unbalanced; the warlord and his allies gain a morale bonus equal to his Charisma modifier on attacks of 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 as a morale bonus 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 gain temporary hit points

TABLE 1-3: THE WARLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maneuvers Known	Maneuvers 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	4
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	5
12th	+12/+7/+2	+8	+4	+4	Battle prowess +2, dual boost 2/day, gambit	12	8	5
13th	+13/+8/+3	+8	+4	+4	Improved warleader	13	8	5
14th	+14/+9/+4	+9	+4	+4	Bonus feat	13	9	5
15th	+15/+10/+5	+9	+5	+5	Warlord's presence	14	9	6
16th	+16/+11/+6/+1	+10	+5	+5	Gambit	14	9	6
17th	+17/+12/+7/+2	+10	+5	+5	Master warleader	15	10	6
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat, dual boost 3/day	16	10	6
19th	+19/+14/+9/+4	+11	+6	+6	Battle prowess +3	17	10	7
20th	+20/+15/+10/+5	+12	+6	+6	Dual stance, gambit	18	11	7

PATH OF WAR

equal to the warlord's Charisma modifier (persisting until the end of the encounter or until they are used), 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 morale bonus to damage 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 a morale bonus to damage equal to his Charisma modifier until the foe successfully escapes the grapple.

Outrider's Gambit

Risk: The warlord attempts a successful ranged attack while on a moving mount (the mount must move 10 ft. or more to use this gambit).

Reward: The warlord success allows his allies to reap the benefits of his skill; allies who make ranged attacks against this target opponent add the warlord's Charisma modifier as a morale bonus 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 as a morale bonus 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. The effect in question must be a harmless effect on a failed saving throw. 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 morale 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,



PATH OF WAR

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 of 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 in addition 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): At 4th level, 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. Choose a discipline, and when the warlord is in a martial stance from this chosen discipline, the character gets the listed bonus (+1 at 5th level, +2 at 12th level, +3 at 19th level) as a competence bonus to attack and damage rolls, CMB rolls, and to his CMD. He may select another discipline at 12th level, and third discipline at 19th level.

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. 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 Knowledge (martial) checks relating to various tasks are summarized below.

Skill DC	Task
10 + maneuver level	Identify a maneuver being initiated by someone you can see. No action required. No retry.
20 + target's initiator level	Determine all disciplines known 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, +2 for every 50 years ago the battle occurred	Recall important facts about historic battles and tactics used.
20	Recall facts about prominent martial disciples in the region.

NEW FEATS

Presented below are a variety of new feats for martial characters. Feats marked by a * are new feats.

TYPES OF FEATS

The feats presented below are combat, general, style, and teamwork feats. The style feat type is detailed below. Teamwork feats were originally presented in the *Pathfinder Roleplaying Game: Advanced Player's Guide* and are 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.

Teamwork Feats

Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.

Advanced Study [Combat]

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

Prerequisite: Martial disciple of 4th level or higher.

Benefit: You may select two maneuvers or one stance from your class's 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



PATH OF WAR

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.

Buckler Bash [Combat]

You have learned to use your buckler as an effective weapon.

Prerequisites: Shield proficiency, at least one maneuver known from the Broken Blade or Iron Tortoise disciplines.

Benefit: You may make shield bash attacks with a buckler as though it was a light shield. You treat your buckler as an associated weapon for the Iron Tortoise and Broken Blade disciplines and may substitute a buckler bash for an unarmed strike if a maneuver calls for one.

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.

Deadly Pairing [Teamwork]

Through working together, you and an ally are capable of striking vital locations.

Prerequisites: Deadly Strike +1d6, at least one Steel Serpent stance known.

Benefit: Whenever you and another ally flank a creature both you and that ally increase the critical threat range of your weapons by 1 (so a weapon with a 19-20 threat range would increase to 18-20) if you or your ally are in a stance from the Steel Serpent discipline. This additional critical threat range is not multiplied by abilities such as keen or the Improved Critical feat and is applied after abilities such as those are applied.

Defensive Expertise [Combat]

You are able to use your defenses to greater effect.

Prerequisites: Shield Focus, shield proficiency, base attack bonus +1

Benefit: Your shield bonus to armor class applies against touch attacks. Additionally, you may add the enhancement bonus of your shield (if any) as a competence bonus to Reflex saves.

Discipline Expertise [General]

You are quite adept at the use of your available discipline's associated skills.

Benefit: Choose a class you have at least one level in. You gain a +2 competence bonus to checks with the skills associated with maneuvers available to that class.

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.

Discipline Mastery [General]

You've learned to use certain skills in reference to your martial ability with practiced ease.

Prerequisites: 8 or more ranks in a discipline's associated skill.



PATH OF WAR

TABLE: FEATS

FEATS	PREREQUISITES	BENEFIT
Advanced Study	Martial disciple of 4th level or higher	Learn additional maneuvers, additional stance
Buckler Bash	Shield proficiency, 1 Broken Blade or Iron Tortoise maneuver	Make shield bashes with a buckler, treat buckler as associated weapon
Deadly Agility	Weapon Finesse, base attack bonus +1	Add Dex modifier instead of Str to damage
Deadly Pairing	Deadly Strike +1d6, 1 Steel Serpent stance	Increase threat modifier when flanking
Defensive Expertise	Shield Focus, shield proficiency, base attack bonus +1	Shield bonus works against touch attacks
Discipline Expertise		+2 bonus to skills associated to class disciplines
Discipline Focus	Ability to initiate 3 maneuvers of one discipline	+2 to save DCs of chosen discipline, +2 damage when using discipline weapons
Discipline Mastery	8 or more ranks in a discipline's associated skill	Take 10 on discipline associated skill checks
Double Weapon Finesse	Proficiency with double weapon, Two-Weapon Fighting, Weapon Finesse	Treat both heads of double weapon as light. +2 to CMB with a double weapon
Extended Mark	Armiger's mark class feature	Double armiger's mark duration
Extra Gambit	Ability to initiate a gambit, Charisma 13, 3rd-level warlord	Select another gambit method to regain maneuvers
Extra Ki	Ki pool class feature	Increase ki pool by 2
Extra Marks	Armiger's mark class feature	Use armiger's mark more times per day
Extra Readied Maneuver	Ability to initiate a martial maneuver	Ready an additional martial maneuver
Extra Stalker Art	3rd-level stalker, Wisdom 13	Learn a new stalker art
Fuse Styles	One style feat, one stance known	Enter style and stance at same time
Greater Unarmed Strike	Improved Unarmed Strike, base attack bonus +3	Unarmed strikes deal more damage
Guard's Glare	Armiger's mark class feature, Intimidate 4 ranks	Scared creatures have a hard time moving away from you
Lightning Recovery	Ability to initiate martial maneuvers	Recover maneuver as a free action 1/day
Lighting Swap	Quick Draw, Dex 15, base attack bonus +5	Switch weapons as a free action
Martial Charge	Base attack bonus +3, ability to initiate a martial strike	Initiate strike at the end of a charge
Martial Power	Con 13, knowledge of at least one maneuver	Take a penalty on attack rolls to gain temporary hit points
Martial Training I	Base attack bonus +3 or Knowledge (martial) 3 ranks	Gain ability to use 1st level martial maneuvers. Gain discipline skill as class skill.
Martial Training II	Martial Training I, base attack bonus +5 or Knowledge (martial) 5 ranks	Gain ability to use 2nd level martial maneuvers.
Martial Training III	Martial Training II, base attack bonus +7 or Knowledge (martial) 7 ranks	Gain ability to use 3rd level martial maneuvers.
Martial Training IV	Martial Training II, base attack bonus +9 or Knowledge (martial) 9 ranks	Gain ability to use 4th level martial maneuvers.
Martial Training V	Martial Training II, base attack bonus +11 or Knowledge (martial) 11 ranks	Gain ability to use 5th level martial maneuvers.
Martial Training VI	Martial Training II, base attack bonus +13 or Knowledge (martial) 13 ranks	Gain ability to use 6y level martial maneuvers.
Powerful Mark	Armiger's mark class feature	Armiger's mark penalty increased by 2, +2 to grand challenge DC
Ricochet Weapon	Point Blank Shot, Dex 13	Thrown weapon returns to your hand
Serene Stride	Ki pool, Wis 13	Ignore difficult terrain penalties, walk on liquids
Tactical Rush	One maneuver known from Iron Tortoise, Scarlet Throne, or Veiled Moon	Move up to your speed as a swift action once per encounter
Take the Blow	Armiger's mark class feature	Use armiger's mark to be the target of an attack
Victorious Recovery	Able to initiate maneuvers	Once per encounter you can recover maneuvers when you defeat an opponent
Weapon Group Adaptation		Add weapons to discipline weapon group



PATH OF WAR

Benefit: You may take 10 on skill checks made with any associated skill of a discipline you possess (with 8 or more ranks) without increasing the time needed to make the check, even if combat or distractions would otherwise prevent you from doing so.

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.

Extended Mark [Combat]

Your marks are more potent and are capable of keeping your foe's attention longer.

Prerequisite: Armiger's mark class feature

Benefit: The duration of your armiger's mark is doubled.

Extra Gambit [Combat]

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

Prerequisites: The ability to initiate a gambit, Cha 13, 3rd-level warlord.

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 Ki [General]

You can use your *ki* pool more times per day than most.

Prerequisites: *Ki* pool class feature.

Benefit: Your *ki* pool increases by 2.

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

Extra Marks [Combat]

You are able to mark more opponents than most.

Prerequisite: Armiger's mark class feature.

Benefit: You gain two additional daily uses of your armiger's mark class feature.

Special: This feat can be taken multiple times. Its effects stack.

Extra Readied Maneuver [Combat]

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

Prerequisites: Ability to initiate a martial maneuver.

Benefit: Select a martial maneuver using class that you possess one or more levels in. You may ready an additional martial maneuver from your maneuvers known from that class.

Special: You may select this feat multiple times, applying it to multiple classes (if you possess multiple initiator classes) or multiple times to single class. This feat may not alter maneuvers readied from the Martial Training feat chain.

Extra Stalker Art [Combat]

You've learned a new way to use your stalker training.

Prerequisites: 3rd-level stalker, Wis 13.

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

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

Fuse Styles [Combat, Style]

You are capable of mingling mundane and martial combat styles.

Prerequisites: One style feat, one stance known.

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

Greater Unarmed Strike [Combat]

Your unarmed attacks show a master's skill.

Prerequisites: Improved Unarmed Strike, base attack bonus +3.

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

TABLE: GREATER UNARMED STRIKE DAMAGE	
Base Attack Bonus	Unarmed Strike Damage
+3 – +6	1d4
+7 – +10	1d6
+11 – +14	1d8
+15 or higher	1d10

Guard's Glare [Combat]

Your unflinching stare keeps your targets terrified of fleeing from you.

Prerequisite: Armiger's mark class feature, Intimidate 4 ranks.

Benefit: A creature that is demoralized, frightened, shaken, or panicked and marked by your armiger's mark must make a Will save (DC 10 + half your warder level + Intelligence modifier) to move in a direction away from you. A creature only needs to make this save once per round. This is a mind-affecting fear effect.

PATH OF WAR

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, Dex 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 Charge [Combat]

You have learned how to initiate a martial strike on the move, delivering them at the end of a charge attack.

Prerequisites: Base attack bonus +3, ability to initiate a martial strike.

Benefit: You may initiate a strike instead of making an attack at the end of a charge.

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 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 penalty to attack rolls and temporary hit points gained from use of this feat last until the start of 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 or Knowledge (martial) 3 ranks.

Benefit: Select a martial discipline. The associated skill for this discipline is now a class skill. Your martial initiator level maneuvers granted by this feat (and subsequent Martial Training feats) is 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. Likewise, your initiation modifier is the attribute modifier that effects the associated skill of this chosen discipline (for example, Charisma if the discipline uses Diplomacy). You may select any two maneuvers from the 1st level maneuvers from this discipline, and you may ready one of your maneuvers for use. You may recover one maneuver by expending a full round action to recover it.

Special: If you ever gain levels in a martial adept class or possess them previously, these maneuvers continue to use their own initiator level and recovery method, independent of your martial adept level. 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 or 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 improves.

Prerequisites: Martial Training II*, base attack bonus +7 or 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 or Knowledge (martial) 9 ranks.

Benefit: You may select two new maneuvers from your chosen discipline of up to 4th level, and you may ready an additional maneuver. You must meet the minimum initiator level to select any maneuver.



PATH OF WAR

Martial Training V [Combat]

You are truly enlightened with using your chosen discipline.

Prerequisites: Martial Training IV*, base attack bonus +11 or 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 or 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.

Powerful Mark [Combat]

Your ability to mark foes is more potent than others of your trade.

Prerequisite: Armiger's mark class feature.

Benefit: The penalty for your armiger's mark ability increases by 2, and the save DC for your armiger's mark grand challenge increases by +2.

Ricochet Weapon [Combat]

When throwing weapons as part of a martial strike, you are quite capable of bouncing the weapon in such a way as to have it return to you.

Prerequisites: Point Blank Shot, Dex 13.

Benefit: Whenever you throw a weapon as part of a martial strike, that weapon bounces or ricochets off your target and returns to your hand at the end of your turn. You must have a free hand to be able to catch the weapon on its return, otherwise it falls into your space at your feet.

Serene Stride [General]

Your ki allows for the lightest touch upon almost any surface.

Prerequisites: Ki pool, Wis 13.

Benefit: As long as you have at least one point

in your ki pool you may ignore movement and Acrobatics penalties from difficult terrain and move across liquid surfaces just as if they were solid. You may still choose to swim if you wish to.

Tactical Rush [Combat]

You are capable of making a fast sprint in the midst of combat, allowing you the ability to better position yourself.

Prerequisites: At least one maneuver known from the Iron Tortoise, Scarlet Throne, or Veiled Moon disciplines.

Benefit: Once per encounter you may move up to your speed as a swift action.

Special: This feat may be taken up to three times, each time granting another use of this feat.

Take the Blow [Combat]

You are swift in positioning yourself to aid your allies.

Prerequisite: Armiger's mark class feature.

Benefit: When a creature within your reach who is marked by your armiger's mark targets an ally with a melee or ranged attack, you can expend a use of your armiger's mark as an immediate action to force the opponent's attack to target you instead. You are considered the target for all effects of the attack (the creature must make a successful attack roll, you are allowed a save, if any, etc.).

Victorious Recovery [Combat]

You learn how to use victory over a foe to your advantage, repositioning yourself and recovering a martial maneuver.

Prerequisites: Able to initiate maneuvers.

Benefit: Once per encounter, you may recover maneuvers equal to your initiator modifier when you reduce an opponent to zero or less hit points.

Weapon Group Adaptation [Combat]

You specialize in a specific family of weaponry, adapting many techniques to suit them.

Benefit: Choose a weapon group (excluding siege weapons and siege firearms). That weapon group is considered associated with disciplines you have access to. Note that this does not change the initiation requirements of maneuvers from those disciplines (for example, a warlord who takes this feat might have heavy blades associated with Solar Wind, but still cannot make a ranged attack with them without further feats or abilities that allow him to use a heavy blade as a ranged weapon).

Special: This may be taken multiple times.



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 separate categories: stances and maneuvers (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. This means you cannot 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 its maneuver recovery mechanism. Because of this, you can usually employ each of your readied maneuvers once per encounter, unless they are recovered so 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.

Some prestige classes can grant a character additional maneuvers readied. These extra maneuvers readied add to your maximum number of maneuvers readied, whether that number is determined by your class level, or by the number of times you have taken the Martial Training feats.

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

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

INITIATING STANCES AND MANEUVERS

First and foremost, to initiate a stance or maneuver, you must be able to move. Unlike some abilities, 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 used.

Stances are initiated as a swift action. A stance remains in effect indefinitely and is never expended. The benefit of your chosen stance continues until you change to another stance you know as a swift action.



PATH OF WAR

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 are pinned or grappled, most of your maneuvers simply will not 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 still considered to have spent its initiation action.

You do not provoke attacks of opportunity when you initiate a stance or maneuver unless otherwise stated in its description. However, some maneuvers allow for movement, the ability to charge, or take other actions that can provoke attacks of opportunity. These actions provoke attacks of opportunity as normal unless specifically stated otherwise in the maneuver's description.

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. If you lack any martial disciple levels, your initiator level is equal to $\frac{1}{2}$ your character level.

When you gain levels in a class that does not grant martial maneuvers, your understanding of the *Path of War* still increases. A well-trained, highly skilled fighter has the basic combat training needed to master martial maneuvers. If you are a multiclass martial disciple, and you learn a new maneuver by attaining a new level in a martial disciple class, determine your initiator level by adding together your level in that class + $\frac{1}{2}$ your levels in all other classes. Look up the result on the table below to determine the highest-level maneuvers you can take. You still must meet all of a 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

and performed separately. Multiclassing does not allow an initiator to have any individual stance or maneuver known or readied more than once.

This process applies whether a class is a martial disciple class or not (for example, a 4th-level wizard/1st-level warlord would be a 3rd level initiator). Martial prestige classes 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
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.



PATH OF WAR

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 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 function 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.

NEW DAMAGE TYPES

Two new damage types are introduced in this book, profane and sacred.

Profane damage comes from attacks that are heavily infused with the power of sheer Evil and carry this unholy power over as a form of harmful energy to good-aligned beings. Attacks that inflict profane damage inflict an additional 50% damage to good-aligned opponents or opponents with the [Good] subtype.

Sacred damage comes from attacks that are heavily infused with the power of sheer Good and carry this holy power over as a form of harmful energy to evil-aligned beings. Attacks that inflict sacred damage inflict an additional 50% damage to evil-aligned opponents or opponents with the [Evil] subtype.

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.



—Adeptus—



PATH OF WAR

PER ENCOUNTER ABILITIES

An encounter is a period of time from when initiative begins (starting with the surprise round, if any) to the last initiative has ended and after a total time amount of one minute has elapsed without combat resuming. 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.

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 circumstance 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 *The Art of the Blade*. 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 a martial discipline. 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. Weapons under these groups are defined as 'discipline weapons' for the purposes of feats, features, and other abilities that reference discipline weapons.

Listed here are the different disciplines.

Black Seraph: The secrets of the Black Seraph discipline are taught by possessing fiends and demonic tutors to their pawns as a way of enticing fools who desire power into learning their secrets or the occasional few with wills strong enough to tear those secrets from their infernal prisoners. Not ones to blanch at the thought of fighting dirty, Black Seraph disciples are quite content to injure their foes in any way that they can to ensure their victory. This discipline focuses on powerful, straightforward two-handed strikes and vicious counters as well as intimidation, pain-infliction, and dirty fighting. The Black Seraph discipline's associated skill is Intimidate, and its associated weapon groups are axes, flails, and pole arms.

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

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 benefits its practitioners indirectly, by aiding their allies 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.

PATH OF WAR

Iron Tortoise: The discipline known as Iron Tortoise rose up from the need to protect one's self and allies from harm during wartime. Phalanx fighters knew that their shield protected them as much as their brother, and that a sturdy shield wall could repel almost any harm. Iron Tortoise disciples learn that their discipline requires their defensive stances to be perfect; they must not be budged from their spot unless they choose to move from them. Iron Tortoise requires its practitioners be proficient with a shield, and many of its maneuvers can only be used with a shield or shield-like device. The Iron Tortoise discipline's associated skill is Bluff, and its associated weapon groups are axes, heavy blades, and close weapons.

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 and 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 came, these nobles found their abilities were sorely under-prepared for the rigors of true combat. Combining their roots in the dueling arts dueling and subsequent training by masters of practical 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 is his court and there he rules, painting his chambers red with the blood of his enemies. The associated skill for this discipline is Sense Motive, and its associated weapon groups are heavy blades, light blades, and spears.

Silver Crane: Disciples of the Silver Crane are men and women for whom the power of the celestial and divine flow into the arts of their blade. The Silver Crane is a goodly discipline and may only be learned and used by those who have a good alignment who are inspired by the teachings of good aligned outsiders. It focuses on strong strikes designed to combat evil, celestial insights, and combat-predictions to defeat foes and enable the initiator and his allies to endure the hardships of battle against the forces of evil. Upon learning the art of Silver Crane, the disciple becomes in tune with the flows of the celestial realm, gaining heavenly insights into combat as if the angels themselves were granting insight to the warrior in battle. The Silver Crane discipline's associated skill is Perception, and its associated weapon groups are bows, hammers, and spears.

Solar Wind: The disciples of the Solar Wind learn their arts on the windy plains where they train to deliver deadly force and precision in any environment. 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 which shoot enemy missiles from the sky. Solar Wind's associated skill is Perception and its weapon groups are bows, crossbows, firearms, and thrown. All maneuvers of this discipline require the use of a weapon in these groups or the firearms weapon group. Thrown weapons that also have melee applications may only be used with this discipline when used in their ranged weapon capacity.

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



PATH OF WAR

for this discipline is Heal, and its associated weapon groups are light blades, close weapons, and monk weapons.

Thrashing Dragon: The discipline known as Thrashing Dragon has a long standing tradition amongst both ascetics and daredevils alike, as its movements and style fit 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 disciples are primarily two-weapon 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 close weapons, light blades, and double weapons.

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

(TYPE)

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

Boost: This category covers maneuvers that allow a warrior to bring himself into focus, summon his ki energy or other source of power, and unleash it through melee attacks, or other attacks. 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 apply additional conditions such as fatigue or stunning to your attacks, while others provide some additional effect imposed 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. 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.



PATH OF WAR

A boost doesn't always 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.

Counter: A counter is a fast, usually defensive maneuver that is used to prevent or respond to 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 an 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 blow is using a strike. A strike imparts some bonus or advantage over a standard attack, such as extra damage, or an additional effect such as blinding a foe.

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 deadly strike damage or damage from a *flaming* weapon).

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, unless stated otherwise in the maneuver's description.

Stance: A stance is 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

CRITICAL HIT VS COUNTER

As this is bound to come up at the gaming table at least once in a while, a player or the DM will roll a natural 20 against a creature or player and the decision to use a counter will arise. Relax, here's the answer. Counters may be used against a critical hit except if the threatening attack roll was a natural 20. Critical hits from weapons with extended threat ranges (such as rapiers) can be countered if the threatening attack roll was not a 20.

if you attack a flat-footed opponent. You cannot enter a stance you are already in.

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.

Some descriptors that can apply to maneuvers are cold, electricity, evil, fear, fire, force, good, mind-affecting, teleportation, or 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.



PATH OF WAR

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.

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.

RANGE

A maneuver's range indicates how far from you it can reach.

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. Some maneuvers only affect adjacent creatures at the beginning of your turn or at the end of your turn, but others 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

The initiator must choose whom his 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,

VITAL STRIKES, CHARGING, AND MANEUVERS

The question will invariably come up as to whether or not you can use Vital Strike and its subsequent feat chain with martial strikes or on a charge. In short, the answer is "no", and here is why. A vital strike requires the expenditure of a standard action to perform the attack; quite simply, a vital strike operates very much like a martial maneuver. Many maneuvers are standard actions as well, and detail that the character makes an attack with it, not unlike with Vital Strike. They're mutually exclusive to one another. If a character had a way to get a second standard action that turn, then they could use both but not on the same attack. The same holds true for charging attacks. When you attempt a charge, it is a full round action so there are no actions left at the end to use with a maneuver (unless you possess the Martial Charge feat.) Keep in mind, this does not disqualify the use of boosts with a charge or a vital strike, nor does it disqualify the benefits of a martial stance.

PATH OF WAR

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). 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.

Instant: 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 the beginning of your next turn, its effect comes to an end.

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

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

No Duration: The effect of a maneuver without a duration lasts only as long as it takes you to initiate the maneuver. Some maneuvers "last" less than a full round. Such is often the case for maneuvers that deal extra damage on top of your normal melee or ranged damage. For example, a strike with an initiation action of 1 standard action would effectively have a duration of 1 standard action; the effect of the strike

is tied to the action of making the attack. When this is the case, no duration entry is given.

SAVING THROW

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

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

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

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

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

Saving Throw Difficulty Class: The formula for determining a saving throw DC against a maneuver's special effect is 10 + maneuver level + initiator modifier.

SPELL RESISTANCE

Unlike spell descriptions or power descriptions, martial maneuvers never allow spell resistance or power resistance. Since maneuvers are extraordinary or supernatural abilities.

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," an explanation will be included in the descriptive text.

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,



PATH OF WAR

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 requires a number of days equal to $3 \times$ 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 (500gp/level is the default cost for this, but may vary at the GM's discretion), 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 cannot 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 ($DC 20 + (2 \times \text{the maneuver's level})$). 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 he must go through the study and practice time again if he wants to keep trying (although she retains the cost, if any, determined by the GM thus far).

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



THE ART OF THE BLADE

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

Order of Presentation: In the maneuver lists and descriptions, the maneuvers are grouped by discipline and then presented by level and alphabetically.

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 in that discipline's maneuver list.

BLACK SERAPH

1st Level

Black Seraph's Glare: Stance – Damage foes to make a demoralization attempt as a free action with a +4 profane bonus.

Gutstrike: Strike - Make an attack, chance to sicken opponent for one round.

Ravaging Blow: Strike - Make an attack, inflict an additional 1d6 points of profane damage and the target is shaken for one round.

Savage Stance: Stance – When wielding a weapon in two hands, -2 to attacks and add an additional 1d8 points of damage.

Strength of Hell: Boost - Gain +2 profane bonus to attack rolls, add 1d6 points of damage, -2 penalty to AC.

Voracious Drive: Strike - Charging attack, deals an additional 1d6 damage.

2nd Level

Fear Eating Technique: Boost - Successful demoralization restores 2d6 +1/initiator level in hit points.

Inner Demon Strike: Strike - Attack deals an additional 4d6 points of profane damage; initiator suffers 1d6 points of damage.

Intimidating Force: Counter - Make an Intimidate check to avoid an attack.

Seraph's Wrath: Strike - Melee strike that adds +2d6 damage and forces your foe to make a Reflex save to not be knocked prone.

Shadow Feather Strike: Strike - Ranged touch attack that attacks your foe with feathers of shadow doing 4d6 + initiator level profane damage.

3rd Level

Black Seraph Battle Stance: Stance - The initiator's weapon gains the *unholy* special weapon property and he gains the benefits of a *protection from good* spell.

Savage Drive: Strike - Charging attack, deals an additional 4d6 damage.

Taunting Laugh: Boost - Make an Intimidate check to give your opponent pause, causing your foe to become demoralized and flat-footed.

Tendon Rip: Strike - Melee attack inflicts an additional 2d6 points of damage; halves the opponent's move speed for 1d4 rounds.

Unfettered Progression: Boost – Make a 10-ft movement without attacks of opportunity, next attack inflicts +2d6 points of damage and ignores DR.

4th Level

Bilious Strike: Strike - Powerful strike that damages the target's insides, inflicting +6d6 profane damage and nauseates.

Circle of Razor Feathers: Strike - Make a 30-ft area attack of cutting feathers, resulting in 8d6 points of profane damage and potentially sicken foes.

Vengeful Riposte: Counter – Make a free counterattack at target and target is staggered with agony.

Walk in the Dark: Stance - Initiator is surrounded by an aura of darkness, gains darkvision and may frighten foes within this aura.

5th Level

Abyssal Lance: Strike - Ranged touch attack which deals 10d6 points of profane damage, chance to stun.

Sensory Rip: Strike - Strike at the face of an opponent, inflicts an additional 1d4 Charisma damage and has a chance to blind the opponent.



PATH OF WAR

Sharing the Dark Soul: Strike - Make an attack, deals an additional 8d6 profane damage, imposes a -4 penalty on Will saves and level to resist demoralization attempts.

Soul Consumption: Boost - Draw power and health from fallen foes, healing 3d8 plus initiator level upon killing a target.

6th Level

Abyssal Drive: Strike - Charging attack, deals an additional 8d6 points of damage, leaves foe sickened for 1d4 rounds.

Black Seraph's Wrath: Boost - Make an Intimidate check, add the result as profane damage to next successful attack.

Razor Wings of the Black Seraph: Stance - Gain a fly speed, +2 profane bonus to AC, and gain the use of the Whirlwind Attack feat.

Shadow Raptor Swarm: Strike - A 30-ft cone of screaming, shadowy birds causing 12d6 profane damage and leaves foes shaken.

7th Level

Armageddon Lance: Strike - Ranged touch attack which deals an additional 14d6 points of damage and panics target.

Charge of the Ravager: Strike - Make a charge attack, may make a full attack upon target, make attacks on foes along charge path, inflicts +2d6 points of damage per attack without provoking attacks of opportunity.

Consumption Strike: Strike - Make an attack, deals an additional +10d6 points of damage, gain this damage as temporary hit points.

Devastating Riposte: Counter - Intimidate check against an attack, counter attack that adds 8d6 points of damage.

8th Level

Apocalyptic Strike: Strike - Damaging attack which deals 16d6 in 40-ft radius and daze opponents within for one round.

Soul Crusher: Strike - Strike which attacks the opponent's will to live, inflicting +3d4 Charisma damage.

Vampiric Aura: Stance - 20 ft radius aura which deals 2d6 profane damage to all within it and heals a like amount to the initiator.

Void Seraph Strike: Strike - Ranged touch attack causing a foe to be covered in shadowy birds causing 6d6 points of damage per round for 1d4 rounds. This also gives the foe a 50% miss chance for you and your allies

9th Level

Black Seraph Onslaught: Strike - Make an extra attack at your full base attack bonus, -2 to hit and to AC, deals an additional 4d6 points of profane damage and nauseates foes.

BROKEN BLADE

1st Level

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

Flurry Strike: Strike - Make two quick attacks on a target enemy.

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

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

Pugilist Stance: Stance - While in this stance, unarmed or discipline weapon strikes inflict an additional 1d6 points of damage, +1d6 additional damage / eight initiator levels.

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

2nd Level

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

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

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

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

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

3rd Level

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

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



PATH OF WAR

direction and potentially land prone.

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

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

4th Level

Broken Blade Riposte: Counter – After being struck in melee combat, make an immediate counter attack, inflicting an additional 3d6 points of damage and push the target back 5-ft.

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

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

Iron Knuckle: Boost – For the duration of the turn, unarmed and discipline weapon strikes inflict an additional 4d6 points of damage.

5th Level

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

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

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

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

6th Level

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

Pit Fighter's Stance: Stance – While in this stance, the character may make one dirty trick attempt per round as a swift action without provoking

attacks of opportunity, and he gains a +2 bonus to his CMD to resist dirty tricks and feint attempts.

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

Steel Axe Kick: Strike – The character delivers a devastating spinning kick that inflicts an additional 10d6 points of damage and potentially stuns target for 1d3 rounds.

7th Level

Adamantine Knuckle: Boost – For the duration of the turn, unarmed and discipline weapon strikes inflict an additional 6d6 points of damage and ignore damage reduction and hardness.

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

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

8th Level

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

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

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

9th Level

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



PATH OF WAR

GOLDEN LION

1st Level

Demoralizing Roar: Boost – Any target struck by you in melee is shaken for 1 round.

Encouraging Roar: Boost – For one round, all allies gain a +2 morale bonus to all attacks and damage.

Hunting Party: Strike – Make an attack, grant an adjacent ally an attack of opportunity against the same enemy.

Pride Leader's Stance: Stance – Initiator and allies within 20 ft. gain a +4 morale bonus to saves vs fear and demoralization effects.

Pride Movement: Boost – Grant an adjacent ally a move action.

Tactical Strike: Strike – Make an attack, grant nearby ally the ability to move up to 10 ft.

2nd Level

Call to Action: Strike – Attack inflicts an additional 2d6 points of damage, grant adjacent ally an immediate move action.

Defending the Pride: Boost – Grant all allies within 60 ft. a +4 bonus to AC for one round.

Distracting Strike: 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 – Strike inflicts an additional 1d6 points of damage and moves an opponent 5 ft. in a direction of your choosing.

Warning Roar: Counter – Make an opposing Diplomacy check to negate an enemy's attack on a nearby ally.

3rd Level

Circling the Prey: Boost – Grant all allies within 60 ft. a free 5 ft. step.

Golden Commander Stance: 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: Strike – Target of this strike takes an additional 2d6 points of damage on attacks made upon him by allies.

Pack Pounce: Strike – Make an attack while adjacent to an ally, gain a +5 damage per ally adjacent to that enemy (Max +15).

4th Level

Charge of the Battle Cat: Strike – 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: Boost – 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.

Golden Lion Charger: Stance – When charging, gain an additional +2 bonus to attack and never provoke attacks of opportunity for charging.

Golden Swipe: Strike – 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: Boost – Grant all allies within 30 ft. one feat that you possess for three rounds.

Guard the Pride: Counter – Grant an adjacent ally +4 circumstance bonus to AC for one round as an immediate action.

Roar of Battle: Strike – 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: Strike – 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: Counter – 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: Stance – Grant a morale bonus to attack and damage rolls, and saves against fear effects to all allies within 60 ft. vs fear, +1 for every 4/initiator levels.

Harry the Prey: Strike – Make an attack, all allies within 30 ft. may make an immediate attack against any foe they are capable of attacking.

Lion's Feast: Boost – 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: Boost – Upon felling a foe, all allies within 60 ft. are healed a number of hit points equal to the disciple's initiator level.



PATH OF WAR

Orichalcum Swipe: Strike – 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: Strike – 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: Boost – The disciple releases an awesome call and grants a +4 morale bonus to all allies' saving throws for the round and increases the DC's of allies abilities by 4.

Lion Lord's Agony: Strike – Strike inflicts additional damage equal to the hit point damage the disciple has received.

Triumphant Lion's Leadership: Stance – While in this stance, the 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).

IRON TORTOISE

1st Level

Angering Smash: Strike – Melee attack that causes opponent to suffer -4 to hit any target but you.

Iron Shell: Counter – Deflect an enemy melee or missile attack with shield with an opposed attack roll plus shield bonus to AC.

Snapping Strike: Strike – Melee attack which deals an additional 1d6 points of damage.

Snapping Turtle Stance: Stance – Shield bashes inflict an additional 1d6 points of damage, and may make shield bashes without losing shield bonus to AC.

Stance of the Defending Shell: Stance – Gain a bonus to shield AC based on initiator level (+1 AC/4 IL)

Throwing Shell: Strike – Hurl shield at target, inflicting shield bash damage and an additional 1d6 points of damage.

2nd Level

Defensive Shell: Counter – Use a shield bash attempt against an opponent's attack roll to defend an adjacent ally and negate the attack.

Enduring Shell: Counter – Add your shield bonus to AC to a saving throw attempt.

Enraging Strike: Strike – Melee attack deals an additional 10 points of damage, chance to make target angry and attack you.

Tactical Snap: Strike – Melee attack allows a free trip attempt.

Taunting Turtle: Boost – Point out a single enemy and take an aggressive posture forcing the enemy to attack you on a failed Will save.

3rd Level

Burnished Shell: Counter – Make an opposed attack roll plus shield bonus to AC vs an enemy spellcaster's CL to deny the effects of a spell targeted on you.

Greater Snapping Strike: Strike – Melee attack that inflicts an additional 3d6 points of damage, bypasses DR.

Iron Tortoise Stance: Stance – Increase reach for attacks of opportunity while in this stance by 5 ft., make additional attacks of opportunity, act as one size larger for CMD.

Tortoise Defense: Counter – Subtract 10-ft. from your next movement action, and gain DR 10/- against an attack.

4th Level

Aggravated Wounds: Boost – All successful melee attacks this round incite a cumulative -4 penalty on attacks to attack any target other than you for the target's turn.

Ricochet Shell: Strike – Throw shield at target, bouncing it between up to four targets within 10 ft. of each other, inflicting an additional 3d6 points of damage.

Smashing Shell: Strike – Make a shield bash that catches an opponent flat-footed, inflicts shield bash damage plus an additional 4d6 damage, chance to daze.

Snapping Riposte: Counter – Make an opposed shield bash against opponent's attack roll, if successful, make a counter attack with a +2 bonus to hit.

5th Level

Quick Snap: Counter – When struck in melee, may make an immediate counter attack and strike does double damage.

Shell Shock: Strike – Make a powerful shield bash that inflicts an additional 6d6 points of damage and may knock an opponent 20-ft. away



PATH OF WAR

Turtle Knight's Stance: Stance – Stance that makes you difficult to move, grants improved uncanny dodge, and improves shield bonus by +4 so long as you do not move.

Vicious Snapping Strike: Strike – Melee attack inflicts an additional 5d6 points of damage, halves opponent's movement speed for their turn.

6th Level

Mithral Tortoise Stance: Stance – Armor worn is considered one category lighter, halve armor check penalty, and gain a +2 dodge bonus to AC and to CMD.

Snapping Turtle Rush: Strike – Make a charge attack with your shield, strike inflicts an additional 8d6 points of damage and may knock opponent prone.

Steel Shell: Counter – Make an opposed attack roll plus shield bonus against opponents attack to negate it, if failed gain DR 20/– against the attack.

Throwing Shell Cyclone: Strike – Thrown shield attacks all targets in a 20 ft. radius before returning to discipline, inflicting 12d6 points of damage.

7th Level

Cyclonic Shell Crush: Strike – Make a shield bash attack against all adjacent enemies which inflicts an additional +7d6 points of damage and has the chance of dazing for 1d4 rounds.

Iron Defender's Riposte: Counter – Make an opposed attack roll plus shield bonus against a foe's attack against an ally; if successful then the attack is negated and you make a counter attack with shield at +4d6 points of damage.

Unlimited Aggression: Boost – By assuming an aggressive posture, force all enemies within 60 ft. to attack you if they fail a Will save.

8th Level

Adamantine Shell: Counter – Make an opposed attack roll plus shield bonus against opponents attack to negate it, if failed gain DR 40/– against the attack.

Glorious Shell Shock: Strike – Powerful shield bash that inflicts an additional +8d6 points of damage to up to three adjacent enemies and sends them hurtling 20 ft. away.

Turtle General's Stance: Stance – Halved movement, but shield automatically blocks line and cone effects, +2 AC to shield bonus.

9th Level

Invulnerable Shell of the Iron Tortoise: Counter – Negates any and all damage, spells, or harmful effects that would effect the initiator and his adjacent allies.

PRIMAL FURY

1st Level

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

Panthera on the Hunt: Strike – The martial disciple gains a +2 bonus to hit and damage on a charge attack, and ignores attacks of opportunity

Primal Wrath: Strike – A forceful strike that adds +4 to damage, or +6 to damage if used with a two-handed weapon.

Running Hunter's Stance: Stance – While in this stance, the disciple gains the scent special ability and a +10 ft. enhancement bonus to movement speed.

Shoulder Rush: Strike – Make a bull rush or overrun attempt with a +4 bonus; attempt does not provoke attacks of opportunity.

Stance of Aggression: Stance – While in this stance the disciple suffers a -2 penalty to AC and inflicts an additional 1d6 points of damage per eight initiator levels on successful attacks

2nd Level

Bloody Riposte: Counter – Make a counter attack as an immediate action after being struck in melee combat with a +2d6 damage bonus.

Crippling Strike: Strike – Melee attack that adds +2d6 points of damage and the enemy gains the bleeding condition.

Devastating Rush: Strike – Make an attack that inflicts an additional 2d6 damage and ignores damage reduction and hardness.

Momentum Crash: Boost – Add an additional 10 points of damage to a successful charge attack.

Raging Hunter Pounce: Strike – Charge at a target and make a full attack on the target.

3rd Level

Blade-breaking Counter: Counter – Make an immediate sunder attempt against an attacker's weapon when they attack.

Disparity Blow: Strike – Make a melee attack against a target, if successful inflicts an additional 2d6 damage and make a trip attempt without



PATH OF WAR

provoking attacks of opportunity.

Frenzy Strike: Strike – Make a melee attack with all wielded weapons against a single target and inflicts an additional 2d6 damage.

Primal Warrior Stance: Stance – The martial disciple and the equipment he is using is considered one size category larger.

4th Level

Furious Primal Wrath: Strike – 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: Strike – Melee attack adds +4d6 damage and ignores damage reduction and hardness and inflicts 1d4 points of Constitution damage.

Momentum Crush: Boost – Add an additional 20 points of damage on a successful charge attack and the attack ignores the target's damage reduction.

Shrug It Off: Counter – 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: Strike – Make a melee attack with all wielded weapons against all threatened foes and inflicts an additional 4d6 damage.

Dizzying Blow: Strike – A powerful charge inflicting an additional 10d6 points of damage and potentially leaves the enemy nauseated.

Lightning Step: Boost – Change direction once during a charge and negate the movement penalty for harsh terrain.

Meteoric Collision: Strike – While performing a bull rush as part of a charge with a +4 bonus, the enemy suffers 7d6 points of damage in addition to the effects of the bull rush attempt.

6th Level

Blade of Fury: Boost – Add twice your initiator level to damage rolls on a charge attack.

Charge of the Battle Panthera: Strike – Charge attack that adds an additional 12d6 to damage and potentially knocked prone.

Shield-breaking Strike: 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: 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: Strike – Melee attack adds 8d6 damage and inflicts 2d4 points of Constitution damage.

Devastating Momentum: Boost – 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: Strike – Make a melee attack with all wielded weapons against all threatened foes and inflicts an additional 6d6 damage.

8th Level

Iron Hide Stance: 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: Strike – While performing a bull rush as part of a charge with a +4 bonus, inflicting an additional 10d6 points of damage in addition to the bull rush attempt; if the foe is bull rushed more than 10-ft. then he may be knocked prone, and he may make attack of opportunity against his prone foe.

Unbreakable Panthera Guard: Counter – 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: Strike – 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 force.

SCARLET THRONE

1st Level

Blade of Breaking: Strike – Make a disarm or sunder attempt against an opponent's weapon without provoking attacks of opportunity.

Circular Stance: Stance – Flankers do not receive combat bonus against you when flanking.

Prince's Attitude: Boost – +4 AC against attacks of opportunity while moving, +2 bonus to Reflex and Will saves until next turn.



PATH OF WAR

Red Zephyr's Strike: Strike – Make a melee attack, then make an immediate 10-ft. movement.

Scarlet Einhander: Stance – +2 shield bonus to AC and +1d6 damage on attacks when fighting with one weapon.

Scything Strike: Strike – Make a melee attack on two adjacent enemies as a single attack.

2nd Level

Garnet Lance: Strike – Melee attack inflicts an additional 2d6 points of damage and ignores damage reduction.

Regal Blade: Boost – Add +2 to attack roll and +1d8 to damage roll on a single melee attack.

Rising Zenith Strike: Strike – Make a Sense Motive check, strike does double damage.

Sanguine Barrier: Counter – Make a Sense Motive check to block an attack.

3rd Level

Dazing Attack: Strike – Make a melee attack, strike inflicts +2d6 points of damage and may daze enemy.

Scarlet Eye's Perception: Boost – Next melee attack is resolved as a touch attack.

Strike of Defeat: Strike – Make a melee attack against a foe, deals additional damage based on current hit points.

Unfettered Movement: Stance – Gain an additional +10 ft. to base speed, +4 bonus to AC vs. attacks of opportunity.

4th Level

Noble Blade: Boost – +5 to attack roll and +2d8 to damage roll on a single melee attack.

Red Zephyr's Dance: Strike – Each successful melee attack allows the martial disciple to move 10 ft. and make an additional attack.

Sanguine Perseverance: Counter – Use Sense Motive in place of relevant save on saving throw.

Weeping Scarlet Razor: Strike – Arterial strike that inflicts an additional 4d6 points of damage and grants the bleeding condition on the target.

5th Level

Riddle of Iron: Strike – Melee attack that inflicts an additional 5d6 points of damage and dazes a target for one round.

Ruby Zenith Strike: Strike – Make a Sense Motive check, strike does triple damage.

Sanguine Perfection: Counter – Temporarily overcome negative condition ailments.

Scarlet Riposte: Counter – 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: Strike – Melee attack unerringly hits and ignores damage reduction.

Final Blow: Strike – Make a melee attack; if foe is below 25% of maximum hit points, target is slain.

Red Zephyr's Fleetness: Boost – Add +30 ft. to your movement for the round and 50% miss chance on incoming attacks.

Scarlet Duelist Attitude: Stance – Add +5 insight modifier to AC and Initiative.

7th Level

Royal Blade: Boost – +5 to attack roll and +5d8 to damage roll on a single melee attack, potentially cowering foe.

Ruby Battle Lord's Strike: Strike – Make a full attack at a single target using full base attack bonus for each attack with a +2 insight bonus.

Sanguine Proclamation: Strike – Powerful attack that inflicts an additional 10d6 points of damage and potentially knocks the target prone.

8th Level

Descending Sunset Strike: Strike – Make a Sense Motive check, strike does quadruple damage.

Riddle of Steel: Strike – Make a melee attack, strike inflicts an additional 10d6 points of damage and stuns target for 1d4 rounds.

Scarlet Majesty Stance: Stance – Enemies must make a Will save to attack you.

9th Level

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

SILVER CRANE

1st Level

Crane Step: Boost - Make a free 5-ft step.

Enduring Crane Strike: Strike - Successful melee attack heals the initiator or ally within 30-ft 1d6 points of damage.

Eyes of the Crane: Stance - When making Perception checks or rolls against concealment,



PATH OF WAR

roll twice and use the better of the two rolls, and may use *detect evil* as a spell-like ability at will.

Flashing Wings: Strike - Melee attack that dazzles an opponent and inflicts +1d4 damage.

Silver Crane Waltz: Stance - Gain a +4 bonus to initiative checks and +2 to Reflex saves and to AC, increasing every eight levels.

Silver Strike: Strike - Roll two attack rolls; use the better of the two rolls to determine result.

2nd Level

Blazing Crane's Wing: Boost - Add 2d6 points of damage to attacks against undead or evil outsiders.

Blessed Pinions: Strike - Melee attack deals an additional 2d6 sacred damage, strikes incorporeal creatures or possessing creatures without harming the host.

Defensive Step: Counter - Make Perception check opposing opponent's attack roll, if successful make a free 5-ft step to evade the attack.

Emerald Displacement Strike: Strike - Make a successful attack, target suffers 20% miss chance and Perception penalties.

3rd Level

Exorcism Strike: Strike - Melee attacks inflicts an additional 6d6 sacred damage to undead and evil outsiders; chance to daze.

Silver Crane's Blessing: Boost - Upon a successful attack, initiator or ally within 30-ft is healed 2d6 plus initiation modifier points of damage.

Silver Knight's Blade: Strike - Attack inflicts an additional 4d6 points of damage, heals that damage to initiator or nearby ally.

Stance of the Silver Crane: Stance - Weapons wielded by the initiator gain the *holy* weapon quality, and the initiator radiates a *protection from evil*.

4th Level

Sacred Pinions: Strike - Melee attack deals an addition 5d6 sacred damage, strikes incorporeal or possessing creatures and stuns them for 1d4 rounds.

Sapphire Displacement Strike: Strike - Make a successful melee attack, target suffers 50% miss chance.

Silver Crane Resurgence: Counter - Initiator or ally within 30-ft may re-roll a save with +4 sacred bonus.

Silver Crane's Leap: Boost - Move up to normal movement speed without provoking attacks of opportunity.

5th Level

Argent Knight's Banner: Strike - Make a successful charge attack, inflicts an additional 8d6 points of damage, heals initiator and all allies within 30-ft for 5d6 hit points.

Emerald-Tipped Feathers: Counter - Gain DR 20/evil against a single attack.

Silver Crane's Spiral: Strike - Make a single attack at full attack bonus +2 against each adjacent enemy.

Stance of the Crane Knight: Stance - Gain a fly speed equal to twice your base speed and DR 10/evil, radiate light.

6th Level

Argent King's Scepter: Strike - Make a successful melee attack, inflicts an additional 12d6 points of damage, heals initiator 60 points of damage.

Holy Pinions: Strike - Melee attack deals an additional 10d6 sacred damage, strikes incorporeal or possessing creatures and makes them corporeal for one minute.

Silver Crane Endurance: Stance - Initiator gains fast healing 5.

Silver Crane's Mercy: Boost - Upon successful attack, initiator or ally within 30-ft is healed 9d6 points of damage.

7th Level

Diamond Displacement Strike: Strike - Make a successful melee attack, target is rendered blind and deaf permanently.

Diamond-Tipped Feathers: Counter - Gain DR 30/evil for one attack or negate one condition upon the initiator.

Holy Rush: Boost - Teleport yourself to a nearby ally's adjacent square within 50-ft.

8th Level

Benediction of the Silver Crane: Boost - Upon a successful attack, initiator and all allies within 30-ft are healed for 12d6 points of damage.

Celestial Pinions: Strike - Melee attack that strikes incorporeal creatures, inflicts an additional 15d6 points of sacred damage or slays incorporeal creatures.

Diamond Wings of the Imperial Crane: Stance - Gain spell resistance and a +4 sacred bonus to saves, effects resisted heal the initiator.

9th Level

Strike of Silver Exorcism: Strike - Melee attack inflicts +80 sacred damage, or +120 damage to slays undead or evil outsiders.



PATH OF WAR

SOLAR WIND

1st Level

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

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

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

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

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

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

2nd Level

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

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

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

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

3rd Level

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

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

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

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

4th Level

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

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

Solar Storm: Strike – Make a ranged attack at target creature or at the space it occupies, creates a brief but fierce cyclone that protects against and prevents ranged attacks.

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

5th Level

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

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

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

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

6th Level

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

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

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

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

7th Level

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

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

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

8th Level

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



PATH OF WAR

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

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

9th Level

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

STEEL SERPENT

1st Level

Body of the Night: Stance - Add your ranks in Heal to your Stealth, bonus to attack against flat-footed foes.

Dizzying Venom Prana: Boost - Next attack inflicts 2 points of Wisdom damage and staggers foe.

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

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

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

2nd Level

Fading Dodge: Counter - As an immediate action, make a Heal check against your foe's attack roll; if successful, you evade the attack and may make a free dirty trick attempt.

Iron Fang: Strike - Attack which ignores DR and inflicts an additional 2d6 points of damage and increases poison virulence.

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

Weakening Venom Prana: Boost - Next attack inflicts an additional 1d4 Strength damage.

3rd Level

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

Sickening Venom Strike: Strike - Attack which inflicts 2 points of Constitution damage and

chance to sicken opponent.

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

Steel Coils: Stance - Constrict for 4d6+Dexterity modifier damage while grappling and +4 to natural armor.

4th Level

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

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

Rattler's Feint: Boost - Feint attempt to catch opponent flat-footed, +2 bonus to confirm critical hits.

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

5th Level

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

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

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

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

6th Level

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

Spitting Cobra Stance: Stance - Increases damage done by thrown weapons and poison duration.

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

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

7th Level

Bite the Mongoose: Counter - Make a counter attack which inflicts 6d6 points of damage and 1d6



PATH OF WAR

Constitution damage when struck in combat.

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

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

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

8th Level

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

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

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

9th Level

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

THRASHING DRAGON

1st Level

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

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

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

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

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

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

2nd Level

Flash Kick: Boost - Make an additional unarmed attack as part of a full attack action at a -2 penalty

to hit but the attack gains +2d6 points of damage.

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

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

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

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

3rd Level

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

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

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

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

4th Level

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

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

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

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

5th Level

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

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



PATH OF WAR

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

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

6th Level

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

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

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

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

7th Level

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

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

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

8th Level

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

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

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

9th Level

Deadly Dragon Strike: Strike – Make an attack with both main and off hand weapon against one or two targets; attack strikes to the heart of a target may cause instant death or 12d6 points of damage.

VEILED MOON

1st Level

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

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

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

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

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

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

2nd Level

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

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

Cursed Fate: Strike – Make an attack against a target, inflict +2d6 damage -4 to all d20 rolls for one round.

Resonance Strike: Strike - Strike inflicts 3d6 force damage + initiator level damage in lieu of normal damage, and may strike incorporeal creatures without risking a miss chance.

3rd Level

Brilliant Moon: Strike - Make an attack against a foe, attack ignores armor bonuses to AC and inflicts an additional 4d4 points of force damage.

Formless Dance: Stance – Gain the benefits of a *see invisibility* spell and *blur* while the stance is in effect.

Ghostwalk: Boost - Become incorporeal until your next turn.

Altered Penumbra: Counter - Make an opposed Stealth check opposing your attacker's Perception



PATH OF WAR

check after their attack roll, if you are successful, teleport to any spot within 10-ft. away and leave a *minor image* to be hit in your place.

4th Level

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

Flicker Strike: Strike – Teleport to strike an opponent's flat-footed AC and then teleport away.

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

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

5th Level

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

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

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

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

6th Level

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

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

Spiritual Weapon Stance: Stance – In this stance, the character is treated as having *ghost touch* on offensive and defensive items and weapons, gains spell resistance, and attacks inflict an additional 2d6 points of force damage.

Ether Wave: Strike – The disciple unleashes a potent wave of dimensional energy as a 40-ft. cone inflicting 12d6 points of force damage.

7th Level

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

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

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

8th Level

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

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

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

9th Level

Banish to the Beyond: Strike – The disciple makes a melee touch attack against a target, and if successful then the foe is banished wholly to the Astral Plane, and they are barred from returning to the Material Plane for 1 hour.



PATH OF WAR

MANEUVERS

The maneuvers below are listed first by discipline, then by level, and finally in alphabetical order.

BLACK SERAPH

The discipline of Black Seraph is a supernatural discipline and all abilities within are considered supernatural abilities and follow the rules and restrictions of such. Many abilities in this discipline carry the [Evil] descriptor, but not all of them.

BLACK SERAPH'S GLARE

Discipline: Black Seraph (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Disciples of the Black Seraph know that half the battle is won through the mind, and by attacking his opponent's mind with fear, he can goad him to make mistakes and shatter his resolve and confidence. While in this stance, the disciple may make Intimidate checks to demoralize foes as a free action, but only against those that he has damaged that turn. He gains a +4 profane bonus (see Intimidate skill description for details) to these Intimidate checks.

GUTSTRIKE

Discipline: Black Seraph (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: 1 round

Saving Throw: Fortitude negates

With a ruthless attack or a powerful kick, the disciple strikes a foe in a way that causes him to become sickened with pain. The discipline makes a melee attack against a foe, adding his initiation modifier to the damage of the attack and the target must make a Fortitude save (DC 11 + primary initiating attribute modifier) or be sickened for one round.

RAVAGING BLOW

Discipline: Black Seraph (Strike) [Evil, Fear]

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: One round

Saving Throw: Will partial

Fear is one of the main weapons in the arsenal of a Black Seraph disciple, and by using it he may shake his opponent to their core. The disciple makes a melee attack that inflicts an additional 1d6 points of profane damage and may cause the victim to be shaken for one round due to his fearful countenance and martial prowess. A successful Will save (DC 11 + initiation modifier) negates the shaken effect.

SAVAGE STANCE

Discipline: Black Seraph (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The blood is the life and the disciple of the Black Seraph knows that by spilling it in great amounts, he does glory to the lower planes. While in this stance and wielding a melee weapon in two hands, the disciple adds an additional 1d8 points of damage to his attacks but suffers a -2 to attack rolls from the focus on increased damage. Upon reaching initiator level 9, this bonus increases to 2d8 points of damage, and increases to 3d8 upon reaching initiator level 17.

STRENGTH OF HELL

Discipline: Black Seraph (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

By utilizing his bond to the lower planes from his training, the darkness he welcomed as his own, the martial disciple is capable of increasing his power at the cost of defense by bringing forth a momentary burst of hysterical fiendish strength. Until next turn, the disciple gains a +2 profane bonus to attack and add an additional 1d6 points of damage to the attack.

VORACIOUS DRIVE

Discipline: Black Seraph (Strike)

Level: 1

Initiation Action: 1 full round action

Range: Full round action



PATH OF WAR

Target: One creature

Duration: Instant

The relentless nature of the Black Seraph discipline's philosophy deems that progression must be made with each swing, lest the battle turn against the disciple. With this philosophy in mind, the disciple moves forward and strikes viciously. The disciple makes a charge attack which does not provoke attacks of opportunity, and this inflicts an additional 1d6 points of damage. When making a charge attack with this strike, he does not suffer the standard -2 Armor Class penalty.

FEAR EATING TECHNIQUE

Discipline: Black Seraph (Boost) [Evil]

Level: 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

The disciple's soul hungers for the fear it inspires on the battlefield, and rewards can be gained by inspiring it with greater vigor. Upon successful demoralization of an enemy, initiating this boost restores 2d6 hit points to the disciple, plus an additional +1 hit point per initiator level. This is a supernatural maneuver.

INNER DEMON STRIKE

Discipline: Black Seraph (Strike) [Evil]

Level: 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

By using the black energies within him as a weapon, the disciple may channel it through his mortal form to do devastating damage to his foes, all the while heedless of the damage inflicted upon his body. This black energy inflicts an additional 4d6 points of profane damage, which also deals 1d6 points of damage to the initiator.

INTIMIDATING FORCE

Discipline: Black Seraph (Counter)

Level: 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

'A foe who fears you more than his commander is one who cannot harm you', an old Black Seraph master once said. By using this technique, the disciple's fear-inspiring countenance alone may turn aside attacks before they occur. The disciple makes an Intimidate check against the attacker's attack roll; if the Intimidate check exceeds the attack roll then the attack is negated.

SERAPH'S WRATH

Discipline: Black Seraph (Strike)

Level: 2

Initiation Action: 1 standard action

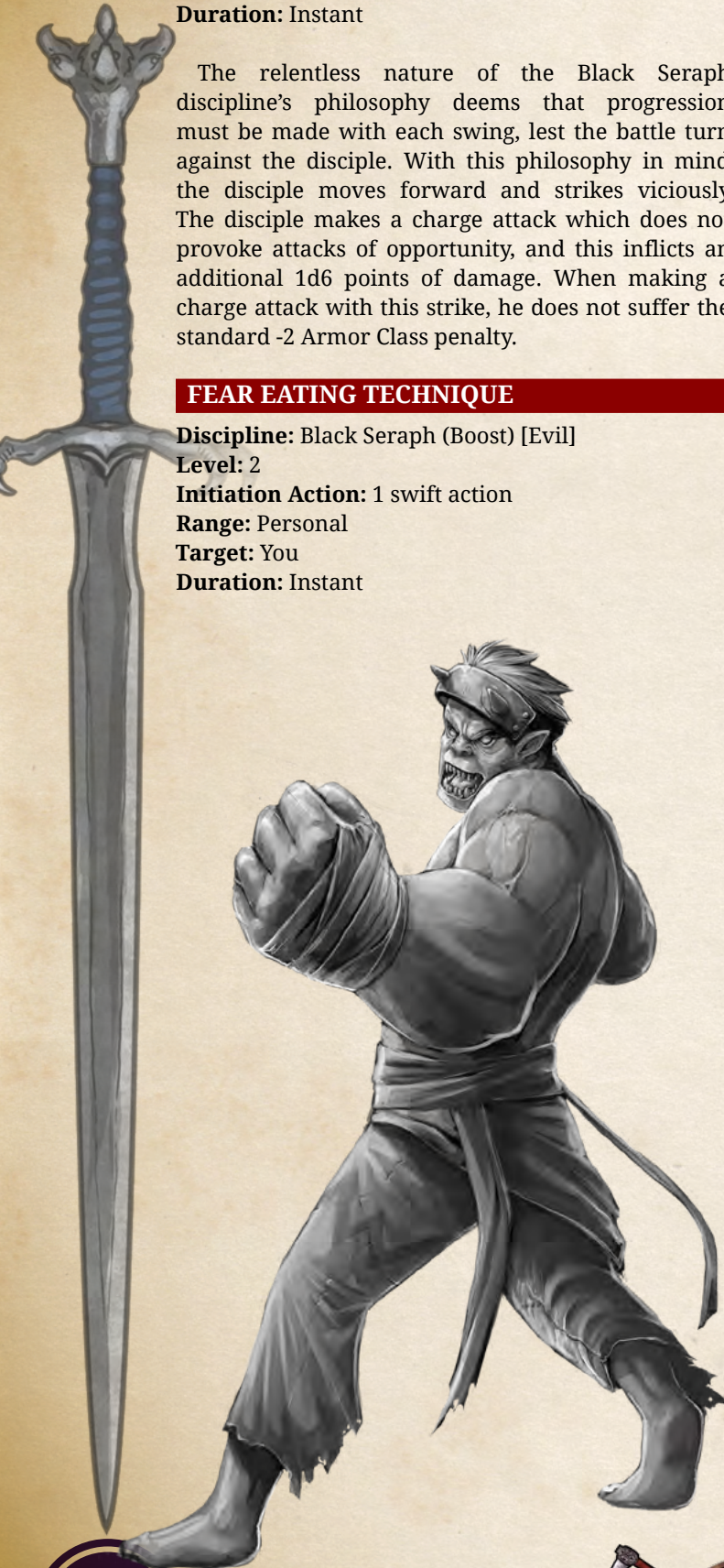
Range: Melee attack

Target: One creature

Duration: Instant

Saving Throw: Reflex partial

The Black Seraph disciple uses the principles of overwhelming force to drive his opponent back so that he may continue to wade forward towards



PATH OF WAR

conquest. The disciple makes a melee attack against a target creature that inflicts an additional 2d6 points of damage and causes the target to make a Reflex save (DC 12 + initiation modifier) or be knocked prone.

SHADOW FEATHER STRIKE

Discipline: Black Seraph (Strike) [Evil]
Level: 2
Initiation Action: 1 standard action
Range: 30-ft
Target: One creature
Duration: Instant

By concentrating dark, spiritual energy within his hand and shaping it into a rough feather-like shape, the disciple may hurl his wrath at a target with a blade of a cutting hate. When initiating this strike, the disciple makes a ranged touch attack against a target that inflicts 4d6 + initiation modifier in profane damage.

BLACK SERAPH BATTLE STANCE

Discipline: Black Seraph (Stance) [Evil]
Level: 3
Prerequisites: One Black Seraph maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

The Black Seraph discipline teaches its disciples that relentless aggression is what wins battles, and by channeling the very might of the lower planes themselves through his form, does he gain the advantage he yearns for. Some who have witnessed a disciple of Black Seraph using this stance have seen plants wither and turn to ash around them and hazy, smoky wings appear around the disciple. Others have seen hellfire licking over their bodies. Regardless, while in this stance, any weapon that the martial disciple wields is treated as if it had the *unholy* special weapon property. Additionally, he is considered under the influence of a *protection from good* spell with a caster level equal to his initiator level.

SAVAGE DRIVE

Discipline: Black Seraph (Strike)
Level: 3
Prerequisites: One Black Seraph maneuver
Initiation Action: 1 full round action
Range: Melee attack
Target: One creature
Duration: Instant

Ever hungry for carnage, the demonic disciple demands action and satisfaction through battle. Pressing forward with ruthless efficiency, the disciple inflicts more damage than his foes, thus outlasting them. The disciple makes a charge attack which does not provoke attacks of opportunity, and this inflicts an additional 4d6 points of damage. When making a charge attack with this strike, he does not suffer the standard -2 Armor Class penalty.

TAUNTING LAUGH

Discipline: Black Seraph (Boost)
Level: 3
Prerequisites: One Black Seraph maneuver
Initiation Action: 1 swift action
Range: 30-ft
Target: One creature
Duration: One round

With an intimidating growl and mighty laugh at his pitiful opponents, the Black Seraph disciple causes his foe's resolve to weaken and his anger to stoke, allowing him to make the tragic mistake of giving the disciple the upper hand. As a swift action, the disciple makes a demoralization attempt against a foe, and if successful, in addition to demoralizing the foe, the target is struck flat-footed until the end of the disciple's next turn.

TENDON RIP

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

By striking at the legs of the opponent, the disciple removes the mobility of a foe, so the foe cannot hamper his progression to victory. The initiator makes an attack on the target creature, and if successful, the attack inflicts an additional 2d6 points of damage and halves the opponent's move speed for initiation modifier in rounds.

UNFETTERED PROGRESSION

Discipline: Black Seraph (Boost)
Level: 3
Prerequisites: One Black Seraph maneuver
Initiation Action: 1 swift action
Range: Personal



PATH OF WAR

Target: You
Duration: Instant

By unceasing movement in combat, the Black Seraph disciple moves into a more beneficial position to deliver a deadly blow. After attacking, he may make a free 10-ft movement without provoking attacks of opportunity and the next attack he makes inflicts an additional 2d6 points of damage that ignores damage reduction.

BILIOUS STRIKE

Discipline: Black Seraph (Strike) [Evil]
Level: 4
Prerequisites: One Black Seraph maneuver
Initiation Action: 1 standard action
Range: Melee
Target: One creature
Duration: Instant
Saving Throw: Fortitude partial

With a powerful strike to the abdomen, the Black Seraph disciple fills his opponent with destructive unholy power. The disciple's aim is to rupture organs within to kill his subject painfully. The initiator must make a melee attack against a target creature, and if successful the attack inflicts an additional 6d6 points of profane damage and nauseates the target for the disciple's initiation modifier in rounds. The target may make a Fortitude save (DC 14 + initiation modifier) to reduce the nauseated condition to one round.

CIRCLE OF RAZOR FEATHERS

Discipline: Black Seraph (Strike) [Evil]
Level: 4
Prerequisites: One Black Seraph maneuver
Initiation Action: 1 standard action
Range: 30 ft
Area: 30-ft.-radius burst centered on you.
Duration: Instant
Saving Throw: Reflex partial

When surrounded, a disciple of the Black Seraph may lay low many foes by the force of his hellish wrath. By crying out in horrible rage and raising his weapon straight up to the sky, the disciple's foes are showered with dozens of needles of dark energy which inflict 8d6 points of profane damage. The pain-filled nature of this attack has the potential to sicken targets with wracking agonies for the character's initiation modifier in rounds. This maneuver allows a Reflex saving throw (DC 14 + initiation modifier) for

half damage and to reduce the sickened condition's duration to one round.

VENGEFUL RIPOSTE

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

Disciples of the Black Seraph have trained themselves to look for openings while enemies attack, then respond with agonizing retorts, as vengeance is a creed the Black Seraph embraces. The disciple makes an attack at his full base attack bonus against his attacker which if successful sends a cascade of pain through the target and inflicts the staggered condition for one round.

WALK IN THE DARK

Discipline: Black Seraph (Stance)
Level: 4
Prerequisites: One Black Seraph maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Instant

Using the principles of shadow and temporarily merging with the dark, the Black Seraph disciple becomes engulfed in smothering darkness and fear. While in this stance, the initiator is surrounded by a 20-ft. radius aura of darkness (this functions identically to the *darkness* spell while the character is in this stance). The initiator gains darkvision of 60 ft. while in this stance. Additionally, as a move action, the disciple may focus this smothering darkness to target an individual within it to frighten them for their initiation modifier in rounds (Will save DC 14 + initiation modifier reduces this to being shaken for one round).

ABYSSAL LANCE

Discipline: Black Seraph (Strike) [Evil]
Level: 5
Prerequisites: Two Black Seraph maneuvers
Initiation Action: 1 standard action
Range: Close (25 ft + 5-ft/initiator level)
Target: One creature
Duration: Instant

PATH OF WAR

Those who have become masters of the Black Seraph discipline have learned that by focusing the rage within themselves, they may use it as a weapon of pure destruction at the cost of their self. These disciples know that so long as their foe is destroyed, pain is inconsequential. By summoning forth this rage and channeling it through their form, they may will a lance of venomous rage and pain into existence and fling at their enemy. This is a ranged touch attack which deals 8d6 points of profane damage and stuns a foe for one round with wracking pain (Fortitude save DC 15 + initiation modifier negates the stunned condition).

SENSORY RIP

Discipline: Black Seraph (Strike)
Level: 5
Prerequisites: Two Black Seraph maneuvers
Initiation Action: 1 standard action
Range: Melee
Target: One creature
Duration: Instant
Saving Throw: Reflex partial

With a high swing towards the face of his opponent, the Black Seraph disciple attempts to shatter the confidence and appearance of his enemy and remove from them the ability to see in the cruelest fashion with painful, scarring wounds. The initiator makes a melee attack against his foe, and if successful, this strike inflicts an additional 1d4 points of Charisma damage and potentially blinds the target creature on a failed Reflex saving throw (DC 15 + initiation modifier negates blindness).

SHARING THE DARK SOUL

Discipline: Black Seraph (Strike) [Mind-affecting] [Evil]
Level: 5
Prerequisites: Two Black Seraph maneuvers
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: One round

By channeling their own internal despair and anguish, the disciple shares this inner pain with his enemies. A burst of crackling energy accompanies the strike as the inner fiend reaches out and touches the mind of its victim. The initiator makes an attack which deals an additional 8d6 points of profane damage, and the foe is dazed with pain for one round

on a failed Fortitude save (DC 15 + initiation modifier negates dazed condition).

SOUL CONSUMPTION

Discipline: Black Seraph (Boost) [Evil]
Level: 5
Prerequisites: Two Black Seraph maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: One creature
Duration: Instant

The fiendish energy channeled by the disciple hungers for the souls of fallen foes and it rewards the disciple with its unquenchable thirst. When the initiator reduces a foe (minimum ½ HD) to 0 hit points or less, he may use this boost to draw the remaining life force of the foe into his own form to restore health to his body. Use of this maneuver restores 3d8 + initiator level hit points to the initiator.

ABYSSAL DRIVE

Discipline: Black Seraph (Strike)
Level: 6
Prerequisites: Two Black Seraph maneuvers
Initiation Action: 1 full round action
Range: Melee attack
Target: One creature
Duration: Instant

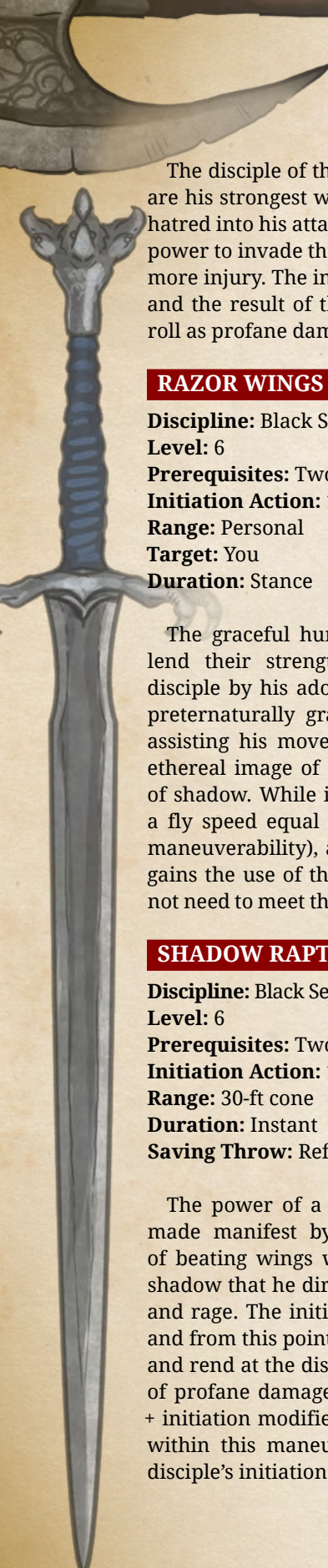
The path of the conqueror demands satisfaction, and the disciple of the Black Seraph learns perfection in conquest by the ever progressing tide of battle. Pressing forward with infernally enhanced power, the disciple moves to devastate his next foe with the rage within his soul. The disciple makes a charge attack which does not provoke attacks of opportunity, and this inflicts an additional 8d6 points of damage and leaves his foe sickened for 1d4 rounds. If the victim successfully makes a Fortitude save (DC 16 + initiation modifier), he negates the sickened condition. When making a charge attack with this strike, he does not suffer the standard -2 Armor Class penalty.

BLACK SERAPH'S WRATH

Discipline: Black Seraph (Boost) [Evil]
Level: 6
Prerequisites: Two Black Seraph maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: One round



PATH OF WAR



The disciple of the Black Seraph's anger and wrath are his strongest weapons, and in concentrating this hatred into his attacks, he may cause a horrible black power to invade the wounds of his foes to cause even more injury. The initiator makes an Intimidate check and the result of this check is added to his damage roll as profane damage on his next successful attack.

RAZOR WINGS OF THE BLACK SERAPH

Discipline: Black Seraph (Stance) [Evil]

Level: 6

Prerequisites: Two Black Seraph maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The graceful hunting techniques of fallen angels lend their strength to the hellish Black Seraph disciple by his adoption of this stance. He becomes preternaturally graceful and deadly, his dark soul assisting his movements in combat by forming an ethereal image of a hellish angelic form and wings of shadow. While in this stance, the character gains a fly speed equal to his movement speed (average maneuverability), a +2 profane bonus to AC, and he gains the use of the Whirlwind Attack feat (he does not need to meet the prerequisites for use of this feat).

SHADOW RAPTOR SWARM

Discipline: Black Seraph (Strike) [Evil, Mind-Affecting]

Level: 6

Prerequisites: Two Black Seraph maneuvers

Initiation Action: 1 standard action

Range: 30-ft cone

Duration: Instant

Saving Throw: Reflex half

The power of a Black Seraph disciple's hatred is made manifest by summoning a swarming mass of beating wings with razor tipped wings made of shadow that he directs at his foes in a cone of terror and rage. The initiator extends his hand or weapon and from this point a 30-ft cone of shadowy birds rip and rend at the disciple's foes and inflict 12d6 points of profane damage; a successful Reflex save (DC 16 + initiation modifier) halves this damage. All targets within this maneuver's effects are shaken for the disciple's initiation modifier in rounds.

ARMAGEDDON LANCE

Discipline: Black Seraph (Strike) [Evil, Mind-Affecting]

Level: 7

Prerequisites: Three Black Seraph maneuvers

Initiation Action: 1 standard action

Range: Close (25-ft + 5-ft/initiator level)

Target: One creature

Duration: Instant

One the supreme arts of the Black Seraph discipline allows the disciple to call upon the fell and eternal wrath of his dark agreement with the lower planes and use it as a devastating lance of destructive unholy terror. This is a ranged touch attack which deals 14d6 points of profane damage, but the cost of creating this powerful attack requires sacrifice by the host, resulting in the initiator suffering 2d6 points of damage. Foes struck by this potent attack must make a Will save (DC 17 + initiation modifier) or be panicked for one round.

CHARGE OF THE RAVAGER

Discipline: Black Seraph (Strike)

Level: 7

Prerequisites: Two Black Seraph maneuvers

Initiation Action: 1 full round action

Range: Up to twice base movement

Target: One creature and all adjacent targets along charge path

Duration: Instant

The path to victory is not a curved line, it is a straight, bloody line. The Black Seraph teaches its disciples this and urges them to greater glory and carnage on the field of battle. The disciple makes a charge attack against an opponent to start this maneuver and he may make a full attack upon the target of this charge. This charge does not provoke attacks of opportunity. The disciple may also make one attack at his highest attack bonus against any opponent along his charge path, and all successful attacks inflict an additional 2d6 points of damage. He may only make one attack per target when he initiates this maneuver.

CONSUMPTION STRIKE

Discipline: Black Seraph (Strike) [Evil]

Level: 7

Prerequisites: Two Black Seraph maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature



PATH OF WAR

Duration: Instant

By channeling dark energies from the lower planes, the disciple of the Black Seraph may utilize this vampiric power through his attack, restoring health and strength to him at the cost of his foe's vitality. This strike deals an additional 10d6 points of profane damage, and the disciple gains a number of temporary hit points equal to the damage dealt by this strike. These hit points persist for up to one minute or until they are lost.

DEVASTATING RIPOSTE

Discipline: Black Seraph (Counter)

Level: 7

Prerequisites: Two Black Seraph maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: One creature

Duration: Instant

The battle-hardened nature of the disciple of the Black Seraph can be shown in their ability to take a hit and give it back to their attacker three-fold. The disciple makes an Intimidate check against the attacker's attack roll, if successful then the disciple may make an attack at his full base attack bonus against the attacker that inflicts an additional 8d6 points of damage.

APOCALYPTIC STRIKE

Discipline: Black Seraph (Strike) [Evil]

Level: 8

Prerequisites: Three Black Seraph maneuvers

Initiation Action: 1 standard action

Range: 40-ft

Area: 40-ft-radius burst centered on you

Duration: Instant

Saving Throw: Reflex half

This master level technique of the Black Seraph discipline allows its disciples to bring forth the true power of destruction from the darkness within. By letting out a cry of rage and driving his weapon into the ground at his feet, he lets forth a burst of destructive energy to all surrounding him, friend or foe. This destructive wrath inflicts 16d6 points of profane damage to all targets within a 40-ft radius burst, centered on the initiator. The power of this blast is such that it may daze all affected creatures for one round with unholy agony that were not quick enough to avoid the worst of the assault. Those caught within the blast of dark energy may attempt a Reflex

save (DC 18 + initiation modifier) for half damage and to negate the dazed condition.

SOUL CRUSHER

Discipline: Black Seraph (Strike) [Evil]

Level: 8

Prerequisites: Three Black Seraph maneuvers

Initiation Action: 1 standard action

Range: Melee

Target: One creature

Duration: Instant

With a mighty swing or the barest tap, the rage and hatred within the Black Seraph infects his foe and destroys his resolve and very will to live. The initiator makes a melee attack against a target creature, and if successful the attack inflicts an additional 3d4 points of Charisma damage as the essence of the target's self is devoured by the disciple's hatred for his existence.



PATH OF WAR

VAMPIRIC AURA

Discipline: Black Seraph (Stance) [Evil]
Level: 8
Prerequisites: Three Black Seraph maneuvers
Initiation Action: 1 swift action
Range: 20-ft radius centered on the initiator
Target: You
Duration: Stance

By opening one's self to the eternal hunger of the darkness that resides with the disciple, he may use himself as a filter for the life energies that feed this dark urge. At the end of the disciple's turn, he inflicts 2d6 points of profane damage on all living creatures within his 20-ft aura, gaining a like amount of temporary hit points. These temporary hit points persist until the end of the encounter, the initiator leaves this stance, or until they are lost. If an initiator already has a pool of temporary hit points from this stance, when it subsequently grants him new temporary hit points he either replaces his current pool with the new number or retains his current pool, whichever is greater. The initiator may exclude a number of allies from this damage equal to initiation modifier.

VOID SERAPH STRIKE

Discipline: Black Seraph (Strike) [Evil]
Level: 8
Prerequisites: Three Black Seraph maneuvers
Initiation Action: 1 standard action
Range: 30-ft
Target: One creature
Duration: 1d4 rounds

The Black Seraph disciple's power and mastery is nearly complete, and with this maneuver he may dismiss his hatred and set it upon a foe to devour the fool who would stand before him. The initiator must make a ranged touch attack against a target creature, and if successful the target is ripped and slashed by the claws and wings of shadowy birds of venomous hate, taking 6d6 points of profane damage per round for 1d4 rounds. While being devoured by these shadowy birds, the target suffers a 50% miss chance on any attacks he makes due to his senses being obscured by the flapping wings and horrible pain he is enduring.

BLACK SERAPH ONSLAUGHT

Discipline: Black Seraph (Strike)
Level: 9

Prerequisites: Four Black Seraph maneuvers
Initiation Action: 1 full round action
Range: Melee attack
Target: One creature
Duration: Instant

A true master of the Black Seraph fears no foe, and suffers none to stand before him. Heedless of personal danger to himself, the disciple brings his enemies to their knees with a relentless flurry of strikes. As part of this maneuver, the initiator takes a full attack action and may make an additional attack as part of this action at his highest attack bonus. The initiator suffers a -2 penalty to AC due to his focus on offense while using this maneuver. This focus on offense adds an extra 4d6 points of profane damage per successful attack. The sheer force of these blows nauseates his target with pain as well, for one round per successful attack. Foes killed by use of this maneuver are mutilated so badly that attempts to use a *raise dead* spell to restore their lives fail automatically; a more powerful restorative magic (such as *true resurrection*) is required.

BROKEN BLADE

Maneuvers from this discipline require the initiator to be using discipline weapons or be unarmed. Use of discipline-specific weapons with Broken Blade inflict an additional 2 points of damage.

BRAWLER'S ATTITUDE

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

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

FLURRY STRIKE

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

PATH OF WAR

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

IRON HAND STANCE

Discipline: Broken Blade (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

POMMEL BASH

Discipline: Broken Blade (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

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

PUGILIST STANCE

Discipline: Broken Blade (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

SHARDS OF IRON STRIKE

Discipline: Broken Blade (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

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

BRONZE KNUCKLE

Discipline: Broken Blade (Boost)

Level: 2

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One turn

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

CARTWHEEL AXE KICK

Discipline: Broken Blade (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

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



PATH OF WAR

COUNTER STEP

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

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

KNUCKLE TO THE BLADE

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

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

LEG SWEEPING HILT

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

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

BROKEN BLADE STANCE

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

The disciple of the Broken Blade has learned the flows of combat to a degree and has the insight necessary to see the path to victory through the patterns of steel his opponents weave before his eyes. While in this stance, the initiator gains a competence bonus equal to his initiator level to Acrobatics checks to avoid attacks of opportunity, and may make an additional attack when making a full attack action. If the initiator is two weapon fighting, he gains this extra attack for both hands. The attack(s) uses the initiator's full base attack bonus, plus any modifiers appropriate to the situation.

FLAT IRON RIPOSTE

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

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

IRON DUST

Discipline: Broken Blade (Boost)
Level: 3
Prerequisites: One Broken Blade maneuver
Initiation Action: 1 swift action
Range: Melee attack
Target: One martial strike
Duration: Instant

PATH OF WAR

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

STEEL FLURRY STRIKE

Discipline: Broken Blade (Strike)

Level: 3

Prerequisites: One Broken Blade maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

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

BROKEN BLADE RIPOSTE

Discipline: Broken Blade (Counter)

Level: 4

Prerequisites: One Broken Blade maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: One creature

Duration: Instant

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

IRON-BREAKING PALM

Discipline: Broken Blade (Strike)

Level: 4

Prerequisites: One Broken Blade maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

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

IRON AXE KICK

Discipline: Broken Blade (Strike)

Level: 4

Prerequisites: One Broken Blade maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

Saving Throw: Fortitude partial

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

IRON KNUCKLE

Discipline: Broken Blade (Boost)

Level: 4

Prerequisites: One Broken Blade maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One turn

By tapping into hidden reserves of martial power locked within his form, the disciple of the Broken Blade makes his attacks strike with the force of a thousand fists. For the duration of the turn this boost is initiated on, unarmed attacks or those made with weapons of the Broken Blade discipline inflict an additional 4d6 points of damage.



PATH OF WAR

IRON MONGER'S THROW

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

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

SHARDS OF STEEL STRIKE

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

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

STEEL GRAPPLER'S ATTITUDE

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

Target: You
Duration: Stance

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

THROW THE BLADE DOWN

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

With a nimble sidestep and sweeping kick, the disciple of the Broken Blade both avoids an attack and uses his attack's momentum to hurl him at the ground to land prone at his feet and at his fading mercy. The initiator makes an opposed Acrobatics check against the target's attack roll. If successful the initiator makes an immediate 5-ft. step to an adjacent square and the attacker moves 5-ft. to occupy his former square and the attacker must make a Reflex save (DC 15 + initiation modifier) to resist falling prone. The initiator may not use this counter on targets that are more than one size category larger than he is and neither 5-ft step provokes an attack of opportunity.

FINISHING KICK

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

Amidst the flurry of punches, kicks, and elbows that are the hallmarks of the Broken Blade discipline, the disciple who has put his foe through the ropes of learning what it is to underestimate the warrior without weapons may deliver this powerful kick to



PATH OF WAR

reduce his foe to a bleeding heap. At the end of a full attack action, the initiator may use this boost to deliver one final extra unarmed attack as he delivers a powerful kick at his full base attack bonus and inflicting an additional 6d6 points of damage.

PIT FIGHTER'S STANCE

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

Some disciples have had to use their skills in less than reputable areas, or their teachers have deigned it worthy to learn how to use every opening to your best advantage. Some who practice Broken Blade find those who master this particular area of the art to be of questionable honor, but none can doubt its effectiveness. While in this stance, the initiator may make one dirty trick attempt per round as a swift action without provoking attacks of opportunity, and he gains a +2 bonus to his CMD to resist dirty tricks and feint attempts. The initiator also inflicts an additional 2d6 points of damage whenever the target would be denied their Dexterity modifier to their AC.

SINGING STEEL STRIKE

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

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

STEEL AXE KICK

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

With a sweeping axe kick that strikes as hard as any hammer strike could ever be hoped to, the disciple of the Broken Blade lands a crushing blow that causes even the strongest of opponents to pause in pain. The initiator delivers a devastating spinning kick (as an unarmed strike) that inflicts an additional 10d6 points of damage and potentially dazes the target for 1d3 rounds on a failed Fortitude save (DC 16 + initiation modifier).

ADAMANTINE KNUCKLE

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

The sheer ferocity and focus of the disciple's ability in the unarmed combat area rivals that of the greatest ki wielders in the world. By tightening his knuckles, long since numb with scars and digging deep within, the disciple strikes with steel-shattering force. Once initiated, for the rest of the initiator's turn all attacks he makes with this boost inflict an additional 6d6 points of damage and ignore the target's damage reduction or an object's hardness.

SHARDS OF ADAMANTINE STRIKE

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

It is said that masters of the discipline are capable of using their hand in the manner of striking serpent to punch through solid stone as if it were straw, and



PATH OF WAR

disciples with this maneuver are those who can. Taking this training to the theater of war, a punch so potent that it can leave the foe sickened with pain is what this art form can deliver. The initiator makes an attack against the target creature and if successful, this attack inflicts an additional 12d6 points of damage that ignores the target's damage reduction or an object's hardness. If striking a living creature, the target must make a Fortitude save (DC 17 + initiation modifier) or be nauseated with the pain of the strike for 1d4 rounds.

SPINNING FLURRY RUSH

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

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

METEORIC THROW

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

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

SPINNING ADAMANTINE AXE

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

With a powerful leap into the air, the disciple of the Broken Blade unleashes a powerful spinning kick to his surrounding foes that strikes with the force of a hurricane. The initiator makes one unarmed attack against each foe in range, each successful strike



PATH OF WAR

inflicting an additional 10d6 points of damage that ignores the target's damage reduction. Foes that are struck are also knocked prone from the force of this assault.

UNBREAKABLE STRIDE STANCE

Discipline: Broken Blade (Stance)

Level: 8

Prerequisites: Three Broken Blade maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

STORM OF IRON FISTS STRIKE

Discipline: Broken Blade (Strike)

Level: 9

Prerequisites: Four Broken Blade maneuvers

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature

Duration: Instant

Saving Throw: Fortitude partial

The true master of the Broken Blade unleashes a storm of adamantine-hard strikes that rip through the defenses of his unfortunate target and resound as thunder from the force of the blows. Those witnessing this strike implemented rarely forget it, and those that feel it rarely survive it. The initiator makes a full attack and each strike inflicts an additional 4d6 points of damage that ignores damage reduction. After the attacks are made, the target must make a Fortitude save (DC is 19 + initiation modifier). Each successful hit increases Fortitude save by +1 per attack to resist this strike; failure on the Fortitude save indicates that the target is reduced to -1 hit points.

GOLDEN LION

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 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 + initiation modifier negates).

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.

HUNTING PARTY

Discipline: Golden Lion (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

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.

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



PATH OF WAR



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. The radius of this effect increases by 10-ft. per five initiator levels starting at initiator level 6.

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 an adjacent ally. This ally may then use this move action immediately to move up to his base speed, as if it were a free action taken on the initiator's turn.

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.

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.

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.

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.

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 inflicts an additional 1d6 points of damage and forces his foe to make a 5-ft. movement (of the initiator's choice) 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.



PATH OF WAR

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.

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 5-ft. step that must be taken when this boost is used.

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 adjacent 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).

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: One round

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.

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.)

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.



PATH OF WAR

Additionally, the foe must make a Reflex save (DC equal to 14 + initiation modifier) or be knocked prone from the strike.

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.

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 (making the bonus received from the 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 against 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.

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.

GUARD THE PRIDE

Discipline: Golden Lion (Counter)

Level: 5

Initiation Action: 1 immediate action

Range: Adjacent ally

Target: One ally

Duration: 1 round

By trusting the awareness of the celestial realm, the discipline trusts in his heavenly sense of the battle around him to see where the next attack is coming and move away from danger. 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.

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



PATH OF WAR

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.

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 immediately make a move action as if it were a free action taken on the initiator's turn.

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.

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 four initiator levels.

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



PATH OF WAR



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.

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 foes invigorate the disciple's allies. By initiating this boost as a swift action, enemies that are subsequently reduced to 0 or fewer hit points within 20-ft. of the initiator grant all adjacent allies to the initiator temporary hit points equal to twice the fallen enemy's Hit Dice.

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 rededicated to victory. All allies within 60-ft. of the initiator have a number of hit points equal to the disciple's initiator level restored.

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 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.

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 + initiation modifier) or be stunned for one round.

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 allies' 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 saving throws and increase to the DC's of their abilities (maneuvers, spells, powers, etc) for one round.



PATH OF WAR

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.

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.

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).

IRON TORTOISE

Maneuvers from Iron Tortoise require use of a shield in one hand. *Animated* shields are not allowed as they do not allow the full range of motions required to use these maneuvers. Tower shields may be used, but cannot be used to perform shield bash maneuvers.

ANGERING SMASH

Discipline: Iron Tortoise (Strike)
Level: 1
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: One round

By making a quick shield bash, the disciple taunts and aggravates his foes into striking at him solely. The initiator makes a melee shield bash attempt upon a creature, and if successful, they suffer a -4 penalty on attack rolls to attack any other target but the initiator.

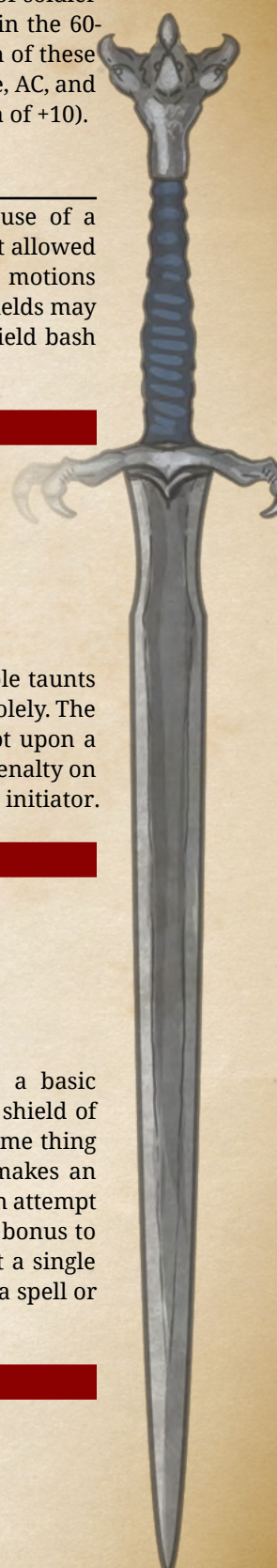
IRON SHELL

Discipline: Iron Tortoise (Counter)
Level: 1
Initiation Action: 1 immediate action
Range: Personal
Target: You

A shield is used for defense primarily, a basic martial truth. It turns aside harm, and the shield of a disciple of the Iron Tortoise can do the same thing in ways that others cannot. The initiator makes an opposed attack roll as if making a shield bash attempt at his full base attack bonus plus his shield bonus to AC against his enemy's attack roll to deflect a single enemy's melee or missile attack (that is not a spell or power).

SNAPPING STRIKE

Discipline: Iron Tortoise (Strike)
Level: 1
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: Instant



PATH OF WAR



Disciples of the Iron Tortoise school learn basics of the style, and that is to keep one's shield high and one's weapon low. By making a quick and vicious strike, the disciple may drive home a potent blow. The initiator makes a melee attack, and if successful, this attack inflicts an additional 1d6 points of damage.

SNAPPING TURTLE STANCE

Discipline: Iron Tortoise (Stance)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

The disciple of the Iron Tortoise in this stance holds his shield in a manner to deliver punishing shield bashes without sacrificing his ability to defend himself. While in this stance, the initiator may make shield bash attacks without losing his shield bonus to his Armor Class, and shield bash attacks inflict an additional 1d6 points of damage. This bonus damage increases by +1d6 every 8 initiator levels beyond 1st level.

STANCE OF THE DEFENDING SHELL

Discipline: Iron Tortoise (Stance)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

An Iron Tortoise disciple learns a valuable stance that forms the core of their discipline, that being the nature of the unbreakable wall. By focusing one's attention to defense with their shield, their martial skill improves their defense. The initiator gains an additional +1 bonus to his shield AC while in this stance, and this bonus increases by +1 for every 4 initiator levels he possesses after 1st level (+2 at 5th, +3 at 9th, +4 at 13th, and to a maximum of +5 at 17th level).

THROWING SHELL

Discipline: Iron Tortoise (Strike)
Level: 1
Initiation Action: 1 standard action
Range: Ranged attack
Target: One creature
Duration: Instant

Using a special technique developed for surprisingly effective ranged attacks, the disciple of the Iron Tortoise knows how to deliver his shield in a powerful throw in a manner similar to a champion discus thrower. The initiator throws his shield (light or heavy shields; this does not work with bucklers or tower shields) with a range increment of 20 ft. as a ranged attack, inflicting damage as if the character had just shield bashed his opponent and inflicting an additional 1d6 points of damage and the shield falls to a space adjacent of his target (the player may choose which space it lands in). If the attacked target is within the first two range increments, then the initiator may catch the shield as a free action and regain use of his shield on his turn.

DEFENSIVE SHELL

Discipline: Iron Tortoise (Counter)
Level: 2
Initiation Action: 1 immediate action
Range: 5 feet
Target: One adjacent ally

The Iron Tortoise disciple has quick reflexes and a strong shield with which to defend his allies. The initiator makes a shield bash attempt against an enemy's attack roll that targets an adjacent ally. If the initiator succeeds, he negates the attack against his ally.

ENDURING SHELL

Discipline: Iron Tortoise (Counter)
Level: 2
Initiation Action: 1 immediate action
Range: Personal
Target: You

By tightening up behind his shield and dropping low under its protective aegis, the disciple of the Iron Tortoise learns to minimize the risk he suffers from spells and effects that would cause him to rely solely on reflexes. The initiator throws up his shield when he is forced to make a Fortitude or Reflex save and uses it to help mitigate the harm he is about to endure. The initiator may add his total shield bonus to AC to a single Fortitude or Reflex save when using this counter.

ENRAGING STRIKE

Discipline: Iron Tortoise (Strike)
Level: 2
Initiation Action: 1 standard action



PATH OF WAR

Range: Melee attack

Target: One creature of Intelligence 1 or higher.

Saving Throw: Will partial

The defensive nature of the Iron Tortoise teaches the disciple to protect his allies, and to do so, he must focus the attentions of his foes on him. Make a melee attack, and if successful, the strike inflicts an additional 10 points of damage. The aggravating pain of this wound can cause a foe to react violently against the initiator, forcing it to make a Will save (DC 12 + initiation modifier) or it must attack him at its next available action. This attack must be a melee attack if the target has anything in hand that could be used as a weapon or an improvised weapon (this includes bows wielded as clubs, and natural weapons), otherwise he may choose a different attack method, but he must attack the initiator. Additionally, he gains a -2 penalty to attack the initiator of this strike due to the anger incited by the initiator.

TACTICAL SNAP

Discipline: Iron Tortoise (Strike)

Level: 2

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

The turtle, when it is on its back, is helpless to defend itself and is immobilized unless it can right itself. The disciple of this discipline learns to use this inspirational creature's weakness as a potent weapon by making a low and powerful strike that may knock his opponent prone. As part of this maneuver, the initiator makes a single melee attack. If this attack is successful, he may initiate a free trip attempt with a +2 competence bonus against his opponent that does not provoke an attack of opportunity.

TAUNTING TURTLE

Discipline: Iron Tortoise (Boost)

Level: 2

Initiation Action: 1 swift action

Range: 30 ft.

Target: One creature of Intelligence 2 or higher.

Saving Throw: Will negates

The initiator singles out an enemy on the field of battlefield and through words, postures, or gestures insults and infuriates the foe to attack him on its next available action with whatever means it possesses. The target makes a Will save (DC 12 + initiation

modifier) or it must attack the initiator on its next action in some form or fashion. This maneuver only affects creatures with an Intelligence score of 2 or higher.

BURNISHED SHELL

Discipline: Iron Tortoise (Counter)

Level: 3

Prerequisites: 1 Iron Tortoise Maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

By angling one's shield correctly and stepping into an enemy spell's effect, he may deflect the power of the spell that targets him. Spells or powers countered by this ability must be targeted spells (one cannot use Burnished Shield against fireball for example, as it does not specify a target) with the martial discipline as the target. The initiator makes an attack roll using



© 2012 Wizards of the Coast



PATH OF WAR

his base attack bonus plus his shield bonus to AC opposing the enemy's caster level check. If successful, the spell or effect is negated.

GREATER SNAPPING STRIKE

Discipline: Iron Tortoise (Strike)

Level: 3

Prerequisites: 1 Iron Tortoise Maneuver

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

A decisive strike is often times what ends a battle or duel, and the disciple of the Iron Tortoise knows to keep his wits about him and wait for the moment to strike hard and strike true. Make a melee attack, and if successful, this strike inflicts an additional 3d6 points of damage and ignores the creature's damage reduction (if any).

IRON TORTOISE STANCE

Discipline: Iron Tortoise (Stance)

Level: 3

Prerequisites: 1 Iron Tortoise Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

This stance allows the disciple of the Iron Tortoise greater offensive ability while still remaining on the defensive, protecting himself and his allies. By positioning his footwork to allow for fast lunges and withdrawal, the reach of the martial disciple increases to meet his foes as they try to evade him and he stands imposing, impassable. The martial disciple is considered one size larger for the purposes of determining his CMD while in this stance, and he gains +5 ft. reach for making attacks of opportunity and may make one additional attack of opportunity per round.

TORTOISE DEFENSE

Discipline: Iron Tortoise (Counter)

Level: 3

Prerequisites: 1 Iron Tortoise Maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

By focusing on defense, the disciple sacrifices his

movement speed for greater protection. The initiator may voluntarily reduce his movement speed by 10 ft. on his next turn to gain damage reduction 20/- against a single attack.

AGGRAVATED WOUNDS

Discipline: Iron Tortoise (Boost)

Level: 4

Prerequisites: 1 Iron Tortoise Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

By making aggravating wounds and aggressive, intimidating postures, the disciple's attacks possess an unusual amount of threatening power. Each successful melee attack the initiator makes causes those hit by those attacks to suffer a -4 cumulative penalty on attack rolls against any target except the initiator himself.

RICOCHET SHELL

Discipline: Iron Tortoise (Strike)

Level: 4

Prerequisites: 1 Iron Tortoise Maneuver

Initiation Action: 1 standard action

Range: Ranged attack

Target: Up to four creatures within 10 ft. of each other

By hurling his shield at his foes with the speed and force of a giant-tossed boulder, the disciple of the Iron Tortoise bounces his shield between a few targets with rapid speed and punishing force. The initiator makes a ranged attack, hurling his shield with a range increment of 20 ft.. If successful, this attack inflicts damage as a shield bash and inflicts an additional 3d6 points of damage and may bounce to another valid target using the same attack roll within 10 ft. of the target. This second target suffers damage as a shield bash plus an additional 2d6 points of damage for the second target, an additional 1d6 points of damage for the third target, and normal shield bash damage for the fourth and final target. At the end of the attack, the shield returns to the initiator who may catch it as a free action and resume its use that round.

SMASHING SHELL

Discipline: Iron Tortoise (Strike)

Level: 4

Prerequisites: 1 Iron Tortoise Maneuver



PATH OF WAR

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Fortitude partial

The Iron Tortoise disciple is a master of using his shield both for offense and defense. By bringing his shield to bear and stepping in to meet a foe with a powerful and unexpected shield bash, the disciple may daze his foe into defeat. The initiator makes a shield bash attempt against his opponent, if successful this strike inflicts an additional 4d6 points of damage and has a chance to daze the target on a failed Fortitude save (DC 14 + initiation modifier).

SNAPPING RIPOSTE

Discipline: Iron Tortoise (Counter)

Level: 4

Prerequisites: 1 Iron Tortoise Maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: One creature

By searching for openings in an opponent's defenses when they reach to attack, the Iron Tortoise disciple learns to strike through this opening to score a vicious wound. The disciple makes a shield bash attempt against his foe's attack roll. If successful, he may make an immediate counter attack against them with a +2 competence bonus to hit at his full attack bonus with his main hand weapon.

QUICK SNAP

Discipline: Iron Tortoise (Counter)

Level: 5

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: One creature

Inevitably, a warrior will receive a wound in battle, and when that happens, those skilled in the ways of the Iron Tortoise make the best of it. By briefly trapping an enemy's weapon within his defenses, the martial disciple may deliver a powerful counter attack. If struck in melee combat, the initiator may make an immediate counter attack which inflicts double damage if successful.

SHELL SHOCK

Discipline: Iron Tortoise (Strike)

Level: 5

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Saving Throw: Reflex partial

The Iron Tortoise disciple has in his arsenal a stout shield and strong arms, and a will to decisively win a battle. By bringing all of his strength to bear, the Iron Tortoise disciple steps up to his foe with a devastating shield bash that sends him flying. Make a shield bash attempt which if successful inflicts an additional 6d6 points of damage and if the target fails a Reflex save (DC 15 + initiation modifier) knocks the opponent up to 20-ft away where he will land prone. Foes that succeed this saving throw are still pushed back 5-ft away from the disciple. The direction to where his opponent is flown is decided by the initiator.

TURTLE KNIGHT'S STANCE

Discipline: Iron Tortoise (Stance)

Level: 5

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

By planting his feet, staying low to the ground with his shield at the ready, the martial disciple roots himself firmly in place, immovable. While in this stance, the initiator may not move from his spot, but gains several benefits for doing so. He gains a circumstance bonus equal to his initiator level to CMD, he gains the improved uncanny dodge special ability (with a rogue level equal to his initiator level), and his shield bonus to AC improves by +4. Voluntarily moving beyond a 5-ft. step per round ends this stance automatically, but should he be moved not of his own violation, he retains the stance.

VICIOUS SNAPPING STRIKE

Discipline: Iron Tortoise (Strike)

Level: 5

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

A skilled disciple of the Iron Tortoise knows the secrets to slowing his opponents down to match his heavily armored speed. By landing a powerful,



PATH OF WAR

mobility-reducing blow, the martial disciple keeps his enemy close. Make a melee attack, and if successful, the strike inflicts an additional 5d6 points of damage and halves the opponent's movement speed for their turn.

MITHRAL TORTOISE STANCE

Discipline: Iron Tortoise (Stance)

Level: 6

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The Iron Tortoise disciple has become so comfortable in his armor that is like a second skin to him, and he is capable of moving better than most while wearing it. While in this stance, the initiator treats armor he is wearing as one type lighter (i.e. heavy armor is treated as medium

armor, and this stacks with the mithral material bonus, treating heavy mithral armor as light armor), increases his maximum Dexterity modifier by +2, and his total armor check penalty is halved while in this stance (any armor check penalty from armor, shields, or encumbrance). Finally, due to being stronger from wearing his burden of metal so much, the initiator moves more freely, and gains a +2 dodge bonus to his AC and to his CMD.

SNAPPING TURTLE RUSH

Discipline: Iron Tortoise (Strike)

Level: 6

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 standard action

Range: One melee charge attack

Target: One creature

Saving Throw: Reflex partial

By charging forward to gain momentum, the martial disciple may make a powerful shield bash that may knock his foes to the ground, crippled with injuries. The martial disciple must make a charge attack using his shield which if successful inflicts an additional 8d6 points of damage and knocks his foe prone on a failed Reflex save (DC 16 + initiation modifier).

STEEL SHELL

Discipline: Iron Tortoise (Counter)

Level: 6

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

By steeling himself against an attack behind the wall of his mighty shield, an Iron Tortoise disciple may attempt to negate or reduce an incoming attack. The initiator makes an opposed attack roll using his base attack bonus plus shield bonus to AC against the opponent's attack roll. If successful, the attack is negated. If the opposed check is failed by the martial disciple, he instead gains DR 20/- to resist the attack.

THROWING SHELL CYCLONE

Discipline: Iron Tortoise (Strike)

Level: 6

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 full round action

Range: 20 ft.

Area: 20 ft. radius burst, centered on initiator

Saving Throw: Reflex half



PATH OF WAR

The disciple of the Iron Tortoise levels his shield out and spins, releasing it to strike out as his foes in a flurry of clanging steel as it ricochets mercilessly against all within his range and lands firmly back in his waiting hand. The initiator throws his shield and it ricochets between all enemy targets within a 20 ft. burst of his position as a full round action before returning to his hand. This attack inflicts 12d6 points of damage to all targets who fail to make a Reflex save (DC 16 + initiation modifier) for half damage.

CYCLONIC SHELL CRUSH

Discipline: Iron Tortoise (Strike)

Level: 7

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 standard action

Range: One melee attack

Target: All adjacent foes

Saving Throw: Fortitude partial

By making a wide, spinning strike with his shield, the Iron Tortoise master may bash all foes who surround him, teaching them that while he may be surrounded, he will not give up without a fight. The initiator makes a shield bash attack against all adjacent foes, each successful attack inflicts an additional +7d6 points of damage and may daze the target on a failed Fortitude save (DC 17 + initiation modifier) for 1d4 rounds.

IRON DEFENDER'S RIPOSTE

Discipline: Iron Tortoise (Counter)

Level: 7

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 immediate action

Range: One ally within 20-ft

Target: One creature

Saving Throw: Fortitude partial

The Iron Tortoise master is wary of the danger to his charges that his enemies represent, and he is ready to spring into motion to defend them. By using this maneuver when an ally within 20-ft is attacked, the martial disciple may rush up 20 ft. to become adjacent his ally. Once there, he may make an opposed attack roll using his base attack bonus plus his shield bonus to AC to negate the attack to his ally. If successful, the attack is negated and he may make an immediate counter attack against that foe which inflicts an additional +4d6 points of damage and dazes them if the target fails a Fortitude save (DC 17 + initiation modifier).

UNLIMITED AGGRESSION

Discipline: Iron Tortoise (Boost) [Mind-affecting]

Level: 7

Prerequisites: 2 Iron Tortoise Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: All enemies within 60 ft. with an Intelligence score of 3 or higher

Saving Throw: Will negates

By assuming an aggressive posture and taunting his foes, the Iron Tortoise challenges all foes to face him if they dare. All enemies within 60 ft. must make a Will save (DC 17 + initiation modifier) to resist attacking the Iron Tortoise master on their next available action. Victims who fail this saving throw are free to choose how they will attack the Iron Tortoise disciple, but they must attack him.

ADAMANTINE SHELL

Discipline: Iron Tortoise (Counter)

Level: 8

Prerequisites: 3 Iron Tortoise Maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

By seemingly empowering his shield with his will and perfectly setting himself against an attack, the Iron Tortoise master may attempt to render almost any attack against his person harmless. The initiator makes an opposed attack roll using his base attack bonus plus shield bonus to AC which if successful negates the attack. On a failed opposed attack roll, instead gain DR 40/- against that attack.

GLORIOUS SHELL SHOCK

Discipline: Iron Tortoise (Strike)

Level: 8

Prerequisites: 3 Iron Tortoise Maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Up to three adjacent creatures

By sweeping his shield in a deadly arc, the martial disciple may send up to three adjacent foes flying away with bone-shattering force. The initiator makes a single shield bash attempt and applies the attack roll to up to three adjacent foes; any successful attacks to these targets inflict an additional +8d6 points of damage and send them hurtling up to 20 ft. away. The initiator determines which direction his foes are hurled to.



PATH OF WAR

TURTLE GENERAL'S STANCE

Discipline: Iron Tortoise (Stance)
Level: 8
Prerequisites: 3 Iron Tortoise Maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

This stance represents the Iron Tortoise warrior's ability for self sacrifice for the defense of others. While in this stance, the initiator may set his shield against incoming cone and line effects, making an attack roll with his shield against the attack roll or caster level (whichever applies, attack roll for breath weapons for example, or caster level for lightning bolt for another example) which if successful, line attacks immediate end upon the initiator's shield. Cone effects are negated in a line behind the disciple from the direction of the attack. Additionally, while in this stance the initiator gains a +2 bonus to his shield armor class bonus.

INVULNERABLE SHELL OF THE IRON TORTOISE

Discipline: Iron Tortoise (Counter)
Level: 9
Prerequisites: 4 Iron Tortoise Maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You, plus any adjacent allies
Duration: Instant

The ultimate technique of the Iron Tortoise discipline, the master of this discipline learns to use his unbreakable will to bolster his shield to defend himself and his allies from any attack. He plants his feet, holds his shield aloft against the oncoming attacks, and weathers the storm, unbreakable. By initiating this counter, any and all damaging or harmful effects that could effect the initiator and any of his adjacent allies are instantly negated as he and his wards take shelter under his shield and unshakable will. The initiator of this maneuver must be aware of the attack to be able to counter it, thus he must not be caught flat-footed by it. This is a supernatural maneuver.

PRIMAL FURY

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 + initiation modifier).

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 +2 circumstance bonus to attack and damage rolls on his charge attack, and ignores attacks of opportunity from moving through threatened squares.

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 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.

RUNNING HUNTER'S STANCE

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

PATH OF WAR

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

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.

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 his AC but any successful attack inflicts an additional 1d6 points of damage. This damage bonus increases by 1d6 every eight initiator levels.

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 that inflicts an additional 2d6 points of damage.

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 into 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.

DEVASTATING RUSH

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

The disciple performing this attack executes a powerful 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 attack and his strike ignores the damage reduction of a subject or the hardness of an object he is attacking.

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.

RAGING HUNTER POUNCE

Discipline: Primal Fury (Strike)
Level: 2



PATH OF WAR

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 any remaining attacks are lost as the initiator savages the foe's body with the remaining attacks.

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 weapon is reduced to half of its 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.

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 an additional 2d6 points of damage and may make an immediate trip attack against the target with a +4 circumstance bonus. This trip attempt does not provoke attacks of opportunity.

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 2d6 points of damage.

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 its greatest effects. The initiator ignores difficult terrain when charging while in this stance, and whenever he is subject to a size modifier for CMB checks or to his CMD, the disciple is treated as one size category larger if doing so would be advantageous to him. He is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect him. Additionally, any melee weapon, unarmed strike, or natural weapon is treated as if it were two sizes larger. The benefits of this stance stack with abilities or effects that increase the initiator's size (such as *enlarge person*).

PATH OF WAR

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 wielded in two hands.

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 initiation 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.

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.

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.

CORNERED FRENZY STRIKE

Discipline: Primal Fury (Strike)

Level: 5



PATH OF WAR

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 inflicts an additional 4d6 points of damage. After initiating this maneuver, the initiator's focus on offense causes his AC to suffer a -2 penalty until his next turn.

DIZZYING BLOW

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

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 + initiation modifier) or be nauseated for 1d4 rounds.

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.

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 with a +4 bonus, and if the initiator successfully bull rushes his opponent, the fury of his strike inflicts 7d6 points of damage to his target as he bull rushes him. This bull rush attempt does not provoke 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 twice his initiator level to the damage roll as a circumstance bonus.

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

PATH OF WAR

target, and if successful he inflicts an additional 12d6 points of damage and the target must make a Reflex save (DC 16 + initiation modifier) or be knocked prone.

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.

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.

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.

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 target must make a successful Fortitude save (DC 17 + initiation modifier) to resist being stunned for 1 round (this effect does not stack with a maneuver that also has the potential to daze or stun an opponent; the initiator must choose which effect to use).

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 inflicts an additional 6d6 points of damage. After initiating this maneuver, the



PATH OF WAR

initiator's focus on offense causes his AC to suffer a -2 penalty until his next turn.

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 gains a damage reduction of 5/-, and the initiator's Strength bonus to damage is doubled (or tripled if wielding a weapon with two hands). Additionally, 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).

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 with a +4 bonus (this bonus stacks with the +2 bonus from making 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 + initiation modifier) and he may make an immediate attack of opportunity against his prone foe. In initiator must be able to follow or reach the target to make this attack of opportunity.

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 attack roll which 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.

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 master 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 performs a charge attack against his foe, and makes a full attack at the end of this charge attempt. Each successful attack ignores damage reduction and the initiator may add an additional 4d6 points of damage to each attack's damage roll.

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.

BLADE OF BREAKING

Discipline: Scarlet Throne (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

PATH OF WAR

A Scarlet Throne disciple knows that sometimes 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 or knock it from their grasp. The disciple may make a disarm or sunder attempt with a +4 competence bonus against his foe's weapon without provoking attacks of opportunity.

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 he understands that often times he 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).

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 and a +2 competence bonus to Reflex and Will saves until his next turn.

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, a disciple 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.

SCARLET EINHANDER

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 one-handed, 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 one hand, the initiator presents a slim profile with strong offensive and defensive ability. The initiator gains a +2 shield bonus to his Armor Class and inflicts an additional 1d6 points of damage while in this stance. The shield bonus granted by this stance increases by +1 when the character's initiator level reaches 6th, and increases again by +1 at 12th and 18th initiator level. Upon reaching 10th initiator level, the bonus damage increases to 2d6.

SCYTHING STRIKE

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

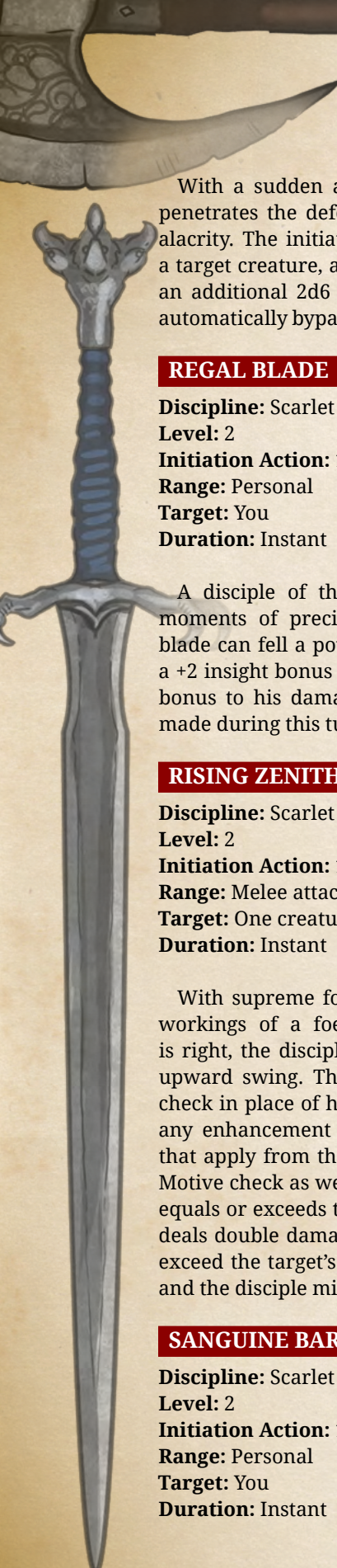
The principles of the Scarlet Throne teach its disciples that every swing must be made with precision and excellence; no movement is wasted and no attack should be fruitless. The disciple may make a single attack against two adjacent enemies using the same attack roll and applying it to each target.

GARNET LANCE

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



PATH OF WAR



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.

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. The disciple may add a +2 insight bonus to his attack roll and +1d8 insight bonus to his damage roll on a single melee attack made during this turn.

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 his 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.

SANGUINE BARRIER

Discipline: Scarlet Throne (Counter)
Level: 2
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

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.

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 which if successful inflicts an additional 3d6 points of damage and upon a failed Fortitude save (DC 13 + initiation modifier) dazes the opponent for one round.

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.

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.



PATH OF WAR

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 which if successful 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.

UNFETTERED MOVEMENT

Discipline: Scarlet Throne (Stance)

Level: 3

Prerequisites: 1 Scarlet Throne maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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.

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. The disciple may add a +5 insight bonus to his attack roll and +2d8 insight bonus to his damage roll on a single melee attack made during this turn.

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 graceful 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 than 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.

SANGUINE PERSEVERANCE

Discipline: Scarlet Throne (Counter)

Level: 4

Prerequisites: 1 Scarlet Throne maneuver

Initiation Action: 1 immediate action

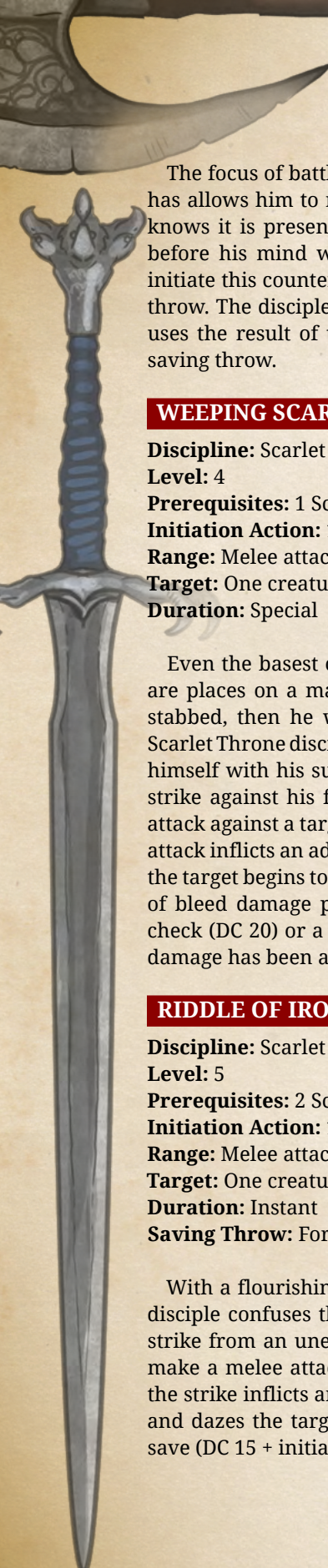
Range: Personal

Target: You

Duration: Instant



PATH OF WAR



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 required 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.

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.

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 + initiation modifier).

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 his 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.

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 initiation modifier

The supreme clarity of mind and focus of form allows a disciple of Scarlet Throne to simply overcome any obstacle placed before him, 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 initiation 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 the effect would have continued 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.



PATH OF WAR

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 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.

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 systems that oppose an attack roll, treat this attack as if the disciple had rolled a natural 20.

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 attack is successful and 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 full round action usually required. This does not provoke 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 a keen sense of their enemy's condition, and may make a Sense Motive check as a free action (DC 20) to gauge if their opponent is eligible to be finished by this maneuver.

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 until his next turn, and his opponents suffer a 50% miss chance when attacking him due to his incredible speed.

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.



PATH OF WAR

ROYAL BLADE

Discipline: Scarlet Throne (Boost)
Level: 7
Prerequisites: 2 Scarlet Throne maneuvers
Initiation Action: 1 swift 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 his damage roll 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 + initiation modifier) or be left cowering for 1 round.

RUBY BATTLE LORD'S STRIKE

Discipline: Scarlet Throne (Strike)
Level: 7
Prerequisites: 2 Scarlet Throne maneuvers
Initiation Action: 1 full round 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).

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 which if successful inflicts an additional 10d6 points of damage and the target must make a successful Will save (DC 17 + initiation modifier) to resist being driven to its knees, knocked prone.

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 adept 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 his 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.

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 which if successful deals an additional 10d6 points of damage and stuns his opponent for 1d4 rounds on a failed Will save (DC 18 + initiation modifier).

SCARLET MAJESTY STANCE

Discipline: Scarlet Throne (Stance) [Mind-Affecting]
Level: 8
Prerequisites: 3 Scarlet Throne maneuvers



PATH OF WAR

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 + initiation modifier) to make an attack against him. If this saving throw is a success, then it may proceed to attack him as normal. If the opponent fails, it may not attack the disciple on this round but its action is not wasted. Targets who have successfully struck the disciple for damage after a successful Will save acquire immunity to this effect for 24 hours. Should the target fail to hit the disciple after a successful Will save, it 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.

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 which if successful inflicts an additional 100 points of damage. The target must then make a Will save (DC 19 + initiation modifier) to resist becoming paralyzed for 1d4 rounds.

SILVER CRANE

The discipline of Silver Crane is to be considered a supernatural discipline and all abilities within are considered supernatural abilities and follow the rules and restrictions of such. All abilities in this discipline carry the [Good] descriptor.

CRANE STEP

Discipline: Silver Crane (Boost) [Good]

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

The grace of the Silver Crane blesses the initiator with the ability to step through battle unhindered and unharmed. The initiator makes a free 5-ft step, even if he has already made one.

ENDURING CRANE STRIKE

Discipline: Silver Crane (Strike) [Good]

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: Target creature(s)

Duration: Instance

Making his soul a wellspring of holy power, the disciple strikes out at a foe to unleash his holy power to restore health to himself or an ally. The initiator makes an attack against a target creature, inflicting damage as normal, and the strike restores 1d6 hit points plus his initiation modifier to the initiator or to an ally within 30-ft.



PATH OF WAR

EYES OF THE CRANE

Discipline: Silver Crane (Stance) [Good]
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

Using the perception of the disciple's heavenly training to assist him, the Silver Crane practitioner may see many things which would remain hidden from the eyes of the impure. While in this stance, the initiator rolls twice on Perception checks or when attempting to pierce concealment, using the higher of the two rolls. Additionally, he may use *detect evil* as a spell-like ability at will with a caster level equal to his initiator level.

FLASHING WINGS

Discipline: Silver Crane (Strike) [Good]
Level: 1
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature
Duration: 1 round

The flashing wings of the Silver Crane dazzle the foes of the martial disciple, burning their eyes with the light of Heaven. Make a melee attack and if successful, this attack inflicts an additional 1d4 points of damage and the target is dazzled for one round.

SILVER CRANE WALTZ

Discipline: Silver Crane (Stance) [Good]
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

The divine vantage point of the celestial realms infuses the mind of the disciple, granting him momentary flickers of foresight. A faint, ghostly image of wings is visible around the disciple but vanishes when he is looked upon directly. The initiator gains a +4 insight bonus to initiative checks if he is in this stance before combat begins, and a +2 insight bonus to Reflex saves and to AC. These bonuses increase by an additional +1 every eight levels after 1st level.

SILVER STRIKE

Discipline: Silver Crane (Strike) [Good]
Level: 1
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Duration: Instant

Using the insight of the Heavens, the martial disciple learns to read the tangles of fate to direct their efforts in battle. The initiator makes two attack rolls and uses the better of the two rolls to determine result of the attack.

BLAZING CRANE'S WING

Discipline: Silver Crane (Boost) [Good]
Level: 2
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Until next turn

By filling the Silver Crane disciple's weapon with the strength of his celestial patrons, the warrior funnels their righteous wrath against those that are abominations in the eyes of all that is good. The initiator's attacks until his next turn inflict an additional 2d6 points of damage against undead or evil outsiders.

BLESSED PINIONS

Discipline: Silver Crane (Strike) [Good]
Level: 2
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature

The pinion feathers of the Silver Crane's wings gain an ethereal glimmer as if they were blessed steel. Heavenly agents guide their disciple's attack so it may strike true as if it were blessed, even allowing it to strike the unseen. Make an attack against a foe that inflicts an additional 2d6 points of sacred damage and the attack is considered good aligned for the purposes of overcoming damage reduction. The disciple may also choose to strike incorporeal foes with this strike as if they were made manifest, including fiends who currently possess a creature. To strike a possessing fiend, the body they inhabit must be also struck, but all damage from the attack is inflicted upon the possessing fiend without harming the host.



PATH OF WAR

DEFENSIVE STEP

Discipline: Silver Crane (Counter) [Good]
Level: 2
Initiation Action: 1 immediate action
Range: Personal
Target: You

Inspired by the awareness of the celestial realm, the discipline trusts in his heavenly sense of the battle around him to see where the next attack is coming and move away from danger. He makes a Perception check opposing the opponent's attack roll; if successful, the initiator may make a free 5-ft step in order to evade the attack. If he is unable to move to an adjacent square, he may not use this counter.

EMERALD DISPLACEMENT STRIKE

Discipline: Silver Crane (Strike) [Good]
Level: 2
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Duration: Initiation modifier rounds
Saving Throw: Fortitude negates

Sight is imperative in arts of the hunting bird, and a warrior learns that this holds true for his enemy. An enemy that cannot see is an enemy who can be defeated with greater ease. Make an attack and the target must make a Fortitude save (DC 12 + initiation modifier) or suffer a -4 penalty to Perception checks and a 20% miss chance on all attack rolls for the character's initiation modifier in rounds (minimum of one round).

EXORCISM STRIKE

Discipline: Silver Crane (Strike) [Good]
Level: 3
Prerequisites: One Silver Crane Maneuver
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Saving Throw: Fortitude partial

The foes of the celestial realms tremble in fear at the wrath of the Heavens themselves, and a disciple of the Silver Crane wields that righteous anger in battle. This strike inflicts an additional 6d6 points of sacred damage to the foe if it is an undead creature or an outsider with the Evil subtype, with a chance to daze the target for 1 round if it fails a Fortitude save (DC 13 + initiation modifier). Success negates the

daze effect. If the target is a possessing entity within a host creature, the damage inflicted from this strike is solely inflicted upon the possessor, not the host. If the target is neither undead nor an evil outsider, this attack inflicts an additional 2d6 points of damage, and does not daze the target.

SILVER CRANE'S BLESSING

Discipline: Silver Crane (Boost) [Good]
Level: 3
Prerequisites: One Silver Crane Maneuver
Initiation Action: 1 swift action
Range: Personal or 30-ft
Target: You or ally
Duration: Instant

By invoking the powers of his celestial patrons upon successfully smiting an enemy of the heavens, the holy power of the Silver Crane disciple's patron flows through him to restore the health of the vessel or the ally of the vessel. Upon a successful attack, the character may initiate this boost to heal himself or an ally within 30-ft of 2d6 points of damage plus his initiation modifier.

SILVER KNIGHT'S BLADE

Discipline: Silver Crane (Strike) [Good]
Level: 3
Prerequisites: One Silver Crane Maneuver
Initiation Action: 1 standard action
Range: Melee attack
Target: One creature

Those graced with the blessings of the Silver Crane are both terrors to their foes and heroes to their fellows. This strike inflicts an additional 4d6 points of sacred damage and heals a like amount of damage to either the initiator or to a single ally within 30-ft of the martial disciple.

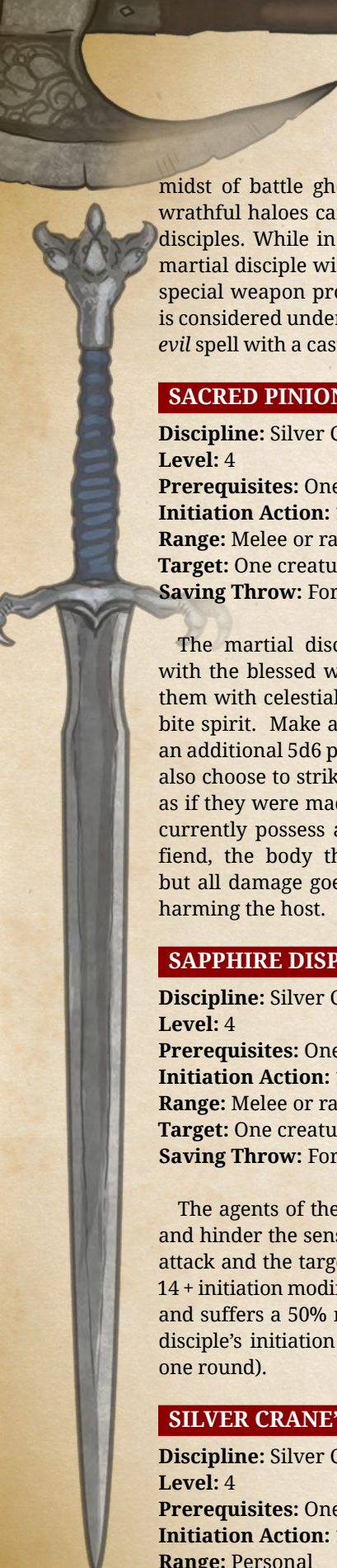
STANCE OF THE SILVER CRANE

Discipline: Silver Crane (Stance) [Good]
Level: 3
Prerequisites: One Silver Crane Maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

The martial disciple with knowledge of this stance learns to channel the potency of their celestial patrons to combat evil with great efficiency. In the



PATH OF WAR



midst of battle ghostly images of wings or blazing wrathful haloes can often be seen near Silver Crane disciples. While in this stance, any weapon that the martial disciple wields is treated as if it had the *holy* special weapon property. Additionally, the character is considered under the influence of a *protection from evil* spell with a caster level equal to his initiator level.

SACRED PINIONS

Discipline: Silver Crane (Strike) [Good]

Level: 4

Prerequisites: One Silver Crane Maneuver

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Saving Throw: Fortitude partial

The martial disciple enhances his melee strikes with the blessed wings of the Silver Crane, infusing them with celestial might to strike beyond flesh and bite spirit. Make an attack against a foe that inflicts an additional 5d6 points of damage. The initiator may also choose to strike incorporeal foes with this strike as if they were made manifest, including fiends who currently possess a creature. To strike a possessing fiend, the body they inhabit must be also struck, but all damage goes to the possessing fiend without harming the host.

SAPPHIRE DISPLACEMENT STRIKE

Discipline: Silver Crane (Strike) [Good]

Level: 4

Prerequisites: One Silver Crane maneuver

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Saving Throw: Fortitude negates

The agents of the celestial realms guide your blade and hinder the senses of your foes. Make a successful attack and the target must make a Fortitude save (DC 14 + initiation modifier) or fail on all Perception checks and suffers a 50% miss chance on attack rolls for the disciple's initiation modifier in rounds (minimum of one round).

SILVER CRANE'S LEAP

Discipline: Silver Crane (Boost) [Good]

Level: 4

Prerequisites: One Silver Crane Maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

The flow of battle runs sharply through the Silver Crane disciple's mind, allowing him to see where his opponents will move before he makes his own. By watching these flows, he may step before their movements, allowing him greater mobility without a cost to defense. The disciple may make a free movement up to his normal movement speed without provoking attacks of opportunity.

SILVER CRANE RESURGENCE

Discipline: Silver Crane (Counter) [Good]

Level: 4

Prerequisites: One Silver Crane Maneuver

Initiation Action: 1 immediate action

Range: Personal or 30-ft

Target: You or ally

Duration: Instant

By invoking the power of his celestial patron, the Silver Crane disciple may overcome the fell powers and curses of his enemies and return to full fighting ability. As an immediate action, the initiator may grant himself or an ally within 30-ft of his position the ability to re-roll a failed saving throw with a +4 sacred bonus.

ARGENT KNIGHT'S BANNER

Discipline: Silver Crane (Strike) [Good]

Level: 5

Prerequisites: Two Silver Crane maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: Special

Duration: Instant

Infusing his arms and weapon with the glory of the Silver Crane's majesty, the martial disciple smites his foe and radiates a banner of heavenly wings, which explode with celestial light and power. Make a melee attack that inflicts an additional 8d6 points of damage and heals the initiator and all of his allies within 30-ft for 4d6 points of damage.

EMERALD-TIPPED FEATHERS

Discipline: Silver Crane (Counter) [Good]

Level: 5

Prerequisites: 2 Silver Crane maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You



PATH OF WAR

Duration: One attack

A defensive technique of the Silver Crane calls for the hardening of the channeled celestial's essence around the disciple to protect him from harm. This essence often manifests in the form of a wing-like shield of faintly green light, which grants you damage reduction of 20/evil against a single attack.

SILVER CRANE'S SPIRAL

Discipline: Silver Crane (Strike) [Good]

Level: 5

Prerequisites: Two Silver Crane maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: Special

Duration: Instant

Filling himself with the wrath of the heavens, the Silver Crane disciple takes on a nimbus of glowing wings and lashes out at all of his nearby enemies with smiting strikes. The character makes a single attack at his full attack bonus with a +2 insight bonus at each adjacent enemy or enemy that is within the area he threatens. Ranged attacks used with this maneuver may only be used against opponents within the weapon's first range increment.

STANCE OF THE CRANE KNIGHT

Discipline: Silver Crane (Stance) [Good]

Level: 5

Prerequisites: Two Silver Crane maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

As a disciple of the Silver Crane, the martial disciple may manifest the essence of his celestial patrons along his body, its light radiating from his soul to form silver-feathered ethereal wings from his back and a blazing halo of argent radiance around his head. While in this stance, you gain a fly speed equal to twice your base land speed with average maneuverability and you gain DR 10/evil. You also radiate light as a light spell from the halo-like effect of this stance while it is in effect.

ARGENT KING'S SCEPTER

Discipline: Silver Crane (Strike) [Good]

Level: 6

Prerequisites: Two Silver Crane maneuvers

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

The initiator of this strike holds his weapon aloft briefly, allowing it to fill with holy wrath before striking the blazing weapon down with righteous finality. This strike inflicts an additional 12d6 points of damage and heals the initiator for 60 points of damage.

HOLY PINIONS

Discipline: Silver Crane (Strike) [Good]

Level: 6

Prerequisites: Two Silver Crane maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instant

Saving Throw: Will partial

Using this advanced technique of the Silver Crane, the martial disciple infuses his strike with the pure



PATH OF WAR



celestial essence of their heavenly companion and smites the forces of the Lower Planes. Make an attack that inflicts and additional 10d6 points of damage. The disciple may also choose to strike incorporeal foes with this strike as if they were made manifest, including fiends who currently possess a creature. To strike a possessing fiend, the body they inhabit must be also struck, but all damage goes to the possessing fiend without harming the host. If used against a possessing fiend or an incorporeal creature, he may attempt to make this creature corporeal (if used against a possessing fiend, the creature will appear adjacent of the host) temporarily. The creature must make a Will save (DC 16 + initiation modifier) or be made corporeal and stunned for the character's initiation modifier in rounds (minimum of one round).

SILVER CRANE ENDURANCE

Discipline: Silver Crane (Stance) [Good]
Level: 6
Prerequisites: Two Silver Crane maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

By reciting a litany of praises and prayers to the glory of the angels and to the heavens above, the Silver Crane disciple is filled with restorative power from his patrons. Some disciples shimmer with a holy glow, and others bear a halo or nimbus around their head when in this stance. While in this stance, the initiator gain fast healing 5.

SILVER CRANE'S MERCY

Discipline: Silver Crane (Boost) [Good]
Level: 6
Prerequisites: Two Silver Crane maneuvers
Initiation Action: 1 swift action
Range: Personal or 30-ft
Target: You or ally
Duration: Instant

With a recitation of power and a prayer for mercy upon those who are servants of heaven, the Silver Crane disciple strikes out at the evil he battles. Upon making a successful attack, you or an ally within 30-ft of you is healed of 9d6 points of damage.

DIAMOND DISPLACEMENT STRIKE

Discipline: Silver Crane (Strike) [Good]

Level: 7

Prerequisites: Two Silver Crane maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Saving Throw: Will partial

A blinded warrior cannot strike with his eyes, and most cannot strike with their mind. The disciple of the Silver Crane strikes hard at his opponent's senses and rips them from him decisively, burning them out with holy light and thunderous power. Make an attack, the target of which must make a Will save (DC 17 + initiation modifier) or be permanently blinded and deafened by a celestial hand. Targets that succeed their saving throw are staggered for one round from the sensory overload of the attack.

DIAMOND-TIPPED FEATHERS

Discipline: Silver Crane (Counter) [Good]
Level: 7
Prerequisites: Two Silver Crane maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

The ultimate defensive technique of the Silver Crane, glittering wings of celestial might wrap around the martial disciple initiating this maneuver, protecting him from harm. You gain DR 30/evil against a single attack, or may shed one condition that has been placed upon you or negate one that is about to be placed upon you (such as *bestow curse* or the effect of a *power word: blind* spell, but not damage effects from spells such as *fireball*).

HOLY RUSH

Discipline: Silver Crane (Boost) [Good, Teleportation]
Level: 7
Prerequisites: Two Silver Crane maneuvers
Initiation Action: 1 swift action
Range: 50-ft
Target: You

With a rush of speed and flare of arching wings of light, the martial disciple speeds towards an ally within the blink of an eye. When initiating this boost, you teleport to an square within 50 ft. and adjacent to an ally. If there is no ally within this range, this maneuver cannot be used. The disciple may teleport



PATH OF WAR

himself, his gear and equipment, and up to 25 pounds of carried objects.

BENEDICTION OF THE SILVER CRANE

Discipline: Silver Crane (Boost) [Good]

Level: 8

Prerequisites: Three Silver Crane maneuvers

Initiation Action: 1 swift action

Range: 30-ft

Target: You and allies

Duration: Instant

With a powerful cry of need, the true glory of heaven's mercy pours down upon the Silver Crane disciple in a flood of healing benediction. Upon a successful attack, the initiator and all allies within 30-ft of his position are healed of 12d6 points of damage.

CELESTIAL PINIONS

Discipline: Silver Crane (Strike) [Good]

Level: 8

Prerequisites: Three Silver Crane maneuvers

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: Instant

Martial disciples with this technique have learned to strike through the ether and destroy the very essence of their infernal foes in a blazing torrent of holy light. Make an attack against a foe that inflicts an additional 15d6 points of damage. The disciple may also choose to strike incorporeal foes with this strike as if they were made manifest, including fiends who currently possess a creature. To strike a possessing fiend, the body they inhabit must be also struck, but all damage goes to the possessing fiend without harming the host. If used against a possessing fiend or an incorporeal creature, the creature must make a Will save (DC 18 + initiation modifier) or be instantly slain.

DIAMOND WINGS OF THE IMPERIAL CRANE

Discipline: Silver Crane (Stance) [Good]

Level: 8

Prerequisites: Three Silver Crane maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The true master of the Silver Crane discipline who

learns its mysteries must be prepared to take the fight to the enemies of the Upper Planes. By initiating this stance, a halo of ghostly wings erupts around the disciple to ward away harmful magics. While in this stance, the ghostly image of wings protects the initiator against the spells and powers of evil spells and dark powers, granting him spell resistance equal to 15 + his initiator level and a +4 sacred bonus to saving throws. Effects that fail to pass the initiator's spell resistance restore twice the level of the effect in hit points to the disciple.

STRIKE OF SILVER EXORCISM

Discipline: Silver Crane (Strike) [Good]

Level: 9

Prerequisites: Four Silver Crane maneuvers

Range: Melee or ranged attack

Target: One creature

Duration: Instant, 1d4 rounds

Saving Throw: Will partial

The ultimate technique of the Silver Crane is a strike that rends the essence of the foes of the heavens asunder and brings them to ruin in one blazing stroke. This strike adds an additional 80 points of sacred damage to the attack and dazzles the foe for one round. Undead or evil outsiders who are struck by this attack suffer 120 points of sacred damage instead and must make a Will save (DC 19 + initiation modifier) or be instantly slain. Creatures that succeed on the saving throw are instead hindered by holy power, being under the effects of a *slow* spell for the character's initiation modifier in rounds as their very essence quakes with the agonies inflicted by pure celestial energies.

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.

CURVING RAY SHOT

Discipline: Solar Wind (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant



PATH OF WAR



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

HORIZON WIND LANCET

Discipline: Solar Wind (Boost)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Instant

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

PHANTOM SUN STANCE

Discipline: Solar Wind (Stance)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

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

SOLAR STING

Discipline: Solar Wind (Strike)
Level: 1
Initiation Action: 1 standard action
Range: Ranged attack
Target: 10-ft. by 10-ft. square
Duration: 1 round / 2 initiator levels

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

STANCE OF PIERCING RAYS

Discipline: Solar Wind (Stance)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

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

STEADY HAND

Discipline: Solar Wind (Boost)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: 1 round

The disciple's limbs and muscles are strong and wise with the knowledge of weapons in flight. As a



PATH OF WAR

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.

FEEL THE WIND

Discipline: Solar Wind (Boost)
Level: 2
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: One round

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

INTERCEPTING SHADE

Discipline: Solar Wind (Counter)
Level: 2
Initiation Action: 1 immediate action
Range: Personal, or weapon's first range increment
Target: You or ally
Duration: Instant

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

SOLAR FLARE

Discipline: Solar Wind (Strike)
Level: 2
Initiation Action: 1 standard action
Range: Ranged attack
Target: One creature
Duration: Instant

Where the light of the sun touches, so does the burning reach of the Solar Wind disciple, allowing

him to curve his weapons around impossible angles. The initiator makes a ranged attack against a target creature, and this attack ignores any cover defense that the creature possesses and inflicts an additional 2d6 points of fire damage. This is a supernatural ability.

SOLAR LANCE

Discipline: Solar Wind (Strike)
Level: 2
Initiation Action: 1 standard action
Range: Ranged attack
Target: One creature
Duration: Instant

The disciple focuses his energies into his weapon and lets loose a powerful shot in a gusting wind. The initiator makes a ranged attack against his foe and if successful, the attack inflicts an additional 2d6 points of damage. The force of the wind that accompanies this blow is enough to potentially bull rush an opponent, allowing the initiator to make a free bull rush attempt as part of this attack, using his initiation modifier to calculate his CMB for the attempt with a +2 circumstance bonus. This is a supernatural ability.



PATH OF WAR

BLINDING RAY SHOT

Discipline: Solar Wind (Strike)
Level: 3
Prerequisites: One Solar Wind maneuver
Initiation Action: 1 standard action
Range: Ranged attack
Target: One creature
Duration: Instant, 1d4 rounds

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

PHANTOM WIND RAY

Discipline: Solar Wind (Boost)
Level: 3
Prerequisites: One Solar Wind maneuver
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Instant

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

SOLAR REFLECTION

Discipline: Solar Wind (Strike)
Level: 3
Prerequisites: One Solar Wind maneuver
Initiation Action: 1 full round action
Range: Ranged attack
Target: One or two targets, see description
Duration: Instant

As reflective surfaces bounce the rays of the sun, so can the Solar Wind disciple ricochet a missile weapon from one target to another. The initiator makes a single ranged attack roll and if this roll is successful, he may apply this same attack roll against another opponent within 20-ft. of the first. This strike inflicts an additional 2d6 points of damage to the first target, and normal damage to the second target. Each reflection attack is considered a separate attack for the purposes of determining the effectiveness of single attack

boosting abilities, such as boosts that affect one attack or spells like *true strike*. If the ammunition had special properties, the ammunition retains its properties on each attack until the strike ends.

SUNWALKER STANCE

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

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

DAZZLING SOLAR FLARE

Discipline: Solar Wind (Strike)
Level: 4
Prerequisites: One Solar Wind maneuver
Initiation Action: 1 standard action
Range: Ranged attack
Target: One creature
Duration: 1d4 rounds
Saving Throw: Fortitude, partial

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

DISARMING GUST

Discipline: Solar Wind (Strike)
Level: 4
Prerequisites: One Solar Wind maneuver
Initiation Action: 1 standard action
Range: Ranged attack
Target: One creature
Duration: Instant

PATH OF WAR

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

SEARING BREAK

Discipline: Solar Wind (Boost)
Level: 4
Prerequisites: Two Solar Wind maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: One round

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

SOLAR STORM

Discipline: Solar Wind (Strike)
Level: 4
Prerequisites: One Solar Wind maneuver
Initiation Action: 1 standard action
Range: Ranged attack
Target: One creature or 5-ft. space
Duration: 1d6 rounds
Saving Throw: Reflex negates

By wrapping the winds of tornadic force around his weapon and attacking a foe or the ground at a target's feet, the Solar Wind disciple may cause a brief tornado to wrap around a target and both shield and limit their abilities. The initiator makes an attack against either a target creature (inflicting damage as normal) or at the ground at a target creature's feet (friend or foe). The 5-ft. square that the target occupies or the targeted 5-ft. space itself becomes wrapped in a sheath of swirling tornado-like winds. The subject of this cannot be targeted by missile weapons of any kind (but spells can target him as normal) nor can the initiator make ranged attacks out of this storm (but spells may be cast as normal). If the creature tries to leave the area of effect of this maneuver, he must make a Reflex save (DC 14 + initiation modifier)

or be forced to stay in that space, unable to make a move action or free 5-ft. step out of that space. If he succeeds or if the duration of 1d6 rounds expires, then the winds are dispersed and the target may act as normal. This is a supernatural ability.

BLINDING THE BULL

Discipline: Solar Wind (Boost)
Level: 5
Prerequisites: Two Solar Wind maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: One creature
Duration: Instant

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

DOUBLE SOLAR REFLECTION

Discipline: Solar Wind (Strike)
Level: 5
Prerequisites: Two Solar Wind maneuvers
Initiation Action: 1 full round action
Range: Ranged attack
Target: Up to three creatures, see description
Duration: Instant

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

FOCUSED SOLAR LANCE

Discipline: Solar Wind (Strike)
Level: 5



PATH OF WAR

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 standard action

Range: Ranged attack

Duration: Instant

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

SOLAR WIND LANCET

Discipline: Solar Wind (Boost)

Level: 5

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: One creature

Duration: One turn

Saving Throw: Fortitude partial

With the mighty force of the Solar Wind, the disciple lets loose a missile with breath-stealing, devastating force. Upon initiating this boost, the next ranged attack that the initiator makes inflicts an additional 4d6 points of damage upon a successful attack and potentially knocks his target prone (a successful DC 15 + initiation modifier Fortitude save negates being knocked prone). This is a supernatural ability.

BURNING BREAK

Discipline: Solar Wind (Boost)

Level: 6

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

The burning wrath of the sun itself takes root in the disciple's ammunition as he lets loose the wrath

of the Solar Wind. All ranged attacks made by the initiator this round inflict an additional 5d6 points of fire damage. This is a supernatural ability.

SOLAR METEOR BLOW

Discipline: Solar Wind (Strike)

Level: 6

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 standard action

Range: Ranged attack

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

Duration: Instant

Saving Throw: Fortitude (partial, negates)

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

TRUE SHOT STANCE

Discipline: Solar Wind (Stance)

Level: 6

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

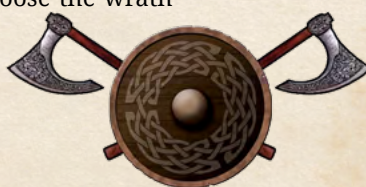
The Solar Wind disciple has honed his incredible senses and while in this stance uses his inner vision to strike his foes with his most deadly attacks. While in this stance, the initiator ignores a foe's partial concealment or any cover and he doubles the critical threat range on any ranged weapon he uses. Other effects that increase critical threat range, such as a *keen* weapon, do not stack with this effect.

TWISTING WIND SHOT

Discipline: Solar Wind (Strike)

Level: 6

Prerequisites: Two Solar Wind maneuvers



PATH OF WAR

Initiation Action: 1 standard action

Range: Ranged attack

Target: One creature

Duration: Instant

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

PHANTOM SUNSTORM

Discipline: Solar Wind (Boost)

Level: 7

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 swift action

Range: One ranged attack

Target: One creature

Duration: Instant

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

STUNNING SOLAR FLARE

Discipline: Solar Wind (Strike)

Level: 7

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instant

Saving Throw: Fortitude partial

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

TRIPLE SOLAR REFLECTION

Discipline: Solar Wind (Strike)

Level: 7

Prerequisites: Two Solar Wind maneuvers

Initiation Action: 1 full round action

Range: Ranged attack

Target: Up to four creatures, see description

Duration: Instant

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

AURORA BREAK

Discipline: Solar Wind (Boost)

Level: 8

Prerequisites: Three Solar Wind maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

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

SOLAR HAILSTORM STANCE

Discipline: Solar Wind (Stance)

Level: 8

Prerequisites: Three Solar Wind maneuvers

Initiation Action: 1 swift action

Range: personal

Target: You

Duration: Stance



PATH OF WAR

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

SOLAR WIND TSUNAMI

Discipline: Solar Wind (Strike)

Level: 8

Prerequisites: Three Solar Wind maneuvers

Initiation Action: 1 standard action

Range: 60-ft.

Area: Cone shaped

Duration: Instant

Saving Throw: Reflex half

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

SOLAR WIND NOVA

Discipline: Solar Wind (Strike)

Level: 9

Prerequisites: Four Solar Wind maneuvers

Initiation Action: 1 standard action

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

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

Target: All targets within area of effect

Duration: Instant

Saving Throw: Reflex partial

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

from the force of the attack. This maneuver creates its own ammunition.

STEEL SERPENT

Unless expressly noted, Steel Serpent maneuvers can only be used with throwing weapons, piercing weapons, slashing weapons, and unarmed strikes. The discipline of Steel Serpent has many maneuvers that would be considered supernatural abilities, and are marked as such. These abilities follow the same rules as supernatural abilities.

BODY OF THE NIGHT

Discipline: Steel Serpent (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

A wielder of the secrets of Steel Serpent knows his body and how to use it effectively in the art of stealth. By learning to manipulate his *ki* flows to obscure his movements from sight and hearing, using his body-control to mask the signs of his passage. The disciple may add his ranks in the Heal skill to his ranks in the Stealth skill when making a Stealth check while in this stance as a competence bonus. While in this stance, when making an attack against a flat-footed opponent or one that has been denied its Dexterity bonus to AC, the disciple gains a +4 competence bonus to attack rolls and inflicts an additional $1d6$ points of damage. This is a supernatural ability.

DIZZYING VENOM PRANA

Discipline: Steel Serpent (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Next melee attack or ranged attack

Target: One creature

Duration: Instant

Saving Throw: Fortitude negates

By focusing his *ki* onto a weapon, the disciple readies a spiritual poison which dizzies and confuses the minds of his foes. After initiating this boost, the next melee or ranged attack that the disciple makes staggers his foe for 1 round. In addition, if the target fails a Fortitude save (DC $11 + \text{initiation modifier}$), the target also suffers 2 points of Wisdom damage. This is a supernatural ability.



PATH OF WAR

HUNTING SERPENT BLOW

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

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

POISONER'S STANCE

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

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

STING OF THE RATTLER

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

Disciples of Steel Serpent learn to emulate the swift and powerful strikes of the serpent kingdom and leave lasting wounds through the power of their *ki*. By focusing this harmful energy into a single

attack, the disciple may cause more grievous injuries than his opponent would register immediately. The disciple makes an attack and if successful, inflicts an additional 1d4 points of damage. The following round on the disciple's turn, the enemy takes an additional 1d4 points of damage due to the venomous *ki* that has built up in the wound. This is a supernatural ability.

FADING DODGE

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

By using his knowledge of anatomy to contort away from a strike, the Steel Serpent disciple may bend away from an attacker's grasp and make a swift counter-offensive. As an immediate action, the disciple makes a Heal skill check against the attacker's roll to bend or otherwise contort himself to evade an attack. If successful he negates the attack and may make a free dirty trick attempt without provoking attacks of opportunity.



PATH OF WAR

IRON FANG

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

By hardening *ki* along edge of his weapon, the Steel Serpent disciple uses the pressure of his *ki* to penetrate the defenses of his foe. The disciple makes an attack against a foe which if successful inflicts an additional 2d6 points of damage and ignores any damage reduction the target may possess. Additionally, if the disciple is using poison or a prana maneuver with this strike, increase the saving throw DC by +2. This is a supernatural ability.

STING OF THE ASP

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

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

WEAKENING VENOM PRANA

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

By forming a deadly weakening sheen of *ki* poison along his weapon, the disciple strikes at his foe's physical might. The next attack that the disciple makes inflicts 1d4 points of Strength damage to his opponent

unless the foe succeeds on a Fortitude save (DC 12 + initiation modifier). This is a supernatural ability.

NIGHT'S KNIFE

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

With the surgical precision of the striking serpent, the disciple lands an attack with exacting damage through his knowledge of anatomy. The initiator's attacks for the round gain a damage bonus equal to the number of ranks he possesses in the Heal skill.

SICKENING VENOM STRIKE

Discipline: Steel Serpent (Strike)
Level: 3
Prerequisites: One Steel Serpent Maneuver
Initiation Action: 1 standard action
Range: Melee attack or ranged attack
Target: One creature
Duration: Instant, 1d4 rounds
Saving Throw: Fortitude partial

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

SIGHT PIERCING FANG

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

With the swiftness of a striking snake, the disciple makes a jab at his opponent's face to temporarily steal its vision. The disciple makes a melee attack against his target which if successful inflicts an additional

PATH OF WAR

2d6 points of damage and the target must make a Reflex save (DC 13 + initiation modifier). If this save is unsuccessful, the target is blinded for 1 minute as his eyes are temporarily rendered useless.

STEEL COILS

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

In this stance, the movements and motions of the disciple become more sinuous and deliberate, as if he were a serpent coiled to strike. While in this stance, the disciple may make grapple attempts without provoking attacks of opportunity, and if the disciple successfully grapples a foe, he may constrict his opponent to inflict 4d6 + his Strength modifier in damage. The manner in which he must carry himself in this stance, muscles taught and stiffened, grants him some degree of protection, adding a +4 bonus to his natural armor.

POISON BLOOD

Discipline: Steel Serpent (Counter)
Level: 4
Prerequisites: One Steel Serpent Maneuver
Initiation Action: 1 immediate action
Range: One attack that inflicts slashing or piercing damage
Target: One creature
Duration: Instant
Saving Throw: Reflex half

Every disciple of Steel Serpent has long accepted that in battle, sometimes the superior warrior gets injured. The Steel Serpent however, believes that for every wound inflicted upon the disciple, a wound must be inflicted upon the attacker. By forcing *ki* energies into his blood at the point of being wounded, the blood lost from this attack sprays at the disciple's foe as a caustic acid. To use this counter, the disciple must have been struck in combat by a slashing or piercing weapon. Upon the initiating of this counter, the attacker takes acid damage equal to twice the disciple's initiator level. This is a supernatural ability.

RATTLER'S FEINT

Discipline: Steel Serpent (Boost)
Level: 4

Prerequisites: One Steel Serpent Maneuver
Initiation Action: 1 swift action
Range: Personal
Target: One creature
Duration: Instant

Just as the rattlesnake's tail serves as a distraction to its prey, the disciple of Steel Serpent learns to obscure his attack by causing his opponent to look where he wants him to. Upon initiating this boost, the disciple may make a free feint attempt against his opponent with a +4 competence bonus; if successful, the target loses his Dexterity modifier to his armor class per feint attempts. This feint attempt does not provoke attacks of opportunity. If the attack threatens a critical hit, add a +2 bonus to the confirmation of this critical.

STING OF THE ADDER

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

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

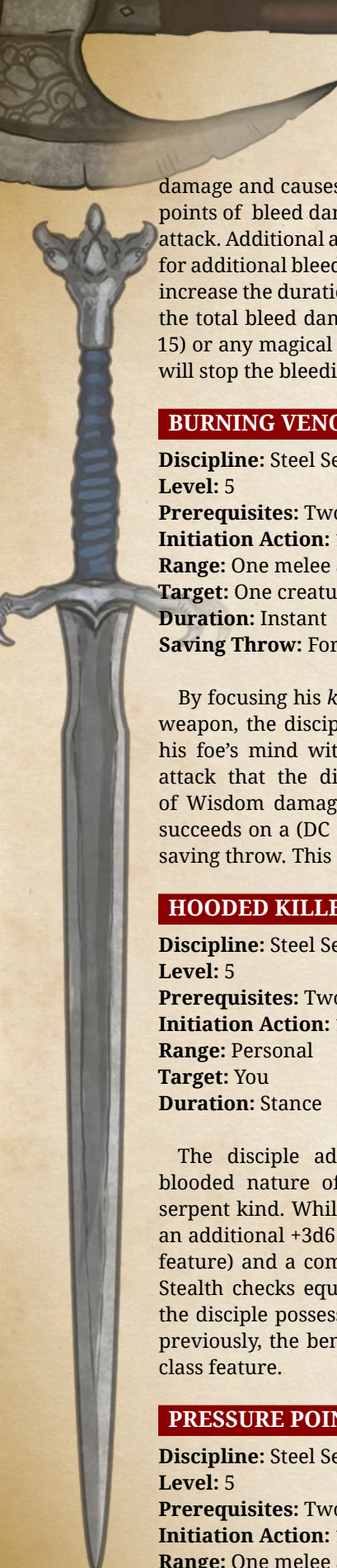
TEARING FANG

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

Weakening a foe with repeated nips and bleeding wounds will cripple them, so the Steel Serpent mantra goes, and then you may proceed with the kill. Each successful attack the disciple makes this turn against the target creature deals an additional 2d6 points of



PATH OF WAR



damage and causes the target to take an additional 2 points of bleed damage for 1d4 rounds following the attack. Additional applications of this maneuver stack for additional bleed damage, and further applications increase the duration by an additional 1d4 rounds for the total bleed damage. A successful Heal check (DC 15) or any magical effect that cures hit point damage will stop the bleeding.

BURNING VENOM PRANA

Discipline: Steel Serpent (Boost)

Level: 5

Prerequisites: Two Steel Serpent Maneuvers

Initiation Action: 1 swift action

Range: One melee attack

Target: One creature

Duration: Instant

Saving Throw: Fortitude half

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

HOODED KILLER'S STANCE

Discipline: Steel Serpent (Stance)

Level: 5

Prerequisites: Two Steel Serpent Maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

PRESSURE POINT BREAK

Discipline: Steel Serpent (Boost)

Level: 5

Prerequisites: Two Steel Serpent Maneuvers

Initiation Action: 1 swift action

Range: One melee attack

Target: One creature

Duration: One round

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

STEEL FANG

Discipline: Steel Serpent (Strike)

Level: 5

Prerequisites: Two Steel Serpent Maneuvers

Initiation Action: 1 standard action

Range: One melee attack or ranged attack

Target: One creature

Duration: Instant

Saving Throw: Will partial

The spiritual *ki* focus of the disciple is so intense that it gains armor piercing force when applied to a weapon or hand strike. The disciple makes an attack against an opponent, and if successful, the attack deals an additional 8d6 points of damage and bypasses all damage reduction the target may possess. The awesome force of the disciple's *ki* is so strong that it has the potential to daze the opponent on a failed Will save (DC 15 + initiation modifier) for one round. Additionally, if the disciple is using poison or a prana maneuver with this strike, increase the saving throw DC by +3. This is a supernatural ability.

BLEND WITH THE NIGHT

Discipline: Steel Serpent (Boost)

Level: 6

Prerequisites: Two Steel Serpent Maneuvers

Initiation Action: 1 swift action

Range: One melee attack

Target: One creature

Duration: One round

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



PATH OF WAR

SPITTING COBRA STANCE

Discipline: Steel Serpent (Stance)
Level: 6
Prerequisites: Two Steel Serpent Maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

Some serpents spit their venom, and as they are deadly at a distance so does the disciple learn to be deadlier at range with his attacks. When at range, thrown weapons inflict an additional 2d6 points of damage and throwing them does not provoke attacks of opportunity. Use of poison (mundane or magical poisons such as stings or prana maneuvers) are more vicious as well, adding +1 to each damage die or ability damage die rolled for its effect (effects with a flat number of damage increase this by +1).

STING OF THE VIPER

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

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

VIRULENCE

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

Through intense focus, the disciple is capable of increasing the potency of venoms and poisons he uses by channeling his *ki* into them and twisting that energy. Use of this boost empowers one single mundane poison, sting, or prana with a +5 boost to the save DC of effect. This lasts until used, and the maneuver may not be recovered until it is expended, nor another maneuver readied in its place. This is a supernatural ability.

BITE THE MONGOOSE

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

Inevitably, the disciple of Steel Serpent will be struck in combat and through the use of this technique; he



PATH OF WAR

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

DESERT SERPENT MIRAGE

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

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

NUMBING VENOM PRANA

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

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

SILENCING STRIKE

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

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

ADAMANTINE FANG

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

When initiating this maneuver, the disciple congeals the totality of his *ki* along his weapon which glitters almost like a diamond just before he strikes. The disciple makes an attack against an opponent which if successful deals an additional 12d6 points of damage and bypasses all damage reduction the target may possess. The awesome force of the disciple's *ki* is so strong that it has the potential to paralyze the opponent on a failed Will save (DC 18 + initiation modifier) for one round. Additionally, if the disciple is using poison or a prana maneuver with this strike, increase the saving throw DC by +4. This is a supernatural ability.

HOODED COBRA ATTITUDE

Discipline: Steel Serpent (Stance) [Mind-affecting, Compulsion]
Level: 8
Prerequisites: Three Steel Serpent Maneuvers
Initiation Action: 1 swift action
Range: Personal



PATH OF WAR

Target: You
Duration: Stance

By adopting this stance, the disciple of Steel Serpent evokes the menacing dread of the hooded cobra. The weaving, hypnotic motions of that most venomous of serpents manifests in the lithe movements of the disciple, whose gaze paralyzes a foe with its intensity. The disciple gains a gaze attack with a range of 30-ft. (see gaze attacks in *Pathfinder Roleplaying Game Bestiary 1* for more information on how to avoid gaze attacks). Creatures coming within this range are shaken by the disciple's deadly presence and the glint of his eyes (Will save DC 18 + initiation modifier negates). When the disciple focuses his gaze (as an attack action) on a target, it may make a Will save (DC 18 + initiation modifier) to resist being paralyzed for 1d4 rounds by his hypnotic gaze. A successful save negates this effect. The disciple may only have one opponent paralyzed at a time. This is a mind-affecting, compulsion effect. This is a supernatural ability.

STING OF THE COBRA

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

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

FIVE-FOLD HYDRA STING

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

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

THRASHING DRAGON

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

INNER SPHERE STANCE

Discipline: Thrashing Dragon (Stance)
Level: 1
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Stance

A defensive stance that focuses on using the disciple's dance-like movements to confound his foe, Inner Sphere Stance allows the disciple to use erratic movements to defend himself and bolster his confidence. When wielding two weapons while in this stance, the disciple gains a +2 dodge bonus to AC and a +2 morale bonus to Will saves. These bonuses increase by +1 when the character's initiator level reaches 6th, and increases again by +1 at 12th and 18th initiator level.

LEAPING DRAGON

Discipline: Thrashing Dragon (Boost)
Level: 1



PATH OF WAR

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

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

OFFENSIVE ROLL

Discipline: Thrashing Dragon (Strike)

Level: 1

Initiation Action: 1 full round action

Range: Melee attack

Target: One creature

Duration: Instant

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

OUTER SPHERE STANCE

Discipline: Thrashing Dragon (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

SWIFT CLAWS

Discipline: Thrashing Dragon (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Melee attack

Target: One creature

Duration: Instant

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

WYRMLING'S FANG

Discipline: Thrashing Dragon (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Thrown

Target: One creature

Duration: Instant

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

FLASH KICK

Discipline: Thrashing Dragon (Boost)

Level: 2

Initiation Action: 1 swift action

Range: Melee attack

Target: One creature

Duration: Instant

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



PATH OF WAR

FLICK OF THE WRIST

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

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

REFLEXIVE TWIST

Discipline: Thrashing Dragon (Counter)
Level: 2
Initiation Action: 1 immediate action
Range: One melee attack
Target: Personal
Duration: Instant

With his athletic abilities and reflexes honed to a razor's edge, the Thrashing Dragon disciple may incorporate reflexive evasions into his fighting dance at a moment's notice to defend himself from danger. When making a Reflex save, the initiator may instead make an Acrobatics check in place of his Reflex saving throw bonus to determine his success.

SUN DIPS LOW

Discipline: Thrashing Dragon (Counter)
Level: 2
Initiation Action: 1 immediate action
Range: One melee attack
Target: Personal
Duration: Instant

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

SWEEPING TAIL

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

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

ANCIENT'S FANG

Discipline: Thrashing Dragon (Strike)
Level: 3
Prerequisites: 1 Thrashing Dragon maneuver
Initiation Action: 1 standard action
Range: One ranged attack
Target: One creature
Duration: Instant



PATH OF WAR



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

BATTLE DRAGON'S STANCE

Discipline: Thrashing Dragon (Stance)

Level: 3

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

FANGS STRIKE LOW

Discipline: Thrashing Dragon (Strike)

Level: 3

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 standard action

Range: One melee attack

Target: Personal

Duration: 3 rounds

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

VICIOUS SWIPE

Discipline: Thrashing Dragon (Strike)

Level: 3

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 standard action

Range: One melee attack

Target: One creature

Duration: Instant, up to 4 rounds

Saving Throw: Fortitude partial

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

DEVASTATION ROLL

Discipline: Thrashing Dragon (Strike)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 standard action

Range: One melee attack

Target: One creature

Duration: One round

The martial disciple's movements are so quick and precise, his deadly strikes are hard to evade. With a sudden twist and jump through the opponent's defenses, the disciple strikes hard into the exposed and undefended foe. The initiator must move at least 10-ft. through two spaces that his opponent threatens and make a Acrobatics check equal to the target's CMD (this roll counts as both a check to use the maneuver as well as to negate potential attacks of opportunity from moving through a threatened area). If successful, make an attack against the target's flat-footed Armor Class, and the attack inflicts an additional 6d6 points of damage.

DRAGON ASSAULT

Discipline: Thrashing Dragon (Strike)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 full round attack action

Range: One melee attack

Target: One creature

Duration: Instant

By unleashing his full wrath against his enemies, a Thrashing Dragon disciple is capable of inflicting incredibly powerful blows that get more potent per successive hit. The initiator makes a full round attack against a target(s), the first successful hit inflicting



PATH OF WAR

normal damage. Each subsequent successful attack inflicts an additional 1d6 points of damage that carry over to the next attack, the third attack inflicting +2d6 damage, the fourth +3d6 damage and so on to a maximum of +5d6 on all subsequent attacks.

DRAGON RUSH

Discipline: Thrashing Dragon (Boost)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

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

SHARPENED TALONS

Discipline: Thrashing Dragon (Boost)

Level: 4

Prerequisites: 1 Thrashing Dragon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Instant

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

THRASHING DRAGON TWIST

Discipline: Thrashing Dragon (Strike)

Level: 5

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 standard action

Range: One melee attack

Target: Any adjacent target

Duration: Instant

Like a coiled spring, the disciple of the Thrashing Dragon twists his body and with powerful recoil,

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

BEND WITH THE WIND

Discipline: Thrashing Dragon (Stance)

Level: 5

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

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

HURRICANE OF FANGS

Discipline: Thrashing Dragon (Boost)

Level: 5

Prerequisites: 2 Thrashing Dragon maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

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



PATH OF WAR

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

REVERSING THRUST

Discipline: Thrashing Dragon (Counter)
Level: 5
Prerequisites: 2 Thrashing Dragon maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

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

TAIL SLAP

Discipline: Thrashing Dragon (Strike)
Level: 6
Prerequisites: 2 Thrashing Dragon maneuvers
Initiation Action: 1 standard action
Range: One melee attack
Target: One creature
Duration: Instant
Saving Throw: Fortitude partial

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

GREAT WYRM'S FANG

Discipline: Thrashing Dragon (Strike)
Level: 6
Prerequisites: 2 Thrashing Dragon maneuvers
Initiation Action: 1 standard action
Range: One ranged attack
Target: One creature
Duration: Instant

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

RENDING CLAWS

Discipline: Thrashing Dragon (Boost)
Level: 6
Prerequisites: 2 Thrashing Dragon maneuvers
Initiation Action: 1 swift action
Range: Melee
Target: One creature
Duration: Instant

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

UNBREAKABLE TALONS

Discipline: Thrashing Dragon (Boost)
Level: 6
Prerequisites: 2 Thrashing Dragon maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: One turn

Using his superior skill and speed, the disciple knows where and how to strike for maximum effectiveness. By striking at the right angle, the disciple's blades set off discordant harmonies within the target for increased destructive potential. When two-weapon fighting with bladed weapons or with natural attacks

PATH OF WAR

that inflict slashing damage, the disciple's attacks with those weapons inflict an additional 4d6 points of damage for the round and strike as if they were adamantine weapons for the purposes of overcoming damage reduction or sundering items.

ALACRITY ON WING

Discipline: Thrashing Dragon (Counter)
Level: 7
Prerequisites: 2 Thrashing Dragon maneuvers
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

With reflexes honed from many combats, the disciple may react to danger with speed so great he may even attack multiple times while he evades the unlucky attacker. The initiator makes an Acrobatics check opposed by the target's attack roll. If successful the attack is negated and the initiator may make a melee attack with two wielded weapons or unarmed strikes, each dealing an additional +2d6 points of damage.

BRUTAL DRAGON'S STANCE

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

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

THRASHING DRAGON FRENZY

Discipline: Thrashing Dragon (Strike)
Level: 7
Prerequisites: 2 Thrashing Dragon maneuvers
Initiation Action: 1 standard action
Range: One melee attack
Target: Any adjacent target
Duration: Instant

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

DOOM TALON

Discipline: Thrashing Dragon (Boost)
Level: 8
Prerequisites: 3 Thrashing Dragon maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: Instant

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

DRAGON WARRIOR'S TALONS

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

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



PATH OF WAR

THRASHING BLADES

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

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

DEADLY DRAGON STRIKE

Discipline: Thrashing Dragon (Strike)
Level: 9
Prerequisites: 4 Thrashing Dragon maneuvers
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One or two creatures
Duration: Instant
Saving Throw: Fortitude partial

Upon reaching mastery of the Thrashing Dragon discipline, the disciple learns the truth of his deadly war dance; at its center is a deadly calm. It is in this calm that he discovers the true nature of his art and that one perfect blow can spell instant death for a foe. The disciple analyzes his foes in the blur of combat and finds his perfect moment and strikes for the heart and pierces it through. The initiator makes an attack roll against one or two foes using his two weapons (both attacks made through this strike are made at full attack bonus) and if these attacks are successful, his weapon perfectly and precisely pierces the foe's heart or other vital zone, killing it instantly on a failed Fortitude save (DC 19 + initiation modifier). Even if the creature successful saves, the strike inflicts his weapon's damage plus an additional 12d6 points of damage from the trauma of the blow. The initiator can use this strike to attack the same

target with both attacks, forcing the target to make two Fortitude saves as above. Creatures immune to precision damage are not subject to the death effects of this strike.

VEILED MOON

The discipline of Veiled Moon and all of its maneuvers and stances are considered to be supernatural abilities and thus do not function in situations where supernatural abilities will fail. If the character is on an plane that does not touch the Ethereal, then Veiled Moon maneuvers that specify that they use the Ethereal Plane do not function; all others function normally due to all planes connecting to the Astral Plane. Teleportation maneuvers require that the destination must be within line of sight to the initiator, and are usable with the Dimensional Agility line of feats. Also, maneuvers with the [Teleportation] tag only apply to the initiator himself, his gear and equipment, and up to 25 pounds of carried objects. Lastly, maneuvers with the [Mind-affecting] tag are considered enchantment effects for the purposes of saving throws and immunities.

DIMENSIONAL STRIKE

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

By shifting slightly between two worlds, the disciple confuses the senses of his foe so he may land his attack more easily. The initiator initiating this strike causes his foe to be flat-footed to this attack.

DISTURBING BLOW

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

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



PATH OF WAR

GHOST HUNTING BLOW

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

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

INNER SENSE

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

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

LEAPING SPIRIT DANCE

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

Light as a feather, the Veiled Moon disciple moves gracefully in combat, with the smooth and practiced grace of an incorporeal being. The disciple gains a +2 dodge bonus to AC and a +2 competence bonus to Reflex saves while in this stance so long as he moves at least 10 feet on his turn each round. This bonus increases by +2 at initiator level 9, and by an additional +2 at initiator level 17.

SPIRIT SENSING STANCE

Discipline: Veiled Moon (Stance)
Level: 1
Initiation Action: 1 swift action
Range: Personal

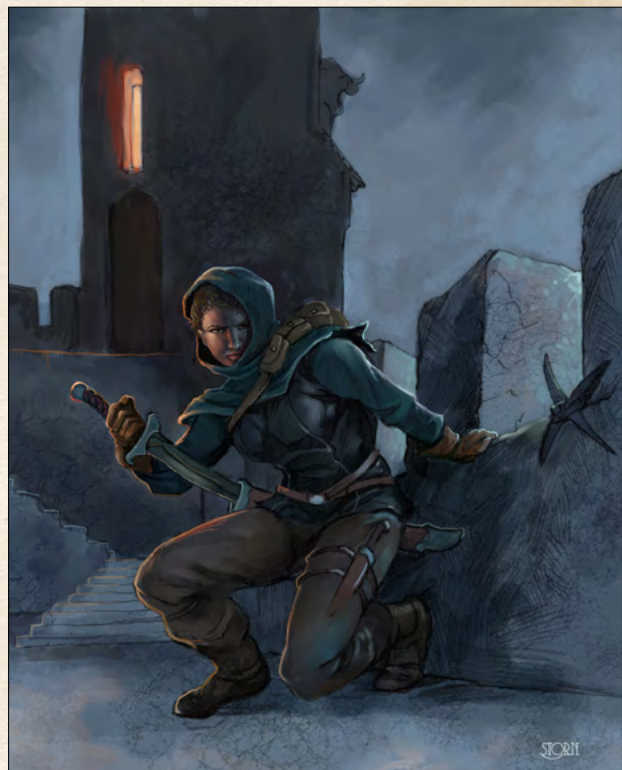
Target: You
Duration: Stance

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

CURSED FATE

Discipline: Veiled Moon (Strike) (Mind-affecting)
Level: 2
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Duration: Instant
Saving Throw: Will negates

The disciple can befuddle and bewilder his opponent with this strike, causing a grave imbalance in the psyche of the victim. The initiator must make a successful attack against the target, inflicting an additional 2d6 points of damage and the target must attempt a Will save (DC 12 + initiation modifier) or suffer a -4 to all d20 rolls until the disciple's next turn.



PATH OF WAR

FADING STRIKE

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

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

HALF-GONE

Discipline: Veiled Moon (Counter) (Teleportation)
Level: 2
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

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

RESONANCE STRIKE

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

By funneling his spiritual power into his attack, the Veiled Moon practitioner may strike an opponent

with glowing silvery light on the Material or the Ethereal plane. This strike is resolved as a melee or ranged touch attack, and it inflicts 3d6 + initiator level points of force damage in lieu of normal damage, and this attack may strike incorporeal creatures without suffering reduced damage. This is an Ethereal plane using maneuver.

ALTERED PENUMBRA

Discipline: Veiled Moon (Counter) (Teleportation, Figment)
Level: 3
Prerequisites: One Veiled Moon maneuver
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: Instant

Position is relative to the Veiled Moon disciple's thinking, and his position in the universe is mutable. Using these principles, the disciple may circumvent reality to remove himself from harms way when necessary. The initiator makes a Stealth check opposing the attacker's Perception check. If successful then the initiator may teleport to any spot within 10-ft. away from his current position and leave a *minor image* duplicate of himself behind to take the attack of his foe in his place. *Minor images* created by this counter last for 1d4 rounds or until dispersed. This ability may be used to defend against spells and effects that directly target the initiator with an attack roll (such as ranged touch effects) or for those that allow for a Reflex save. If the attack would still encompass an area to where the initiator is teleporting (such as with the *fireball* spell he has not vacated), the initiator would still be struck by the attack.

BRILLIANT MOON

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

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

PATH OF WAR

hit inflicts an additional 4d4 points of force damage from the spiritual power the disciple infuses into the attack.

FORMLESS DANCE

Discipline: Veiled Moon (Stance) [Glamer]

Level: 3

Prerequisites: One Veiled Moon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

The Veiled Moon disciple immerses himself in a sort of dimensional flux, causing him to be able to see what cannot be perceived and seemingly be in many places at once. While in this stance, the initiator gains the benefits of a *see invisibility* spell and the *blur* spell.

GHOSTWALK

Discipline: Veiled Moon (Boost) (Teleportation)

Level: 3

Prerequisites: One Veiled Moon maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

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

BREATH OF THE MOON

Discipline: Veiled Moon (Strike) (Mind-affecting)

Level: 4

Prerequisites: One Veiled Moon maneuver

Initiation Action: 1 standard action

Range: Melee or ranged attack

Target: One creature

Duration: 1d4 rounds

Saving Throw: Will negates

The moon is a source of madness, so the legend goes, and by using the principles of lunar cycles on the psyche of mortals, the disciple may temporarily relieve a target of its sanity for a few moments in combat. The initiator must make a melee attack against a target creature, and if successful, in addition to damage the target must make a Will save

(DC 14 + initiation modifier) or be confused (as the spell confusion) for 1d4 rounds. After the application of this maneuver, the subject briefly forgets that the initiator exists and thus may not target the initiator while confused.

ETHEREAL REMINISCENCE

Discipline: Veiled Moon (Teleportation)

Level: 4

Prerequisites: One Veiled Moon maneuver

Initiation Action: 1 full round action

Range: Personal

Target: You

Duration: One round

The ectoplasmic nature of beings on the Ethereal plane allows for the Veiled Moon disciple to briefly transport himself to that realm and use his will to restore some his form by filling his wounds with spectral energies, displacing his injuries but at a great potential risk. As a full round action, the initiator may become incorporeal for one round and restore twice his ranks in Stealth in hit points to himself. Every time the initiator makes the transition between planes, however, he runs the risk of potentially losing himself there briefly. The initiator initiating this maneuver must make a Will save (DC 14, +1 DC for every time he's initiated this maneuver since he last rested for 8 hours after the first use); if successful, the maneuver works as normal. If the saving throw fails, the initiator does not regain any hit points, instead suffering 2d6 points of damage, and spends the next 2d4 rounds lost in the borderland between the Prime Material Plane and the Ethereal Plane, and when he returns to the Prime, he is fatigued for an hour. This is an Ethereal plane using maneuver.

FADING LEAP

Discipline: Veiled Moon (Teleportation)

Level: 4

Prerequisites: One Veiled Moon maneuver

Initiation Action: 1 move action

Range: Up to twice movement speed

Target: You

Duration: Instant

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



PATH OF WAR

FLICKER STRIKE

Discipline: Veiled Moon (Strike) (Teleportation)
Level: 4
Prerequisites: One Veiled Moon maneuver
Initiation Action: 1 standard action
Range: Melee attack, movement speed
Target: One creature
Duration: Instant

In a flickering blur of teleportation and movement, the Veiled Moon disciple may disappear, blink into existence to strike a foe, and then disappear again to appear a safe distance away. The initiator may teleport up to his movement speed to a target enemy, make an attack or a combat maneuver (such as disarm or trip) against the foe using its flat-footed armor class or CMD (denying the target his Dexterity bonus due to the surprising nature of the attack), then teleport away up to his movement speed, all without drawing attacks of opportunity for the movement or attack.

ESSENCE SHATTERING STRIKE

Discipline: Veiled Moon (Strike) [Force]
Level: 5
Prerequisites: Two Veiled Moon maneuvers
Initiation Action: 1 standard action
Range: Melee or ranged attack
Target: One creature
Duration: Instant, 1d4 rounds
Saving Throw: Fortitude negates

With a powerful strike, the Veiled Moon disciple attacks at the very spirit of his foe with his silver-blue light. The initiator makes an attack against a target creature, and inflicts an additional 6d6 points of force damage and dazes his foe for 1d4 rounds due to the disturbance on a failed Fortitude save (DC 15 + initiation modifier).

STANCE OF THE ETHER GATE

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

By shifting his essence partially into the Astral plane, the disciple finds that moving through that plane as just as easy as moving through the Material plane. While the disciple is in this stance, he may

teleport up to his movement speed as a move action, or twice his movement speed as a full round action, at will. He must see his destination clearly to be able to teleport to it. The initiator may not take any creatures with him when teleporting; only himself and the gear he is carrying plus up to an additional 20 lbs. This stance meets the qualifications for the Dimensional Agility feats, should the initiator wish to take them.

TWISTING ETHER

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

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

WARP WORM

Discipline: Veiled Moon (Strike) [Teleportation, Force]
Level: 5
Prerequisites: Two Veiled Moon maneuvers
Initiation Action: 1 full round action
Range: Melee touch
Target: Up to three targets
Duration: Instant

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

PATH OF WAR

ETHER WAVE

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

The Veiled Moon disciple concentrates his spiritual energies to his hand and tears into the barrier between the Astral and the Material, and releases the energies that form from this in a wracking wave of silvery-blue energy. The initiator unleashes a 40-ft. cone of dimensional energy which inflicts 12d6 points of force damage to all targets within its area with a Reflex saving throw (DC 16 + initiation modifier) for half damage.

PHANTOM PENUMBRA

Discipline: Veiled Moon (Counter) [Teleportation, Figment]
Level: 6
Prerequisites: Two Veiled Moon maneuvers
Initiation Action: 1 immediate action
Range: Personal, 20-ft.
Target: You
Duration: Instant, 4 rounds

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

SPIRITUAL WEAPON STANCE

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

By channeling ethereal energies along his weapons and his body, the initiator becomes immersed in both worlds, being as solid on the Ethereal Plane as he is on the Material. While in this stance, the initiator's weapons, armor, and equipment are treated as if they had the *ghost touch* property (ammunition retains the property until used), and his attacks inflict an additional 2d6 points or force damage. As a side-effect of this empowerment from the Ethereal plane, this energy acts a buffer against magical attacks, and grants the disciple spell resistance equal to 5 + his initiator level. This is an Ethereal plane using stance.

VAPORFORM CRASH

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

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

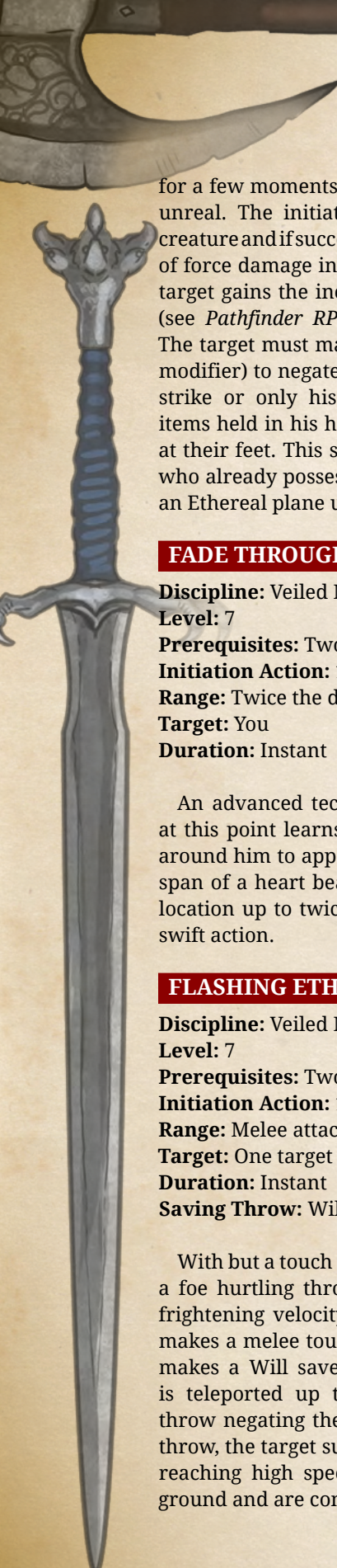
DISPERSAL STRIKE

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

With a powerful strike and flash of silver-blue light, the disciple slams his foe directly into the Ethereal



PATH OF WAR



for a few moments, causing it to become ghostly and unreal. The initiator makes an attack on a target creature and if successful, the strike inflicts 12d6 points of force damage in place of normal damage, and the target gains the incorporeal subtype for 1d4 rounds (see *Pathfinder RPG Bestiary 1* for further details). The target must make a Will save (DC 17 + initiation modifier) to negate the incorporeality portion of this strike or only his body becomes incorporeal and items held in his hands do not, falling to the ground at their feet. This strike does not function on targets who already possess the incorporeal subtype. This is an Ethereal plane using maneuver.

FADE THROUGH

Discipline: Veiled Moon [Teleportation]
Level: 7
Prerequisites: Two Veiled Moon maneuvers
Initiation Action: 1 swift action
Range: Twice the disciple's movement speed
Target: You
Duration: Instant

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

FLASHING ETHER TOUCH

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

With but a touch the Veiled Moon disciple may send a foe hurtling through the Astral to reappear with frightening velocity to hit the ground. The initiator makes a melee touch against a target, and the target makes a Will save (DC 17 + initiation modifier) or is teleported up to 60-ft. away, successful saving throw negating the maneuver. Upon a failed saving throw, the target suffers 10d6 points of damage from reaching high speeds and slamming hard into the ground and are considered prone.

ANCHORING SPIRIT

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

The Veiled Moon disciple pulls himself fully into the Ethereal and manifests a ghostly apparition of his form upon the Material, and in doing so he locks his immediate area for travel through the Ethereal or Astral plane. While in this stance, the initiator gains the incorporeal subtype and anyone within 30-ft. of his position who attempts to use an effect with the [Teleportation] type likely fails. The disciple can exclude allied creatures from this effect. Those effected can attempt an opposed initiator level check (using their caster or initiator level) to successfully execute their teleportation effect. Once outside of this stance's range, creatures are no longer affected. If two or more instances of Anchoring Spirit overlap, they cease functioning until separated. This is an Ethereal plane using maneuver.

ECLIPSING MOON

Discipline: Veiled Moon (Strike) [Teleportation, Force]
Level: 8
Prerequisites: Three Veiled Moon maneuvers
Initiation Action: 1 full round action
Range: Melee attack, movement speed
Target: Special
Duration: Instant

Folding space around his form effortlessly, the disciple is capable of leaps through the ether and attacking through the barrier between the worlds in a series of staccato bursts of silvery-blue light, his image blinking as he strikes. As a full attack action, the initiator may make an attack against a target and then teleport a distance up to his movement speed to a new target to strike again, and each attack is made against the target's flat-footed armor class. He may do this a number of times equal to the number of attacks he possesses on a full attack action (including off hand attacks or secondary attacks), and he may select the same target for each attack but each teleportation must land him in position to make an attack against a target creature (he must attack a target creature at the end of each teleportation). Each attack gains a



PATH OF WAR

+2 competence bonus and inflicts an additional 4d4 points of force damage. Secondary attacks such as off-hand attacks and secondary natural attacks only add 2d4 of force damage. The initiator may forgo the first attack of this maneuver to teleport himself into position to use the rest of the attacks of this maneuver.

LUNAR PENUMBRA

Discipline: Veiled Moon (Counter) [Teleportation]
Level: 8

Prerequisites: Three Veiled Moon maneuvers

Initiation Action: 1 immediate action

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

Target: You and one target

Duration: Instant

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

BANISH TO THE BEYOND

Discipline: Veiled Moon (Strike) [Teleportation]

Level: 9

Prerequisites: Four Veiled Moon maneuvers

Initiation Action: 1 standard action

Range: Melee touch

Target: One creature

Duration: Special (see text)

Saving Throw: Will partial

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



ARCHETYPES

Presented below are a variety of archetypes for the stalker, warder, and warlord. In addition, archetypes for the psychic warrior and soulknife classes from *Ultimate Psionics* are presented.

ALTERNATE CLASS FEATURES

Most of the options presented on this section include a variety of alternate class features. When a character selects a class, he must choose to use the standard class features defined for the class or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the dervish defense class feature of the dervish defender replaces the tactical acumen feature of the warder. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. For example, a stalker could not be both a judge and a soul hunter since they both replace the deadly strike class feature.

STALKER

Presented below are two new archetypes for the stalker class.

JUDGE

Some stalkers find themselves in the service of religious institutions, working side by side with inquisitors and clerics to root out heresy and combat those that oppose their benefactors or orders and do so in the most subtle of ways. By becoming a judge of their religious flock, the stalker takes on some attributes of the inquisitors he works beside.

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

modifier (minimum of 1). Unless listed here, a judge's *ki* pool abilities are the same as a normal stalker.

At 1st level, the judge's *ki* attunes him to the vibrations of falsehood and truths that are uttered by those around him, gaining a +4 insight bonus to Bluff or Sense Motive checks.

At 5th level, the judge may spend 1 point of *ki* and attune himself to morality of those around him, gaining the benefits of the *see alignment* spell for one round per two class levels.

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

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

This augments the stalker *ki* pool class feature.

Judgment (Su): Starting at 1st level, a judge can pronounce judgment upon his foes as a swift action. Starting when the judgment is made, the judge receives a bonus or special ability based on the type of judgment made.

At 1st level, a judge can use this ability once per day. At 5th level and every four levels thereafter, the judge can use this ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The judge must participate in the combat to gain these bonuses. If he is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until he can participate in the combat again.

When the judge uses this ability, he must select one type of judgment to make. As a swift action, he can change this judgment to another type.

Avenging: This judgment spurs the judge to seek justice, granting a +1 insight bonus on all attack rolls. This bonus increases by +1 for every five judge levels he possesses. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits.

Bloody: The judge inflicts horrible, bleeding wounds

PATH OF WAR

that gush with his deity's rage. After a successful attack upon the target who has been targeted by this judgment, the target suffers 1d6 points of bleed damage on its turn for a number of rounds equal to 1 + the judge's Wisdom modifier (minimum of 1 rounds). Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing.

Destructive: The judge is filled with divine wrath, gaining a +1 insight bonus on all weapon damage rolls. This bonus increases by +1 for every four judge levels he possesses.

Enduring: This judgment makes the judge resistant to harm, granting DR 1/magic. This DR increases by 1 for every five levels he possesses. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the judge's. If he is neutral, the judge does not receive this increase.

Guarded: The judge's senses protect him from the vile taint of his foes, granting a +1 insight bonus on all saving throws. This bonus increases by +1 for every five judge levels he possesses. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Unbreakable: The judge is shielded by a dark haze, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 for every four judge levels he possesses.

Unyielding: The judge is provided flashes of divine protective knowledge, granting a +1 insight bonus to Armor Class. This bonus increases by +1 for every five judge levels he possesses. At 10th level, this bonus is doubled against attack rolls made to confirm critical hits against the judge.

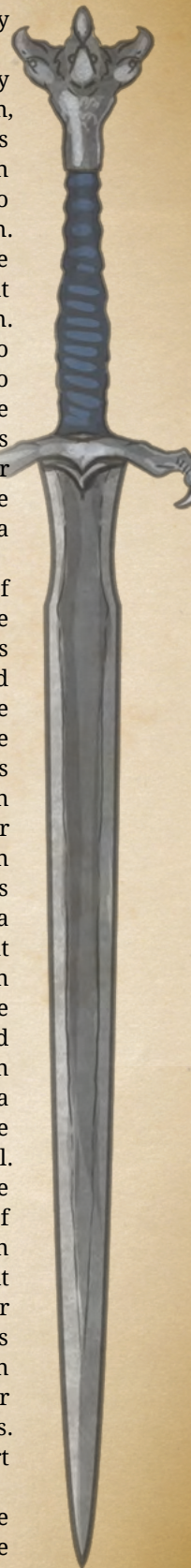
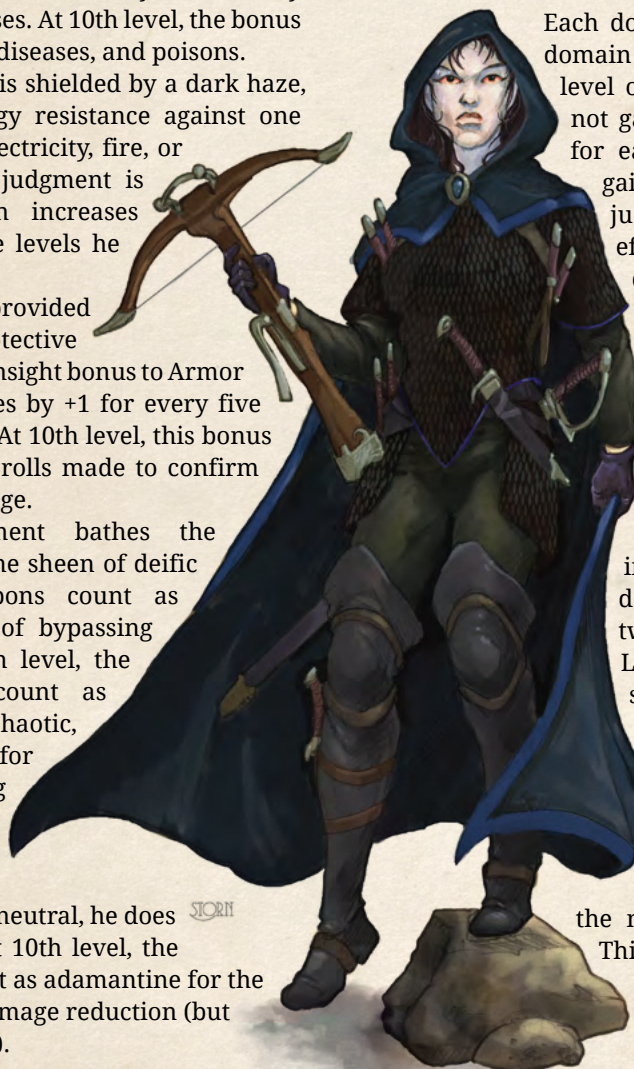
Wrathful: This judgment bathes the judge's weapons in a divine sheen of deific rage. The judge's weapons count as magic for the purposes of bypassing damage reduction. At 6th level, the judge's weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the judge's alignments. If the judge is neutral, he does not receive this bonus. At 10th level, the judge's weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).

This replaces the stalker's deadly strikes class feature. He may not select the deadly ambush, deadly insight, or deadly recovery stalker arts.

Domain: Like a cleric's deity, a judge's deity influences his alignment, what magic he can perform, and his values. Although not as tied to the tenets of the deity as a cleric, a judge must still hold such guidelines in high regard, despite that fact he can go against them if it serves the greater good of the faith. A judge can select one domain from among those belonging to his deity. He can select an alignment domain only if his alignment matches that domain. With the GM's approval, a judge can be devoted to an ideal instead of a deity, selecting one domain to represent his personal inclination and abilities. The restriction on alignment domains still applies. Judges also have access to Inquisitions, which are similar to Domains but do not include Domain spells. If he so chooses, he may use an inquisition instead of a domain.

Each domain grants a number of domain powers, depending on the level of the judge. A judge does not gain the bonus spells listed for each domain, nor does he gain bonus spell slots. The judge uses his level as his effective cleric level when determining the power and effect of his domain powers. If the judge has access to domains as a cleric or inquisitor, at least one of his domain selections must be the same domain selected as a judge; if he has an inquisition instead of a domain, he may choose two domains as normal. Levels of cleric and judge stack for the purpose of determining domain powers and abilities, but not for bonus spells or for inquisitions unless the inquisition is taken in the place of a domain for the non martial disciple class. This replaces the stalker art gained at 3rd level.

Judge Arts: As a judge gains experience, he



PATH OF WAR

learns a number of arts that aid him and confound his foes. Starting at 7th level, a judge gains one art; he gains an additional art for every four levels of judge attained after 7th level. A judge cannot select an individual art more than once (unless noted). Judges select their starting arts from the stalker arts list, or may select the following:

Final Judgment (Ex): A judge with this potent art can bring deadly judgment to foes that are unaware of their impending doom. To attempt to levy final judgment on a target, the judge must first study his target for three full rounds before making the final judgment. On the following round, if the judge initiates a maneuver against the target and the target is denied its Dexterity bonus to AC, the maneuver has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the judge as an enemy. If the attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to $10 + 1/2$ the judge's level + the judge's Wisdom modifier. If the save is successful, the target still suffers the effects of the maneuver as normal, but it is immune to that judge's final judgment ability for 1 day. The character's judge level must be 15th level or higher to select this art.

Truthseeker (Sp): The judge must be able to make swift decisions in his line of work, and by using his *ki* to feel out disturbances caused by lies in a target's soul. By spending a point of *ki* as a standard action and clearly viewing a subject within close range, the judge gains the effects of a *discern lies* spell for a number of rounds equal to his Wisdom modifier. This ability works exactly as the spell in all other respects. This replaces the blending class feature.

Divine Abolishment (Su): The strengths of an enemy wither in the face of the judge's divinely mandated execution of his deity's will. When initiating a martial strike while using a judgment, the judge may expend a point of *ki* from his *ki* pool to strip away the magical protections of his foe. This functions as a targeted *greater dispel magic* using his initiator level as his caster level, and this targets spells or spell-like abilities functioning on a target (with a duration of one round or longer), and may target a number of ongoing effects equal to his Wisdom modifier. This replaces the improved blending class feature.

SOUL HUNTER

Some stalkers learn that through the practice of more esoteric *ki* arts, that they are able to track the very essence of a foe, see through the fog of reality and hunt the soul of their targets. These stalkers, known as soul hunters, are well-versed in the methods of

hunting and killing their intended targets. By honing their senses farther than any other stalker could, and emulating the hunting methods of hungry spirits and dragons, the soul hunter becomes a foe that is nigh-inescapable.

Maneuvers Readied: A soul hunter stalker readies his maneuvers as a normal stalker would, but his recovery methods are different. In order for a soul hunter to recover maneuvers, he must either focus on the hunt of his prey or on the memories of past kills as a standard action and recover one expended maneuver. Alternately, the soul hunter may tap into the escaping energy of a soul by using his Soul Claiming ability (see Soul Claiming class feature below), and recover a number of expended maneuvers equal to his Wisdom modifier.

Ki Pool: A soul hunter is more in-tune with his own native rhythms so he may better hunt his chosen prey. The soul hunter stalker's base *ki* pool is increased by 2 additional points of *ki* at first level. Additionally, the use of his *ki* pool affords him several other abilities.

At 5th level, the soul hunter may use his soulburning on Claimed targets within 30 ft. of his position. The stalker spends 1 point of *ki* as a move action and all Claimed targets suffer his soulburning damage.

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

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

This alters the *ki* pool class feature of the soul hunter, which otherwise functions identically to a normal stalker.

Soul Claiming (Su): A soul hunter is capable of attuning his own *ki* to a foe's vital energies, making it difficult for quarry to elude or escape him. As a swift action, the soul hunter stalker may Claim a target creature that he has inflicted damage upon. A Claimed target's position is known to the soul hunter, even if they have total concealment against him (though he still suffers the normal miss chance if his target



PATH OF WAR

is concealed, and is denied his Dexterity bonus if the Claimed target attacks him). Additionally, the target of his Claiming provokes attacks of opportunity from the soul hunter when using the withdraw action to escape him. A soul hunter may not Claim more than his Wisdom modifier in creatures at any given time; a creature remains Claimed until the soul hunter withdraws his Claim (a free action) or until the target is slain. If the Claimed target is slain (reduced to 0 or fewer hit points) by the Claiming soul hunter, then he may recover his Wisdom modifier in expended maneuvers. A soul hunter may not Claim a target creature with fewer than ½ HD. This replaces the stalker's standard recovery method.

Soulburning (Su): When combating his target, the soul hunter can use his ki to cause disharmony within a Claimed creature's very life energy, causing the foe's own ki to erupt into life-destroying energy. Some describe the pain experienced as being the worst that any could endure, like something was inside their very spirit and devouring it whole. When making an attack or initiating a martial maneuver against his Claimed target, the soul hunter may force this subtle disharmony to become a geyser of agony, as the soul hunter's ki causes the target's life energies to ignite. This inflicts an additional 1d6 points of damage at 1st level upon a successful attack, and this damage increases by an additional 1d6 points of damage every four soul hunter levels. Stalker arts that utilize deadly strikes use soulburning instead, and function as written with the following caveat: Soulburning cannot be done against targets that do not have vital forces (this includes constructs, oozes, and undead with an Intelligence score of 0.) This replaces the stalker's deadly strikes ability.

Combat Insight (Su): The soul hunter's combat insight differs from a more traditionally trained stalker in the following ways:

At 2nd level, the soul hunter gains the scent special ability, and gains a +4 insight bonus to track targets that the he has Claimed.

At 12th level, whenever he reduces a Claimed target to 0 hit points or less, he may recover an expended maneuver.

These replace the abilities gained through combat insight at 2nd and 12th level.

Sight of the Hunter (Sp): The soul hunter learns ways to be able to hunt his prey with his extrasensory abilities. At 6th level, the soul hunter may spend 1 *ki* and use the spell *clairaudience* – *clairvoyance* (clairvoyance only) as a spell-like ability, using his stalker level as his caster level for the effect. He may spend an additional *ki* point to Claim a target seen in

such a way. At 16th level, he may spend a *ki* point to use *scrying* and *locate creature* as spell-like abilities, and Claim targets spied upon in such a manner. The soul hunter must have either visited the location first, or have a clear picture of the target within his mind to use these abilities (as per the spells specific requirements). This replaces the blending and improved blending class features.

WARDER

Presented below are four new archetypes for the warder class.

DERVISH DEFENDER

Not all warders find solace in a thick coat of steel on their body and a stout shield in hand, some warders eschew this for the more mobile fighting styles enjoyed by those who practice the Thrashing Dragon discipline.

Weapon and Armor Proficiencies: Dervish defender are proficient in all simple weapons and martial melee weapons, double weapons, and with light armor. They are not proficient with shields.

Disciplines: The dervish defender gains access to Thrashing Dragon and loses access to Iron Tortoise. Bluff is no longer a class skill; Acrobatics is now a class skill.

Bonus Feat: The dervish defender gains Two-Weapon Fighting as a bonus feat at 1st level.

Two-Weapon Defense (Ex): While not all dervish defenders fight in the same manner, most do and all are extensively trained in these fighting philosophies. While wearing light armor or no armor, wielding a weapon in each hand (or using a double weapon), and not using a shield heavier than a buckler, the warder may add her Intelligence bonus (if any) to her Armor Class. She retains this bonus even against touch attacks or when flat-footed, but loses this bonus should she be rendered helpless by any means.

Dervish Defense (Ex): A dervish defender is capable of an aggressive defense, attacking even as they defend. At 4th level, the dervish defender may use a counter against an enemy's attack and if she successfully counters it, she may make an immediate attack of opportunity against that foe. This replaces the tactical acumen class feature.

Shield of Blades (Ex): At 6th level, when fighting unarmed or with a weapon from the light blades, double weapon or close weapon weapon group in each hand, the dervish defender improves her shield bonus to AC by an amount equal to her aegis bonus. As an immediate action, the dervish defender may lose her shield bonus to armor class until the beginning



PATH OF WAR

of her next turn and grant an adjacent creature an equivalent shield bonus to armor class until the beginning of the dervish defender's next turn. This replaces the clad in steel class feature.

Grace of Blades (Ex): At 15th level the dervish defender gains mastery over her two-weapon style. Whenever the dervish defender makes an attack with one weapon while holding two or more weapons or using a double weapon (such as during a full attack during which she is not two-weapon fighting, or using a strike that includes a melee attack) she increases that attack's damage by an amount equal to one of her off-hand weapons' damage (including any extraordinary and magical enhancements) plus one-half her Strength modifier. Whenever the dervish defender makes an attack with more than one weapon (such as when making a full attack while two-weapon fighting or a strike that includes an attack with two or more weapons) she increases the

damage of her weapons (and their enhancements) by one die step (as if increasing in size). This replaces the steel defense class feature.

Critical Evasion (Ex): This functions as the born of steel class feature, but only functions if the character is wearing light armor or no armor.

HAWKGUARD

Not all warders are comfortable with a sword and shield, but take their role as a defender no less seriously. While not as robust in the realm of melee combat, the hawkguard takes his skills to a preternatural extreme, being able to defend as well as a stout shield with a bow and quiver, a trusty crossbow, or a bandolier of throwing weapons.

Weapon and Armor Proficiencies: The hawkguard is proficient with all simple and martial weapons, and he is proficient with light and medium armor, and with bucklers. This replaces the warder's normal starting weapon and armor proficiencies.

Archer Training (Ex): With the exhaustive training that hawkguards undergo, the hawkguard becomes a skilled ranged combatant who specializes in the use of a branch of ranged weaponry. She may select one ranged weapon to be her favored. When wielding this weapon, she does not suffer a penalty to hit for wearing a buckler and retains her shield bonus to AC even when using that arm to attack with her chosen weapon. The hawkguard also gains Point Blank Shot as a bonus feat.

Disciplines: The hawkguard gains access to Solar Wind, losing access to Primal Fury. Survival is no longer a class skill; Perception is now a class skill.

Ranged Defensive Focus (Ex): The hawkguard is a deadly opponent as he focuses on protecting his allies and himself while planning his next moves. This functions as the normal warder defensive focus, except for the following changes. When taking a full-round action to recover maneuvers the warder threatens an area within 15 ft. of himself, except for adjacent squares. The Bowman threatens this space only if he's wielding a ranged weapon, and may make attacks of opportunity with ranged weapons as long as Ranged Defensive Focus is active. This modifies and changes the warder's defensive focus class feature.

Close Combat Archery (Ex): At 3rd level, the hawkguard no longer provokes attacks of opportunity when firing or reloading his favored weapon while threatened in melee combat. When using his ranged defensive focus ability, he may now attack foes in adjacent spaces to himself. This replaces the improved defensive focus class feature.

Defending the Sky (Ex): Upon reaching 5th



©Frick199



PATH OF WAR

level, the hawkguard becomes increasingly adept at protecting his allies from harm. Once per day he is capable of extending the use of his counters to react to multiple attacks. Any counter that the hawkguard possesses that has a duration of instant instead has a duration of 1 round. He may then use this counter against any attack targeting an allied creature that it could normally be used to repel. Every three levels beyond this (8th, 11th, 14th, and 17th levels) he may use this ability an additional time per day. This ability replaces the extended defense class feature.

Evasive Reflexes (Ex): At 7th level the hawkguard gains evasion (see the rogue class feature). As an immediate action, he may lose the benefits of the evasion ability for one round and grant it to an ally for one round. This replaces the adaptive tactics class feature.

SWORN PROTECTOR

Some warders take up the defense of a sole person, and protect them above all others. Be they hired, inspired, or simply forced into it, a sworn protector warder is known for devotion and service to their chosen ward. These sworn protectors are highly valued, as they are quite skilled and effective at deterring threats.

Guardianship (Ex): At 1st level, the sworn protector may select a ward, a person whom she must protect no matter what the cost. When in combat and the sworn protector's ward is within 10ft of their ward's position, the ward gains a +1 morale bonus to their AC and savings throws. This bonus increases by +1 at 5th level, and every four levels after that (9th, 13th, and 17th level). Additionally, the sworn protector may add her guardianship bonus to her attack and damage rolls as a morale bonus if the ward is within the sworn protector's guardianship range. This radius increases by 10ft at 6th and again at 12th level. A sworn protector may only have one ward at a time at 1st level; they may then select a second ward at 8th level and a 3rd ward at 15th level. To select a ward, the sworn protector must take ten minutes discussing tactics and practicing with his ward so that he may learn how best to protect him, and from there on he practices those tactics when he readies his maneuvers. A sworn protector may dismiss a creature as his ward at anytime as a free action. This augments and replaces the aegis class feature, and if an ability uses the warder's aegis bonus for anything, then substitute with his guardianship bonus instead.

Defensive Intercept (Ex): With swift speed and trained instincts, a sworn protector is capable of sudden bursts of speed in the defense of a chosen

ward. A number of times per day equal to $1 +$ the sworn protector's Intelligence bonus she may leap to her ward's defense with lightning speed. As an immediate action, the sworn protector moves up to her base speed to a space within 10 ft. of a ward who is being subjected to an attack or effect that would cause harm, to thereby grant her guardianship benefits. This movement is subject to attacks of opportunity. If the sworn protector is too distant to reach her ward, she cannot use this ability.

Shared Counter (Ex): At 3rd level, the warder's ability to protect those around him expands to allow him to use readied counters with a range of personal to protect another as long as he is adjacent to their position. If the counter is unsuccessful, then the protected ally must rely on their own defenses. He may use this with no daily limit, but only as often as he has an immediate action to initiate a counter. Additionally, in the defense of a ward she may use her defensive intercept ability as part of the same immediate action to use a shared counter. This ability functions with the Extended Defense class feature. This replaces the bonus feat gained at 3rd level.

ZWEIHANDER SENTINEL

Some warders recognize a powerful offense is the best defense he can bring. Instead, they eschew shields and focus on utilizing a single two-handed weapon for both offense and defense.

Weapon and Armor Proficiencies: The zweihander sentinel loses proficiency with shields and tower shields.

Zweihander Training: At 1st level, when wielding a two-handed weapon or a one-handed weapon in both hands, the warder gains a shield bonus to his armor class equal to his aegis class feature bonus.

Disciplines: The warder gains access to the Scarlet Throne discipline and loses access to Broken Blade. Bluff is no longer a class skill; Sense Motive is now a class skill.

Armament Shield (Ex): When wielding a one-handed weapon in two hands or a two-handed weapon, the weapon is treated as a light shield for the purposes of performing a shield bash attack on an opponent. The warder smashes with the butt of a spear-haft, the pommel of a greatsword, or the broadside of her axe. All are essentially the same and are treated as light shields for the purposes of shield-bash attacks or martial maneuvers to be used with a weapon of this type (such as Iron Tortoise maneuvers that require a shield to function).

Defensive Reach (Ex): At 6th level, the warder has supreme control over his environment and the



PATH OF WAR

use of his weapon to defend himself and his allies. When wielding a non-reach two-handed weapon, the warder increases his reach by five feet for use with attacks of opportunity and counters. When wielding a two-handed reach weapon the warder threatens adjacent enemies and may attack them as though he was not wielding a reach weapon. This replaces his improved aegis class feature.

Punishing Defenses (Ex): At 12th level, the warder has gained a great deal of skill in using offense as his best defense. When making an attack of opportunity or when making an attack against a foe as part of a counter, he inflicts an additional 2d6 points of damage. This damage is not multiplied if the character scores a successful critical hit. This replaces his greater aegis class feature.

WARLORD

Presented below are three new archetypes for the warlord class.

BANNERMAN

Some warlords find their place in the theater of war when they find the method of combat that best expresses their nature and daring in combat. A bannerman finds his place with a sword in one hand and his company's banner in the other, barking inspirational orders to his allies while slaying his foes between breaths.

Courageous Defense (Ex): The bannerman is a combatant of grace and skill, and his faith in both himself as a symbol as well as in his allies assists his defense. When fighting with a ranged weapon (such as with a bow or a crossbow), or with a one-handed or light weapon in one hand and nothing in the other (or with a buckler and/or an inspiring banner, see below) and wearing medium or lighter armor, the bannerman gains a +1 dodge bonus to his Armor Class per four warlord levels. This replaces the bonus feat gained at 1st level.

Tactical Presence (Ex): This class feature functions as normal, but the bannerman gains additional presence choices.

Diplomat's Presence: At 2nd level, the bannerman adds a +4 competence bonus to Bluff, Diplomacy, Intimidate and Sense Motive rolls while in this presence.

Fearsome Presence: At 13th level, the bannerman's reputation in battle precedes him and an aura of his many victories inspires dread in his foes. Enemies of the bannerman within 30-ft. of his position are filled with dread as if under a *fear* spell (use the bannerman's Charisma modifier for the Will save

DC and his initiator level as his caster level). Foes that succeed the saving throw are unaffected by the bannerman's fearsome presence for 24 hours.

Commander's Presence: At 17th level, the bannerman is a true commander amongst warlords, allowing him to lend a readied maneuver to an ally within 30-ft. as a swift action. When he lends this maneuver, the maneuver is expended until the recipient initiates this maneuver (using the recipient's initiator level and Charisma modifier to determine the saving throw DC; if the recipient's initiator level is too low to initiate the maneuver, then the bannerman cannot lend the maneuver). He can only lend one maneuver at a time when using this presence, and if the bannerman stops using this presence, then the effect ends immediately (but the maneuver remains expended until recovered).

Inspiring Banner (Ex): At 5th level, a bannerman's banner becomes a symbol of inspiration to his allies and companions. As long as the bannerman's banner is clearly visible and he is in a Golden Lion stance, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and fatigue and a +2 morale bonus on attack and damage rolls. At 12th level, and at 19th level, these bonuses increase by +1. If the Golden Lion stance he is using grants a similarly typed bonus to attack, damage, or saving throws, then increase that bonus by the amount of the inspiring banner's bonus. The banner must be at least Small or larger and must be carried or displayed by the bannerman or his mount to function, and can be held while using a buckler. This replaces the warlord's battle prowess class feature.

Share Boost (Ex): At 6th level, the bannerman's ability to inspire his troops allows him to share some of his martial prowess with an ally on occasion. Once per day he is able to initiate a boost as an immediate action to utilize a boost for an ally who is initiating a maneuver or making an attack that qualifies for the use of that boost. The boost shared uses the bannerman's initiator level and saving throw DC (if applicable). He can use this ability one additional time per day at 12th level and again at 18th level. This replaces the dual boost class feature.

STEELFIST COMMANDO

Many warlords make their way on the battlefield with mighty massive blade or paired axes, but some find that their own bodies are weapon enough, and find themselves useful for missions of stealth and espionage. Through extensive training, these steelfist commandos are known to be leaders of tactical operative groups and capable of using their natural

PATH OF WAR

talents instead of relying on heavy or expensive weapons and armor. They are able to often slip in undetected past their foes.

Weapon and Armor Proficiencies: Steelfist commandos are proficient with all simple and martial weapons and with monk weapons, and they are proficient with light armor. Steelfist commandos are not proficient with shields. This replaces the warlord's standard weapon and armor proficiencies.

Disciplines: The steelfist commando loses access to Primal Fury and Scarlet Throne, and gains access to the Broken Blade and Steel Serpent disciplines; Bluff, Heal, and Stealth are now class skills.

Bonus Feat: At 1st level and at 6th level, and then every four levels after, the steelfist commando gains a bonus combat feat or teamwork feat of his choosing. The warlord must qualify for the feat before selecting it. Alternately, starting at 6th level, he may instead choose to select a rogue talent instead of a bonus feat. At 14th level, he may select advanced rogue talents.

Unarmed Combat (Ex): At 1st level, the steelfist commando learns to use his body as the best weapon he can bring to any confrontation. He gains the Improved Unarmed Strike feat at 1st level, and he gains the Greater Unarmed Strike feat at 3rd level as bonus feats. Additionally, the unarmed strike of the Steelfist commando is considered both a natural weapon and a manufactured weapon for the purposes of feats, spells, and other effects. This replaces the bonus feat gained at 1st level.

Dodge Bonus (Ex): At 2nd level, the steelfist commando is especially capable of avoiding attacks and gains a +1 dodge bonus to his Armor Class. This improves by +1 at 6th level and every four levels after (to a maximum of +5 at 18th level).

Commando Prowess (Ex): At 5th level, the prowess of the steelfist commando expresses itself in his mastery of the unarmed arts as well as in stealth. While in a martial stance, he adds a +1 competence bonus to attack and damage rolls, and +2 competence bonus to his CMB and CMD. This improves by +1 for attack and damage rolls and +2 to CMB and CMD at 12th level and again at 19th level. Additionally, while in a martial stance, he may add his Charisma modifier to Stealth rolls. This replaces the battle prowess class feature.

Powerful Pugilist (Ex): At 8th level, the steelfist commando's skill allows him to better utilize his unarmed strikes to their fullest potential. When using his unarmed strike, he is considered one size category larger when determining his unarmed strike damage and when determining his CMB and CMD. If his target is flat-footed, he inflicts an additional 2d6 points of

damage against his foe; this is precision damage and if a target would be immune to sneak attack, they are immune to this effect. This replaces the bonus feat gained at 10th level.

VANGUARD COMMANDER

Leading the front of the assault, some warlords opt for heavier armor and the protection of a shield to lead their troops to battle. These warlords are often referred to as vanguards due to their bravery in the theater of war, marching in first and waving the flag to victory.

Weapon and Armor Proficiencies: The vanguard commander is proficient with all simple and martial weapons, all armor and shields (except tower shields). This replaces the warlord's standard weapon and armor proficiencies.

Disciplines: The vanguard commander gains access to Iron Tortoise and loses access to Solar Wind. Perception is no longer a class skill, Bluff is now a class skill.

Improved Shield Bash: The vanguard commander gains the Improved Shield Bash feat as a bonus feat at 1st level. This replaces the bonus feat gained at 1st level, and bonus feats resume as normal at 6th level.



PATH OF WAR

and on.

Warlord's Gambit (Ex): The vanguard commander gains access to a new gambit, the Guardian's Gambit, and gains this as one of his two initial gambits known.

Guardian's Gambit

Risk: The warlord attempts a successful charging shield bash attack against an opponent.

Reward: If the shield bash attempt is successful, the warlord and all allies within 30-ft. may make a free 5-ft. step, even if they have already made one this turn.

Daring Defense (Ex): The vanguard commander rushes the enemy lines, heedless of personal danger, with bold charges and bolder personality. This headstrong determination gives rise to vanguard commanders having an almost uncanny luck at avoiding dangers. The vanguard commander may add his Charisma modifier to his Dexterity modifier to determine his Reflex save bonus. If the character is ever able to add his Charisma modifier to his Reflex save through use of another ability (for example, the paladin's divine grace) he may only add his Charisma modifier once to his Reflex save. This replaces force of personality.

Defensive Prowess (Ex): The vanguard commander lives to inspire his troops, and by training diligently to best defend himself in the midst of heavy combat he has developed techniques for higher survivability. While in a Golden Lion or Iron Tortoise stance, the vanguard commander reduces his armor check penalty by 1, gains a +1 competence bonus to his existing shield bonus to his Armor Class, and adds a +1 competence bonus to his CMD. This improves by +1 at 12th level, and again at 19th level. This replaces the battle prowess class feature.

Heightened Defenses (Ex): The vanguard commander is a capable warrior who can blend both defense and offense together with precision. The character gains an additional immediate action to be used for the purposes of initiating a counter on a round that he initiates a boost. He can use this additional immediate action a number of times per day equal to 1 + his Charisma modifier (minimum of 1). This replaces the dual boost class feature.

Vanguard's Shield (Ex): The vanguard commander is lightning fast with his shield for both defense and offense. Whenever the vanguard initiates a melee strike or uses a counter to defend against an attack from an adjacent foe, he may make a shield bash attempt as free action at his full base attack bonus against that creature. This replaces the tactical assistance class feature.

PSIONIC ARCHETYPES

PATHWALKER (PSYCHIC WARRIOR)

The psychic warrior is a force to be reckoned with, a talented combatant with skill in both the realm of battle and the mind. Some psychic warriors focus more strongly on their martial talents, and they discover that the martial disciplines along the Path of War are capable of strong philosophical insights. These insights lead to additional warrior paths for the psychic warrior to travel, and they are known as pathwalkers.

Class Skills: Add the associated skill for the selected disciplines based on discipline selection.

Maneuvers: A pathwalker begins his career with knowledge of three martial maneuvers. The pathwalker may select any two disciplines from the following list: Broken Blade, Iron Tortoise, Primal Fury, Scarlet Throne, Solar Wind, and Thrashing Dragon. These two disciplines will determine which warrior paths he may select as he makes his journey to martial perfection, selecting one to be his primary path and the second discipline path as his secondary at the appropriate level. He also gains the skill associated to that discipline as a class skill. Once he knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by a pathwalker is considered an extraordinary ability unless otherwise noted in its description. His maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one. He learns additional maneuvers at higher levels, as shown above. The pathwalker must meet a maneuver's prerequisite to learn it.

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

This replaces the psionic proficiency class feature, the bonus feats granted at 2nd level and 11th level, the path skills at 7th level and 13th level, and the path weaving class feature.

Maneuvers Readied: A pathwalker can ready all three of his three starting maneuvers, but as he



PATH OF WAR

advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by meditating or performing weapon drills for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. Pathwalkers do not need to sleep or be well rested to ready their maneuvers; any time he spends 10 minutes in meditation, he can change his readied maneuvers. He 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 pathwalker initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (until they are recovered, see below).

Pathwalkers may recover their maneuvers in one of two ways. The pathwalker may concentrate on nature of his martial path as a swift action as part of an attack or full attack to recover one expended maneuver. Alternately, he may flood his psychic being with martial knowledge by expending his psionic focus to recover a number of expended maneuvers equal to his Wisdom modifier (minimum of two) as a full round action. AAs part of this recovery action using this method, the pathwalker may manifest a single psychic warrior power known with a range of personal at his full manifester level without

expending power points. The character cannot manifest powers with a manifesting time greater than 1 standard action or a duration of instantaneous in this way.

Stances Known: Pathwalkers begin play with knowledge of one 1st level stance from any discipline open to them. At the indicated levels (see class table), the pathwalker 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 pathwalker cannot learn a new stance at higher levels in place of one he already knows.

Warrior's Path (Ex): This class feature functions as normal, but the psychic warrior must select from the warrior paths presented below.

MARTIAL WARRIOR PATHS

Broken Blade Path

Psychic warriors that value the strength of body as well as the strength of the mind gravitate toward the path of the Broken Blade. By realizing his potential through steel and iron, or by flesh and bone, the psychic warrior on this path turns his body into a living weapon.

Bonus class skill: Acrobatics

Powers: *Biofeedback, tactical precognition*

Skills: Acrobatics, Intimidate, Sense Motive

Trance: Beginning at 3rd level, while maintaining psionic focus and while in a Broken Blade stance, the psychic warrior gains a +1 bonus to damage while fighting with weapons associated with the Broken Blade discipline. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, as an immediate action, the psychic warrior can expend his psionic focus to gain a +2 bonus to CMB checks to use the dirty trick, grapple, or trip combat maneuvers. This bonus increases by 1 for every five psychic warrior levels possessed.

Iron Tortoise Path

A stout shield and defensive nature are hallmarks of psychic warriors who follow the path of the Iron Tortoise. The methods of these warriors is slow and steady like the discipline's namesake, and enduring as stone. A mountain of martial power, the Iron Tortoise weathers all blows without animosity and retaliates in kind.

TABLE: PATHWALKER MANEUVERS

Level	Known	Readied	Stances	Max Level
1	3	3	1	1
2	4	3	1	1
3	5	3	1	1
4	5	4	2	2
5	6	4	2	2
6	6	4	2	2
7	7	4	2	3
8	7	4	2	3
9	8	4	2	4
10	8	5	3	4
11	9	5	3	5
12	9	5	3	5
13	10	5	3	6
14	10	5	3	6
15	11	6	4	6
16	11	6	4	6
17	12	6	4	6
18	12	6	4	6
19	13	6	4	6
20	13	7	4	6



PATH OF WAR

Bonus class skill: Bluff

Powers: *Expansion, Stomp*

Skills: Bluff, Intimidate, Perception

Trance: Beginning at 3rd level, while maintaining psionic focus and using a shield while in an Iron Tortoise stance, the pathwalker gains damage reduction 2/adamantine. This damage reduction increases by 2 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, as a swift action, the pathwalker can expend his psionic focus to use the reposition combat maneuver against a foe he has successfully attacked with his shield (either by shield bashing or through a maneuver) with a +2 competence bonus to his CMB check. This attempt does not provoke attacks of opportunity. This bonus to his CMB increases by 1 for every five psychic warrior levels possessed.

Primal Fury Path

Psychic warriors who feel the call of Primal Fury's power are rugged, individualistic hunters who feel the wildness of nature within their mind, body, and soul. They're prone to passionate reaction, quick tempers granting great power and fierce offensive power.

Bonus class skill: Survival

Powers: *Thicken skin, vigor*

Skills: Intimidate, Survival, Swim

Trance: Beginning at 3rd level, while maintaining psionic focus and while using a stance of the Primal Fury discipline, the pathwalker gains an additional 10-ft of movement speed. Additionally, he gains a +1 competence bonus to Fortitude saves. This Fortitude save bonus improves by 1 and his speed increases by +5-ft every four psychic warrior levels after this.

Maneuver: Beginning at 3rd level, the pathwalker may expend his psionic focus as part of a charge attack and he may make a full attack at the end of this charge. At 8th level and every five levels after, attacks made during this charge attack inflict an additional 2 points of damage.

Scarlet Throne Path

Pathwalkers who walked the blood-drenched road that leads to the Scarlet Throne are often haughty, proud, arrogant warriors. They feel their mental prowess and skill at arms causes them to rise above the rank and file soldiers that fall so easily to their skill. This pride is well-earned, and their foes cry silently from the graves that the psychic warrior left them in.

Bonus class skill: Sense Motive

Powers: *Offensive precognition, offensive prescience*

Skills: Diplomacy, Knowledge (nobility), Sense Motive

Trance: Beginning at 3rd level, while maintaining psionic focus and while maintaining a Scarlet Throne stance, the pathwalker gains a +1 dodge bonus to his AC. This bonus increases by 1 every four psychic warrior levels possessed.

Maneuver: Beginning at 3rd level, as a standard action the pathwalker may expend his psionic focus to move up to his base speed and then make a single attack at his full base attack bonus upon a foe within his range. At 8th level, he gains a +1 competence bonus to attack and damage rolls. This bonus increases by 1 every five psychic warrior levels thereafter.

Solar Wind Path

Perceptive and keen of mind, Solar Wind adherents are often watchful and wary of danger. Their minds provide additional might towards their martial talents in the form of additional psychokinetic flames to their attacks. Skilled marksmen and talented game hunters, these psychic warriors blend their mental powers with martial skill to form their arts of war.

Bonus class skill: Perception

Powers: *Foxhole, inevitable strike*

Skills: Knowledge (nature), Perception, Survival

Trance: Beginning at 3rd level, while maintaining psionic focus, the pathwalker gains an additional +1 bonus to attack rolls and he inflicts an additional 1 point of fire damage on all ranged attacks using a Solar Wind associated weapon while maintaining a stance of that discipline. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, any time the pathwalker successfully strikes an enemy with a Solar Wind strike, he may expend his psionic focus to inflict an additional 2d6 points of fire damage. For every five psychic warrior levels possessed by the character after this, the bonus fire damage increases by +1d6.

Thrashing Dragon Path

Deadly and graceful, the Thrashing Dragon pathwalkers are as swift and vicious as the draconic beings who have inspired their martial talents. Psychic warriors of this martial path push their mental powers to their psychometabolic limits through acrobatic assaults and terrific feats of daring to overtake foes and prove their martial superiority.

Bonus class skill: Acrobatics

Powers: *Dazzling swordplay, metaphysical weapon*

Skills: Acrobatics, Fly, Intimidate

Trance: Beginning at 3rd level, while maintaining

PATH OF WAR

psionic focus, the pathwalker inflicts an additional 2 points of damage when two-weapon fighting with weapons associated with the Thrashing Dragon discipline and maintaining a stance of that discipline. This bonus increases by 1 every four psychic warrior levels thereafter.

Maneuver: Beginning at 3rd level, any time that the pathwalker strikes an enemy with two wielded weapons, he may expend his psionic focus to rend the enemy for an additional 2d6 points of damage. For every five psychic warrior levels possessed by the character after this, the bonus rending damage increases by +1d6.

WAR SOUL (SOULKNIFE)

Some soulknives have more extensive training in the arts of combat than others, and this lends to them the talents and abilities of the martial disciples who follow the Path of War. By dismissing some of their esoteric studies with their mind blades, they instead focus on the mastering of martial disciplines to make themselves a perfected weapon.

Class Skills: Acrobatics (Dex), Autohypnosis* (Wis), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (psionics)* (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

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

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

This replaces the psychic strike class feature and the blade skill at 10th level.

Maneuvers Readied: A war soul can ready all three of his three starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to ready. He readies his maneuvers by meditating over his mind blade for 10 minutes. The maneuvers he chooses remain readied until he decides to repeat this again and change them. War souls do not need to sleep or be well rested to ready their maneuvers; any time he spends 10 minutes in meditation, he can change his readied maneuvers. He 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 war soul initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (until they are recovered, see below).

War souls may recover their maneuvers in one of two ways. The war soul may concentrate on his mind blade to recover an expended maneuver from its psychic projection as a standard action and recover one maneuver. Alternately, he may flood his psychic being with martial knowledge by expending his psionic focus to recover a number of expended maneuvers equal to his Wisdom modifier (minimum of two) as a full round action. While recovering maneuvers, the war soul's mental state makes him

TABLE: WAR SOUL MANEUVERS

Level	Known	Readied	Stances	Max Level
1	3	3	1	1
2	4	3	1	1
3	5	3	1	1
4	5	4	2	2
5	6	4	2	2
6	6	4	2	2
7	7	4	2	3
8	7	4	2	3
9	8	4	2	4
10	8	5	3	4
11	9	5	3	5
12	9	5	3	5
13	10	5	3	6
14	10	5	3	6
15	11	6	4	6
16	11	6	4	6
17	12	6	4	6
18	12	6	4	6
19	13	6	4	6
20	13	7	4	6



PATH OF WAR

react violently to those who would attack him. When attacked, he may make an immediate counter-attack against his attacker at his full base attack bonus; he may only make one counter-attack against a given enemy per round, and he may make no more counter-attacks than his 1 + his Wisdom modifier per round.

Stances Known: War souls begin play with knowledge of one 1st level stance from any discipline open to them. At the indicated levels (see class table), the war soul 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 war soul cannot learn a new stance at higher levels in place of one he already knows.

Martial Blade Recovery (Su): At 4th level, psionic channels established during manifestation of a mind blade may allow reclamation of bursts of foreign psychic energy caused by the defeat of an opponent. These bursts of energy can be used to invigorate the mind of the war soul and restore his resolve and skill. If the war soul reduces a living opponent (possessing $\frac{1}{2}$ HD or more and an Intelligence score of 3 or higher) to 0 hit points or less, as a swift action the character may recover either a single expended maneuver or his psionic focus. The war soul must be using a mind blade to recover maneuvers in this fashion. This class feature replaces the blade skill gained at 4th level.

NEW BLADE SKILLS

The following blade skills may only be taken by the war soul.

Broken Blade Attitude (Su): While maintaining psionic focus and manifesting his mind blade, the war soul's combat intuition focuses him towards the deadly end that the Broken Blade adherent pushes for. While in a Broken Blade stance, the character gains a +1 dodge bonus to his AC for every five class levels (minimum of +1), and may use his Wisdom modifier in place of his Dexterity modifier when using the Acrobatics skill or making a Reflex save. The war soul must be wearing medium or lighter armor.

Discipline Blade Shapes (Su): The martial knowledge of the war soul supplements his ability to generate his mind blade. The war soul may manifest his mind blade into the shape of a weapon from a known discipline's associated weapon groups, and he may shift between these discipline forms as a move action or as part of a swift action when assuming a stance of that weapon's discipline. While in the shape

of a discipline weapon, the mind blade functions exactly like that weapon and gains the weapons damage, damage type, special properties (such as brace or reach), and critical range and multiplier for a weapon sized appropriately for the war soul. The war soul is always considered to be proficient with his mind blade, regardless of its form. Ranged weapons that use ammunition generate their own standard ammunition out of the mind blade's current shape, or may use non-psychically generated ammunition as normal.

Martial Throw Mind Blade: A mind blade is the perfect expression of a war soul's martial talent and desire for a perfect weapon. With a mighty throw and a powerful will empowering it, the character may expend his psionic focus while throwing his mind blade to initiate a martial maneuver with a range of melee as a ranged attack instead, and resolve the maneuver as per normal at close range (25-ft + 5-ft / 2 initiator levels).

Solar Wind Mentality (Su): The war soul's mind blade is infused with the light and fire that is the hallmark of the Solar Wind discipline. Whenever using the mind blade as a ranged weapon in a Solar Wind stance, the mind blade gains the *flaming* weapon property, and increases its range increment by +10-ft. Finally, the war soul may use his mind blade to generate light as a torch when manifested. The war soul must be 4th level to select this blade skill.

Thrashing Dragon Assault (Su): The fluid and deadly dance of the Thrashing Dragon war soul brings a level of graceful savagery to battle. While in a Thrashing Dragon stance and using his mind blade as two separate weapons to two-weapon fight, the war soul gains a +1 circumstance bonus to attack rolls. This bonus improves at 5th level to +2, and increases by an additional +1 every five war soul levels.

Veiled Moon Mystery (Su): The deadly mystery of the Veiled Moon shadows the actions of these war souls, and aids them in their understanding of the discipline. While in a Veiled Moon stance, the character may choose to use his Wisdom modifier in place of his Dexterity modifier when using the Stealth skill and gains the hide in plain sight special ability. The soulnife must be at least 8th level to select this blade skill.



PRESTIGE CLASSES

This section includes several new prestige classes based on the new martial combat options of *Path of War*. All of these prestige classes require the character to have the ability to use maneuvers, although some, like the battle templar, require the ability to use maneuvers of a specific discipline.

AWAKENED BLADE

Some wielders of psychic power seek to extend and stretch the depths of their psionic power to assist their abilities in many different ways. Some small select few, those who are quite gifted in the clairsentient arts, find that they are able to distil certain psionic powers into a fighting style of extreme potency. The style is a deadly mix of precognition abilities coupled with martial techniques that when utilized together, allows for its user to react to danger faster and defend himself while simultaneously mapping out his foe's defenses for maximum effect. Awakened blades, as they are called, learn to use their precognitive mastery as both offense and defense in pursuit of greater psionic knowledge and personal glory or power.

Hit Die: d10

REQUIREMENTS

To qualify to become an awakened blade, a character must meet all of the following criteria.

Skills: Acrobatics 5 ranks, Autohypnosis 4 ranks, Knowledge (Martial) 3 ranks, Knowledge (Psionics) 3 ranks

Feats: Psionic Body, Psionic Meditation

Psionics: Ability to manifest *defensive precognition* and *offensive precognition*.

Maneuvers: Ability to initiate 2nd level maneuvers, including at least one stance.

CLASS SKILLS

The awakened blade's class skills (and the key ability for each skill) are Acrobatics (Dex), Autohypnosis (Wis), Diplomacy (Cha), Intimidate (Cha), Knowledge (psionics) (Int), Spellcraft (Int), and Stealth (Dex).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the awakened blade.

Weapons and Armor proficiency: The awakened

blade gains no new weapon or armor proficiencies.

Maneuvers: At every even-number level, an awakened blade gains new maneuvers known from any discipline he previously had access to (either from a martial disciple class or from the Martial Training feat). He must meet a maneuver's prerequisites to learn it. The character adds his full awakened blade levels to his initiator level to determine his total initiator level and his highest-level maneuvers known.

At 3rd, 6th, and 9th levels, he gains additional maneuvers readied per day, and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for.

Stances Known: At 3rd level and again at 8th level, the awakened blade learns a new martial stance from his available disciplines. He must meet the stance's prerequisites to learn it.



PATH OF WAR

Powers Known: At every level but 1st and 6th, an awakened blade gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of awakened blade to the level of whatever manifesting class the character has, and then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became an awakened blade, he must decide to which class he adds the new level of awakened blade for the purpose of determining power points per day, powers known, and manifester level.

Situational Awareness (Su): At 1st level, awakened blades open their minds to the myriad of potential futures that could lead to his victory in battle and to his continued defense. Similar in effect to the *danger sense* psionic power, the character adds half his class level (rounded down, minimum of +1) to his initiative rolls as an insight bonus. He may also add this bonus to his AC as a dodge bonus or Reflex saves to avoid traps and their attacks. This bonus stacks with bonuses gained from the trap sense class feature. At 3rd level, the character gains the benefits of the uncanny dodge ability. At 9th level, the character gains the improved uncanny dodge ability.

Deep Focus: The character gains the Deep Focus psionic feat as a bonus feat at 1st level.

Path of the Warrior: The awakened blade's trip along the Path of War is one of constant devotion, and for those with a focused aptitude in the field of war with the psionic arts, their discipline is rewarded.

If the character possesses levels in psychic warrior, then he adds his class level to his psychic warrior level for the purposes of determining the trance and maneuver abilities of his path abilities. If the character possessed levels in the soulknife base class, then the awakened blade counts all levels in this class as +1 to existing manifester level with regards to a soulknife's mind blade enhancement bonus.

Stance of the Inner Eye: At 2nd level, the awakened blade's precognitive abilities blend with his martial prowess to unlock an inner eye within his mind, all-seeing and hyper-aware of the dangers that surround him and ways to combat them. This inner sense allows the awakened blade to react to danger quickly, guide his attacks around the defenses of his enemies, and to land fierce blows as his mind traces out the myriad scenarios that could play out between himself and his foes. To enter this stance, as a swift action the awakened blade abandons a martial stance he is currently using. While in this stance, the character gains a +1 insight bonus for every three initiator levels he possesses (minimum +1) to his AC, attack and damage rolls, CMB checks, and to all saving throws. If caught in a situation where the character would be denied his Dexterity bonus, these bonuses do not apply. The character inflicts an additional 1d6 points of damage while in this stance at 2nd level, and this damage bonus improves to 2d6 points of damage at 7th level. This bonus damage is precision based, and creatures not subject to critical hits are immune to this additional damage.

Bonus Psionic Feat: The awakened blade gains a bonus combat feat or psionic feat of his choice at 4th level. He gains an additional bonus combat feat or psionic feat of his choice at 8th level. The character must meet all prerequisites for this feat to select it.

TABLE: THE AWAKENED BLADE

Base									
	Attack	Fort	Ref	Will					
Level	Bonus	Save	Save	Save	Special	Known	Readied	Stances	Manifesting
1st	+1	+0	+0	+1	Situational awareness, deep focus, path of the warrior	0	0	0	-
2nd	+2	+1	+1	+1	Stance of the inner eye	1	0	0	+1 level of existing class
3rd	+3	+1	+1	+2	Situational awareness (uncanny dodge)	0	1	1	+1 level of existing class
4th	+4	+1	+1	+2	Bonus feat	1	0	0	+1 level of existing class
5th	+5	+2	+2	+3	Precognitive defense	0	0	0	+1 level of existing class
6th	+6	+2	+2	+3	Hypercognitive focus	1	1	0	-
7th	+7	+2	+2	+4	Clairentient counter	0	0	0	+1 level of existing class
8th	+8	+3	+3	+4	Bonus feat	1	0	1	+1 level of existing class
9th	+9	+3	+3	+5	Situational awareness (improved uncanny dodge)	0	1	0	+1 level of existing class
10th	+10	+3	+3	+5	Pretercognitive mind	1	0	0	+1 level of existing class

PATH OF WAR

Precognitive Defenses (Su): At 5th level, the mind's eye within the awakened blade's defensive senses is capable of reacting to multiple dangerous scenarios at the same time. The character may expend his psionic focus as a free action to initiate a readied counter, even if he has already used his immediate or swift action this round. This specifically allows for the use of a free action on another creature's turn.

Hypercognitive Focus (Ex): At 6th level, an awakened blade's mind is able to anticipate his needs and subconsciously works to further his effectiveness. Whenever the character recovers one or more maneuvers, he may regain psionic focus as a free action as part of his maneuver recovery. He may only do this one time in a given round. Alternately, the character may expend his psionic focus when manifesting a psionic power and recover an expended maneuver.

Clairsentient Counter (Su): By anticipating the attack before the attacker ever considers making it, the awakened blade using this martial technique may act faster than his opponent can even think. To use this ability, the character expends a readied maneuver and his psionic focus as an immediate action; the clairsentient counter is used in response to attack against him of any sort (be it a melee or ranged attack, spell, power, or other spell-like or supernatural effect) and grants the character a standard or move action that he must use as part of this counter. This movement occurs before the attack is resolved but after the attack is made.

Pretercognitive Mind: At 10th level, the awakened blade's reactive capabilities are so intense that his subconscious mind must manage them for him as they otherwise would never give him a moment's rest. While psionically focused, the character is considered to have the benefits of the Stance of the Inner Eye without needing to initiate the stance. He may continue to gain these benefits while he adopts any other martial stance that he knows and gain the benefits of both stances.

BATTLE TEMPLAR

Battle templars serve the role of both divine agent and warrior in times when the state of their religion or church is in danger. Humble priests lay down their peaceful ways and take up the arms and armor of the warrior to defend their flock with sword, shield, and faith. Battle templars come from many religions, but they always come from religions in which the virtues of living a good life are taught, and they rise up to protect their people in times of crisis. Some

churches actively recruit members of their faith to serve as protectors and heroes, showing these former priests and priestesses to be pinnacles of their faith and providing something for the youngest to admire and aspire to.

Most battle templar hail from the cleric class, as it has a strong focus in matters of faith. Some are multiclass warder/clerics or single class clerics and paladins.

Hit Die: d8

REQUIREMENTS

To qualify to become a battle templar, a character must fulfill all the following criteria.

Skills: Knowledge (martial) 2 ranks, Knowledge (religion) 2 ranks, Spellcraft 5 ranks

Feats: Discipline Focus* (Golden Lion or Iron Tortoise), Martial Power*

Spells: Ability to cast 2nd level divine spells.

Maneuvers: Ability to use maneuvers from the Golden Lion or Iron Tortoise discipline, including at least one strike and one stance.



PATH OF WAR

CLASS SKILLS

The battle templar's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (martial) (Int), Knowledge (religion) (Int), and Spellcraft (Int).

Skill Points per Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the battle templar.

Weapon and Armor proficiencies: The battle templar gains no new weapon proficiencies, and gains proficiency in heavy armor and with shields (except tower shields).

Maneuvers: At each even level, a battle templar gains new maneuvers known from the Golden Lion discipline and two disciplines of his choosing that he previously had access to (either from a martial disciple class or through the Martial Training feat). The battle templar must meet a maneuver's prerequisite to learn it. The character adds his full battle templar levels to his initiator level to determine his total initiator level and his highest-level maneuvers known.

At 3rd, 6th, and 9th levels, the battle templar gains additional maneuvers readied per day, and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for.

Stances Known: At 3rd level, and again at 8th level, the battle templar learns a new martial stance from his chosen disciplines (see above). The character must meet the stance's prerequisites to learn it.

Spells: At each level except the 1st and 10th levels, when a new battle templar level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he

BATTLE TEMPLAR MANEUVERS

Level	Known	Readied	Stances
1st	0	0	0
2nd	1	0	0
3rd	0	1	1
4th	1	0	0
5th	0	0	0
6th	1	1	0
7th	0	0	0
8th	1	0	1
9th	0	1	0
10th	1	0	0

belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a battle templar, he must decide to which class he adds the new level for purposes of determining spells per day.

Ordained Knight (Ex): A battle templar fulfills a role special to his religion, and as such, may act both as courageous warriors and as pious priest. He receives a circumstance bonus on Diplomacy checks equal to his class level when dealing with members of his faith. If the character possessed a unique divine ability from a previous class (the class features channel energy, a cleric's domains, a paladin's lay on hands, an inquisitor's bane or inquisitions, or an oracle's curse), he may add his levels in battle templar to that class to determine their effectiveness. Additionally, should the battle templar possess the aegis class feature (see warder class), the battle templar may add his class level to his warder level to

TABLE: THE BATTLE TEMPLAR

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+1	+0	+0	Ordained knight	-
2nd	+1	+1	+0	+0	Reach of the divine	+1 level of existing divine spellcasting class
3rd	+2	+2	+1	+1	Martial healing	+1 level of existing divine spellcasting class
4th	+3	+2	+1	+1	Divine recovery	+1 level of existing divine spellcasting class
5th	+3	+3	+1	+1	Guardian of the faith	+1 level of existing divine spellcasting class
6th	+4	+3	+2	+2	Shepherd the flock	+1 level of existing divine spellcasting class
7th	+5	+4	+2	+2	Wrath of the faithful	+1 level of existing divine spellcasting class
8th	+6	+4	+2	+2	Divine inspiration	+1 level of existing divine spellcasting class
9th	+6	+5	+3	+3	Bolstering channel	+1 level of existing divine spellcasting class
10th	+7	+5	+3	+3	Battlefield invocation	-

PATH OF WAR

determine the bonus of his aegis class feature.

Reach of the Divine (Su): At 2nd level, the battle templar is capable of aiding an ally with every strike of his weapon or bash of his shield through the use of his divine magic. Whenever the battle templar initiates a martial strike, he may cast a divine spell (with a level equal to or less than the level of the strike initiated) on himself or an ally within touch range as a move action. He must cast this defensively if he is casting within a threatened area to avoid provoking attacks of opportunity.

Martial Healing (Su): The battle templar's divine power is so firmly blended with his martial talents that when he utilizes a martial maneuver, the power of his faith infuses it and aids him and his allies. When the battle templar initiates a martial strike, as a swift action he can heal himself or an ally within close range (25 ft. plus 5 ft. per two initiator levels) for 1d4/maneuver level + the battle templar's class level in hit points.

Divine Recovery (Su): Beginning at 4th level, a battle templar may channel divine power to recharge his martial maneuvers. As a swift action, the character can recover an expended maneuver by sacrificing a spell with a level equal to or greater than the maneuver's. If the spell's level is higher than the maneuver's level, then additional level "overage" restores 1d8 hit points of damage to the battle templar per excess spell level.

Guardian of the Faith: At 5th level, the battle templar learns a signature stance of his calling, and with it he can better protect himself and those he considers his allies. This is a 5th level stance of no particular discipline. To enter this stance, as a swift action the battle templar abandons a martial stance he is currently using. The benefits of this ability end if the battle templar assumes a martial stance. Once within this stance, the battle templar gains damage reduction 10/adamantine, and allies within 20 ft of his position (excluding himself) gain a +4 sacred or profane (alignment dependent) bonus to AC, CMD, and to saving throws.

Shepherd the Flock (Su): Those under his care must be protected; a credo of the battle templar. At 6th level, the battle templar's spells take on a defensive nature as he casts them to protect himself and his allies. Whenever he casts a spell through his Reach of the Divine class feature, the target also gains a +4 sacred or profane (alignment dependent) bonus to their AC for one minute (multiple uses of this ability do not increase the duration or the protection of this ability).

Wrath of the Faithful (Ex): At 7th level, the power

of his faith fuses with the martial temper that brews within the battle templar, and when he casts his mighty divine spells, they inspire him to battle. When the battle templar casts a divine spell, the next martial strike he initiates within one minute of casting gains a morale bonus to damage rolls equal to the level of the spell cast.

Divine Inspiration (Su): At 8th level, the battle templar is capable of utilizing the guidance of his divine magic to enlighten others and restore their martial talents should they be depleted. As an immediate action, the battle templar selects an ally within close range (25 ft. plus an additional 5 ft. per two initiator levels) and expends his divine spell energy to allow the ally to recover a maneuver as if the ally had used the battle templar's divine recovery class feature.

Bolstering Channel (Su): At 9th level, the battle templar may channel the energy of his god while recovering his martial strength. As a standard action, the battle templar recovers a single maneuver and may channel energy as part of that action.

Battlefield Invocation (Su): At 10th level, the battle templar has reached a pinnacle of divine power and martial prowess that few ever do, and as such, is capable of amazing feats of skill. The battle templar expends a 4th level or higher spell slot as a free action and initiates a martial strike as normal. Allies (excluding the battle templar) within 60 ft. of his position witnessing this are invigorated by his power, and regain 10 hit points per level of the spell sacrificed to power this ability and a +4 morale bonus to attack and damage rolls for one round. This ability does not combine with the Reach of the Divine or the Shepherd the Flock class features.

BLADECASTER

For some, the technique of blending both the skills of the warrior with the arts of the magic-user is an impossible task, the mind or the body lacking in the strengths needed for such an arduous undertaking. Those rare few who are both strong of arm and quick of mind have to the potential to blend these two differing schools and create a new whole. Using techniques gained from the champions of the fey worlds and taken from their pupils, the elves, the techniques of the bladecaster have spread amongst the races.

By fortifying the body with arcane might, the bladecaster can force his magic to augment his physical abilities and increase his martial capabilities to supernatural levels. These practices have been mastered by many races, and each race has added



PATH OF WAR

something new to the pursuit of martial and arcane supremacy, and the bladecaster in the world today uses techniques that have spread for hundreds of years amongst all civilized races. In the modern day, one can find bladecasters where their talents are most desired: on battlefields and in hot spots where great armies clash. Bladecasters stride as lords of war, arcane energies rippling about them as they sunder the strength of their foes. Most bladecasters are warder/wizards, warder/magus, or warlord/sorcerers, though some warder/witches are known who traffic with the fey realms.

Most bladecaster are warder/wizards, warder/magus, or warlord/sorcerers, though some warder/witches are known who traffic with the fey realms. Few stalkers pursue this route, and those that do often are multiclassed with magus.

Hit Die: d10

REQUIREMENTS

To qualify to become a bladecaster, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Knowledge (martial) 5 ranks, Spellcraft 5 ranks

Feats: Combat Casting, Improved Counterspell

Spellcasting: Ability to cast 2nd level arcane spells.

Maneuvers: Ability to use 1st level maneuvers including at least one stance.

CLASS SKILLS

The bladecaster's class skills (and the key ability for each skill) are Acrobatics (Dex), Knowledge (arcana) (Int), Knowledge (martial) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill-Points per level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the bladecaster.

Weapon and Armor Proficiencies: The bladecaster gains no new weapon or armor proficiencies

Maneuvers: At every even-numbered level, a bladecaster gains new maneuvers known from any discipline he previously had access to (either from a martial disciple class or from the Martial Training feat). He must meet a maneuver's prerequisites to learn it. The character adds his full bladecaster levels to his initiator level to determine his total initiator level and his highest-level maneuvers known.

At 3rd, 6th, and 9th levels, he gains additional maneuvers readied per day, and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for.

Stances Known: At 3rd level and again at 8th level, the bladecaster learns a new martial stance from his in-class disciplines. He must meet the stance's prerequisites to learn it.

Spellcasting: At each level except 1st level and 10th level, the bladecaster gains new spells per day and an increase in caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one arcane spellcasting class before becoming an bladecaster, he must decide which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Martial Caster (Ex): At 1st level, the blending of arcane magic and martial maneuvers begins to



PATH OF WAR

flower into an effective and unique fighting style. The bladecaster may select one arcane spellcasting class that he possesses; he may now cast its spells in light armor without suffering interference from arcane spell failure chance.

Stance of Arcane Steel (Su): Beginning at 1st level, the bladecaster learns how to channel his arcane energies to assist his physical abilities in the theater of war. As a swift action, the bladecaster may forgo the use of any stance he is in to assume the stance of arcane steel. This stance is equivalent to a 3rd level stance of no particular discipline. The bladecaster gains the ability to burn his arcane energy to empower his martial abilities. As a free action, the bladecaster may sacrifice uncast spells or spell slots to grant himself one of the following bonuses for one round. At 5th level, these bonuses persist for two rounds, and these bonuses persist for three rounds at 9th level.

Arcane Edge: The bladecaster gains an insight bonus on attack rolls equal to the spell's level.

Eldritch Smite: The bladecaster adds 1d6 points of extra damage per level of the spell. If the weapon possesses an enhancement that inflicts elemental damage (such as flaming) or if the spell possesses an elemental type (such as wall of fire possessing the [Fire] type), then this bonus damage may use that energy type; otherwise it is force damage.

Defensive Field: The bladecaster gains a bonus to AC equal to the spell's level.

Grace of the Arcane: The bladecaster gains an insight bonus on Fortitude and Reflex saving throws equal to the spell's level.

Energy Shield: The bladecaster gains resistance to acid, cold, electricity, fire, or sonic equal to 5 × the spell's level.

Arcane Steel (Su): At 2nd level a bladecaster can

BLADECASTER MANEUVERS

Level	Known	Readied	Stances
1st	0	0	0
2nd	1	0	0
3rd	0	1	1
4th	1	0	0
5th	0	0	0
6th	1	1	0
7th	0	0	0
8th	1	0	1
9th	0	1	0
10th	1	0	0

fortify his body with its very own magic. Whenever a bladecaster casts an arcane spell, he gains a defense field of energy that protects him from harm. The bladecaster gains temporary hit points equal to twice the spell's level. These defensive field hit points stack with those gained from further casting of other spells using this ability and last until the end of the encounter or until depleted by attacks.

Arcane Recovery (Su): At 3rd level, a bladecaster knows how to expend his magic to enhance his fighting and his arcane ability simultaneously. As a free action, the character may expend a prepared spell or spell slot to recover an expended maneuver. The bladecaster sacrifices a prepared arcane spell or spell slot of a level equal to or greater than the maneuver level to be recovered, and the maneuver is instantly recovered. While suffused with arcane energies for maneuver recovery, the bladecaster gains a +2 circumstance bonus to his caster level on the next arcane spell he casts (within one minute of using arcane recovery; multiple recoveries do not stack or accrue multiple uses).

TABLE: THE BLADECASTER

Base						Spellcasting
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+1	+1	+0	+0	Martial caster (light), stance of arcane steel	-
2nd	+2	+1	+1	+1	Arcane steel	+1 level of existing spellcasting class
3rd	+3	+2	+1	+1	Arcane recovery	+1 level of existing spellcasting class
4th	+4	+2	+1	+1	Battlecaster's strike	+1 level of existing spellcasting class
5th	+5	+3	+2	+2	Arcane ruination	+1 level of existing spellcasting class
6th	+6	+3	+2	+2	-	+1 level of existing spellcasting class
7th	+7	+4	+2	+2	Martial counterspell	+1 level of existing spellcasting class
8th	+8	+4	+3	+3	-	+1 level of existing spellcasting class
9th	+9	+5	+3	+3	Improved battlecasting	+1 level of existing spellcasting class
10th	+10	+5	+3	+3	Arcane assault	-



PATH OF WAR



Battlecaster's Strike (Su): At 4th level, the bladecaster learns techniques that allow him to unleash his offensive magic through the medium of his weapon, delivering magic at melee or range with equal potency. When the bladecaster initiates a martial strike, as a swift action he may cast an arcane spell (with a range of touch and a level equal to or less than the level of the strike initiated) against the same target as the strike. These spells must have a range of touch. If the bladecaster would provoke an attack of opportunity for casting a spell within a threatened square, he may attempt to cast defensively as normal. He may utilize this ability a number of times per day equal to 1 + the bladecaster's initiator modifier (minimum of 1).

Arcane Ruin (Su): At 5th level, the bladecaster brings ruin to his foes with every stroke of his blade and opens their defenses to the power of his arcane magic. A foe damaged by his martial strikes find that it suffers increased difficulties resisting the bladecaster's magic, suffering a -2 penalty to its Armor Class and saving throws against the bladecaster's arcane spells on subsequent rounds for the remainder of the encounter, or until the bladecaster recovers his maneuvers.

Martial Counterspell (Su): At 7th level, the bladecaster learns to be able to use a readied counter and his own arcane energies to counter an enemy spellcaster's magic. If the bladecaster is targeted by or subjected to a spell or spell-like ability, he may as an immediate action expend a readied counter and steel himself against it with a bold act of martial prowess (the expended counter's effects are lost in the use of this ability) and make a Spellcraft check (DC 15 + the spell's level) as a free action to identify the spell being used. He may then make an initiator level check (1d20 + the bladecaster's initiator level) against a DC equal to 11 + the spell's caster level; if successful, the spell is successfully countered. If he is unsuccessful, the spell functions as normal.

Improved Battlecasting (Su): At 9th level, the bladecaster has become so accomplished at blending his arcane magic with his martial prowess that he may now utilize ranged touch spells against foes with as if they were melee touch spells when utilizing his battlecaster's strike.

Arcane Assault (Su): At 10th level, the bladecaster is capable of fully blending his arcane abilities with his martial talent. The bladecaster is capable of sculpting his very magic into the implements of war, enabling it to deliver his martial maneuvers. The bladecaster may activate this ability as a free action when he casts a spell that requires an attack roll. He may initiate a strike as a free part of casting that spell,

using the spell in place of his normal ranged or melee attack, as appropriate (the spell effectively delivers the maneuver's effects in place of the bladecaster's weapon.) The spell's range is reduced to 30-ft or closer (if the spell's range is smaller, then use that), and spell resistance or a successful saving throw against the spell effect negates the maneuver being used. Spells that create multiple attacks or that target multiple creatures only have the strike added to the first such attack. This ability may be used a number of times equal to 1 + initiator modifier per day.

DRAGON FURY

The disciple of the Thrashing Dragon discipline knows the controlled fury of the dragon's rage on the battlefield, the sinuous twists and the lashing claws of that savage beast are engraved in the body of its student. By devoting one's self to the vicious style, the disciple learns many things on how best to emulate the dragon and its fighting style. The ferocity and grace in each twist of the blade and each leap that he makes hides a fierce power and determination to win. These specialists are known as dragon furies, and a dragon's deep well of wrath lives within their hearts and pumps its fury to every inch of their body.

Most dragon furies hail from the ranks of stalkers and warlords, and some from the occasional bard or ranger. The most terrifying also know of the potency of true primal rage and have a background in the barbarian class.

Hit Die: d12

REQUIREMENTS

To qualify to become a dragon fury, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Skills: Acrobatics 6 ranks, Knowledge (martial) 6 ranks

Feats: Discipline Focus (Thrashing Dragon), Two-Weapon Fighting.

Maneuvers: Ability to use 3rd level maneuvers, including at least one strike and one stance of the Thrashing Dragon discipline.

CLASS SKILLS

The dragon fury's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Knowledge (martial) (Int), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Points per Level: 4 + Intelligence modifier.

CLASS FEATURES



PATH OF WAR

All of the following are class features of the dragon fury.

Weapon and Armor proficiencies: Dragon furies gain no additional weapon or armor proficiencies.

Maneuvers: At every odd level, a dragon fury gains new maneuvers known from the Broken Blade, Primal Fury, and Thrashing Dragon disciplines. He must meet a maneuver's prerequisites to learn it. He adds his full dragon fury levels to his initiator level to determine his total initiator level and his highest-level maneuvers known.

At 3rd, 6th and 9th levels, he gains an additional maneuver readied per day, and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for.

Stances Known: At 3rd level a dragon fury learns a new martial stance from the Broken Blade, Primal Fury, and Thrashing Dragon Disciplines. He must meet the stance's prerequisites to learn it.

Dragon Fury Training: The path of the dragon fury has semi-mystical roots in several different traditions and schools of thought, allowing divergent paths to come together as one in the hands of its practitioners. If the character possesses one of the following abilities: bardic performance, *ki* pool, or rage; the character may add his class level to the class that offers that ability to determine the number of bardic performance rounds, *ki* points, or rounds of rage that he may use per day. This does not improve their effectiveness; this only increases the number of uses per day.

Dual Fang Focus (Ex): The dragon fury is a practitioner of two-weapon fighting styles and suffers fewer penalties when fighting with two weapons or a double weapon. He adds a +1 competence bonus to attack and damage rolls while two-weapon fighting with these weapons at 1st level. This bonus increases by +1 at 4th level, and again at 7th and 10th levels.

Sharp Fang (Ex): The dragon fury gains the Power Attack feat (even if he does not meet the prerequisites for this feat), and when fighting with two weapons in his hands (or when wielding a double weapon), he treats these weapons as if he were wielding both weapons as main hand weapons for the purposes of calculating the damage bonuses.

Dance of Thrashing Claws (Ex): As the buffeting wings and heavy scales of the dragon protect its vital areas in battle, so do the paired weapons of the dragon fury. While one weapon defends the dragon fury, the other one lies waiting to continue the defense and see the martial disciple to victory. While in Thrashing Dragon stance and using a counter of the Broken Blade, Primal Fury, or Thrashing Dragon discipline, the character may use that counter one additional

time (if necessary) before his next turn.

Dragon Fury Defense (Ex): Mastering the art of fighting with two weapons in his hands or when wielding a double weapon, the dragon fury learns how to better defend himself with his dual weapons. He gains a +1 shield bonus to his Armor Class at 3rd level. This increases to +2 at 6th level, and to +3 at 9th level. To gain this bonus to his Armor Class, the dragon fury must be fighting with two weapons or a double weapon and must be in a Broken Blade, Primal Fury, or Thrashing Dragon stance.

Vicious Fang (Ex): At 5th level, the dragon fury uses Sharp Fang as if both of his wielded weapons were wielded as two-handed weapons (gaining a damage bonus equal to +3 per point of attack bonus subtracted).

Deadly Fang Recovery (Ex): At 8th level, the dragon fury's ability to rend his foes asunder and



PATH OF WAR

TABLE: THE DRAGON FURY

Level	Base	Fort	Ref	Will	Special	Maneuvers		Stances Known
	Attack Bonus					Known	Readied	
1st	+1	+1	+1	+0	Dragon fury training, dual fang focus +1, sharp fang	0	0	0
2nd	+2	+1	+1	+1	Dance of thrashing claws	1	0	0
3rd	+3	+2	+2	+1	Dragon fury defense +1	0	1	1
4th	+4	+2	+2	+1	Dual fang focus +2	1	0	0
5th	+5	+3	+3	+2	Vicious fang	0	0	0
6th	+6	+3	+3	+2	Dragon fury defense +2	1	1	0
7th	+7	+4	+4	+2	Dual fang focus +3	0	0	0
8th	+8	+4	+4	+3	Deadly fang recovery	1	0	1
9th	+9	+5	+5	+3	Dragon fury defense +3	0	1	0
10th	+10	+5	+5	+3	Dragon war god's dance, dual fang focus +4	1	0	0

continue the fight is nearly unmatched, spurring him to greater martial displays of prowess. Whenever the dragon fury reduces a foe to 0 hit points or fewer in a turn while executing a martial strike of his in-class disciplines or while full attacking an opponent while two-weapon fighting, the character may recover one expended maneuver.

Dragon War God's Dance (Su): At 10th level, the dragon fury gains a potent stance as the master level of his craft. The dragon fury may abandon a stance he is currently in to assume this stance as a swift action, losing the benefits of the previous stance to gain the benefits of this one. This stance is considered to be a stance of the Broken Blade, Primal Fury, and Thrashing Dragon disciplines. While in the Dragon War God's Dance, as a full round action the character may move any distance as a free action, so as long as his total movement for the round does not exceed twice his movement speed. He may continue subsequent attacks (up to his maximum number of attacks on a full attack action) after this movement is complete, so long as he has moved at least 10-ft prior to the last attack. Each attack inflicts an additional 4d6 points of damage. Unlike most stances, this stance is particularly strenuous, and may only be maintained for a number of rounds equal to 5 + Constitution modifier, after which he reverts to his previous stance and is fatigued for a number of rounds equal to the number of rounds he was in this stance. Once he has recovered from the Dragon War God's Dance, he may resume it again if he should so choose.

MAGE HUNTER

The path of the mage hunter is a dangerous one, combining skill at arms and stealth with a brand of sorcery that serves a singular purpose: slaying mages.

Mage hunters come from a long history of those who both protect and slay wizards, serving as assassins, bodyguards, and champions in many events of ancient wizard kingdoms in days gone by. In current times, it is a rare practice that is both dangerous and in high demand by those in the know, with the deadly mage hunter selling his skills for the wealthiest purse. Some are not without honor, but if one thing unites all present day mage hunters it is their devotion to their profession and the power and respect it affords them.

Mage hunters hail from a number of different classes, but all share the ability to initiate martial maneuvers and they must have base knowledge in both combat and in stealth skills. Lastly, all mage hunters must learn from either a mentor or an ancient grimoire known as the *Grimoire Serpentis Ferra* to learn their highly prized skills. All mage hunters learn sorcerous arts that aid them in their missions through ancient meditative practices, martial tradition, and mystical trials passed down by masters to students or from copies of the *Grimoire Serpentis Ferra* itself.

Hit Die: d8

REQUIREMENTS

To qualify to become a mage hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Acrobatics 2 ranks, Heal 2 ranks, Spellcraft 5 ranks, Stealth 2 ranks

Feats: Improved Initiative, Step Up

Languages: Draconic

Maneuvers: Ability to use 2nd level maneuvers, including at least one strike and one stance.

Special: Must read the *Grimoire Serpentis Ferra*, or study with a willing instructor who has done

PATH OF WAR

so. Reading the *Grimoire* requires one full week of uninterrupted study, and the ability to read Draconic. Learning from a willing instructor requires four weeks of training.

CLASS SKILLS

The mage hunter's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (martial) (Int), Perception (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill-points per level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the mage hunter.

Weapon and Armor proficiencies: Mage hunters gain no additional weapon or armor proficiencies.

Maneuvers: At every even level, a mage hunter gains new maneuvers known from the Scarlet Throne, Steel Serpent, Solar Wind, and Veiled Moon disciplines. He must meet a maneuver's prerequisites to learn it. He adds his full mage hunter levels to his initiator level to determine his total initiator level and his highest-level maneuvers known.

At levels 3rd, 6th and 9th levels, he gains an additional maneuver readied per day, and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for.

Stances Known: At 3rd and 8th level a mage hunter learns a new martial stance from the Scarlet Throne, Steel Serpent, Solar Wind, and Veiled Moon disciplines. He must meet the stance's prerequisites to learn it.

MAGE HUNTER MANEUVERS AND SPELLS KNOWN

Level	Known	Readied	Stances	0th	1st	2nd	3rd	4th	5th	6th
1st	0	0	0	3	2	-	-	-	-	-
2nd	1	0	0	3	3	1	-	-	-	-
3rd	0	1	1	3	3	2	-	-	-	-
4th	1	0	0	4	3	2	1	-	-	-
5th	0	0	0	4	4	3	2	-	-	-
6th	1	1	0	4	4	3	2	1	-	-
7th	0	0	0	4	4	3	3	2	-	-
8th	1	0	1	5	5	4	3	2	1	-
9th	0	1	0	5	5	4	3	3	2	-
10th	1	0	0	5	5	4	4	3	2	1

Spells per Day: A mage hunter has the ability to cast a small number of arcane spells learned through his training and his advancement and growth through the martial medium of his training. To cast a mage hunter spell, he must have a primary initiator attribute score of at least 10 + the spell's level, so if he has a primary initiator attribute of 10 or lower, cannot cast these spells. Bonus spells are based on primary initiator attribute, and saving throws against these spells have a DC of 10 + spell level + his primary initiator attribute modifier. He has access to any spell on the magus spell list. He casts spells just as a sorcerer does, including the ability to replace a known mage hunter spell with a new spell at every even-numbered class level beginning at 4th level. 0th level spells, or cantrips, may be cast unlimitedly from his spells known. Mage hunters use their initiator level to determine their caster level for their mage hunter spells. If the character qualified for this class using Martial Training feats, then his spellcasting is considered Intelligence-based.

Arcane Tenacity (Ex): A mage hunter's spells are particularly difficult to dispel; add 6 to the DC required to dispel the character's mage hunter spells.

Martial Arcanist (Ex): At 1st level, a mage hunter's



PATH OF WAR

practice merging spellcasting and swordplay allows him to cast spells without arcane spell failure wearing light armor or bucklers. At 8th level, this ability improves further to allow unhindered spellcasting in medium armor. This class feature only functions when the character is casting a mage hunter spell. Lastly, a mage hunter gains the Disruptive feat at 1st level. At 8th level, the mage hunter also gains the Spellbreaker feat. He does not need to meet the prerequisites for these feats.

Anchoring Point (Su): The mage hunter's foes are often known to use magical means to escape from him, and the *Grimoire Serpentis Ferra* has taught him a few tricks to prevent his foes from escaping so easily. As part of a successful martial strike, the mage hunter expends a 1st or higher-level spell slot as a free action and may attempt to target the foe with a *dimensional anchor* effect as a supernatural ability. Anchoring point lasts for a number of minutes equal to the level of the expended spell slot.

Strike of Dispelling (Su): The tactics and skills learned from the *Grimoire Serpentis Ferra* instruct disciples how to defeat the defenses and items of their primary foes: spellcasters. With this in mind, the mage hunter learns how to channel his own innate magic and blend it with the martial disciplines of the Path of War. The mage hunter initiating this strike may expend a readied strike to use this strike in its place, and he makes an attack against a target. If the attack hits, the mage hunter may immediately make a dispel check with a caster level equal to his initiator level as if he had cast a targeted *dispel magic* in addition to doing normal damage. Each effect that is dispelled using this strike inflicts an additional 1d6 points of damage to the target. This strike is treated as a supernatural ability.

Arcane Endurance (Ex): At 4th level, a mage hunter knows how to extend the duration of spells that he casts on himself or his allies. The duration of any of his mage hunter spells is doubled, as if affected by the Extend Spell feat (but without any adjustments to the spell's effective level or casting time). Spells that do not have a target entry are unaffected by this power, even if the mage hunter is the only one affected.

Stance of the Mage Killer (Ex): Upon reaching 5th level, the mage hunter gains a potent stance based upon the instructions within the *Grimoire Serpentis Ferra*. This is a 5th level stance of no particular discipline. To enter this stance, the mage hunter abandons a martial stance he is currently using as a swift action. The benefits of this ability end if the mage hunter assumes a martial stance until or unless the mage hunter abandons his stance as a swift action. Once within this stance, the mage hunter may cast one mage hunter spell as a swift action per round as part of a martial strike. Also while in this stance, if the mage hunter successfully makes a saving throw against an effect that has a reduced or partial effect on a successful saving throw (such as half damage on a *fireball*), the mage hunter instead is unaffected by the effect.

Mage Hunter Concentration (Ex): At 6th level, the mage hunter has learned to focus his mind on both steel and spell, granting him a +4 competence bonus to attempts to cast mage hunter spells defensively, and a +2 insight bonus to saves against spells.

Tethering Point (Su): At 8th level, the mage hunter's repertoire in dealing with his chosen prey has expanded to allow him to bind a little piece of his energies to his foe, allowing him to follow it anywhere it goes. As part of a successful martial strike, the mage

TABLE: THE MAGE HUNTER

Level	Base				Special	Spells Per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+1	+0	Martial arcanist (disruptive), arcane tenacity	2	-	-	-	-	-
2nd	+1	+1	+1	+1	Anchoring point	3	1	-	-	-	-
3rd	+2	+1	+2	+1	Strike of dispelling	3	2	-	-	-	-
4th	+3	+1	+2	+1	Arcane endurance	4	2	1	-	-	-
5th	+3	+2	+3	+2	Stance of the mage killer	4	3	2	-	-	-
6th	+4	+2	+3	+2	Mage hunter concentration	5	3	2	1	-	-
7th	+5	+2	+4	+2	Tethering point	5	4	3	2	-	-
8th	+6	+3	+4	+3	Martial arcanist (Spellbreaker)	5	4	3	2	1	-
9th	+6	+3	+5	+3	Strike of magic rending	5	5	4	3	2	-
10th	+7	+3	+5	+3	Mage harrier's stance	5	5	4	3	3	1

PATH OF WAR

hunter expends a 1st or higher-level spell slot as a free action and may attempt to target the foe with a magical leash-like effect as a supernatural ability. Tethering point lasts for a number of minutes equal to the level of the expended spell slot. If the target of this ability were to utilize an effect, power, or spell with the (Teleportation) type, the mage hunter may either attempt to make a Will save against the effect (as if he were making a saving throw to resist an effect cast upon him) to cause the target's attempt to flee to fail, or he may voluntarily go along for the ride and teleport with his quarry to the same location. The mage hunter does not count against any limit the teleportation effect might have, such as number of creatures or total weight teleported.

Strike of Magic Rending (Su): The pinnacle combat maneuver taught by the *Grimoire Serpentis Ferra* to its students is the strike of magic rending. By readying this maneuver, the mage hunter proves his dedication to this ancient art. The strike of magic rending replaces the strike of dispelling. The mage hunter initiating this strike may expend a readied strike to use this strike in its place, and he makes an attack against a target. If the attack hits, the mage hunter may immediately make a dispel check with a caster level equal to his initiator level as if he cast a targeted *greater dispel magic* in addition to doing normal damage. Additionally, if the mage hunter chooses to, anyone within 10 ft. of the mage hunter (excluding the mage hunter) is also affected as if they were hit by an area *dispel magic*. Each effect that is dispelled using this strike inflicts an additional 2d6 points of damage to the target or targets of this ability. This strike is treated as a supernatural ability.

Mage Harrier Stance (Su): The final technique that the *Grimoire Serpentis Ferra* can teach its students is the Mage Harrier Stance, allowing him to cripple the ability of the mage within close range to him. This is a 6th level stance of no particular discipline. To enter this stance, as a swift action the mage hunter abandons a martial stance he is currently using. The benefits of this ability end if the mage hunter assumes a martial stance until or unless the mage hunter abandons his stance as a swift action. Once within this stance, the mage hunter prevents magic-users from being able to cast defensively under any condition if they are within his melee reach; his knowledge of combating them allows him to disrupt their delicate spellcasting needs. Enemies affected by this stance can make a Knowledge (martial) or Spellcraft check (DC 21) to identify the stance and know that they would be vulnerable to it (allowing them to attempt to cast defensively once more). Additionally, while

in this stance he gains spell resistance equal to 15 + his initiator level, and spells that fail against his spell resistance or that he successfully saves against grant a number of temporary hit points equal to twice the spell level cast against him to the mage hunter, as his strength is restored as the mage's strength fades. Temporary hit points last until used or until the end of the encounter.

UMBRAL BLADE

The discipline of Veiled Moon is one steeped in mystery and legend, and much of its origins are hearsay at best. Some never experience the darker parts of the discipline, and those who have touched upon them often wish they had not. For every moon has a dark side, the legend says, and in that darkness there is something that is waiting for those who are daring enough to tread upon that perilous path. By entering the shadow of the Veiled Moon, the so-called Umbral Blades find that this darkness possesses power at a price, and by making a deal with it, that power can be bought. By the pact and the darkness made manifest in their weapons and in their very flesh, the umbral blade is a force that few dare to harness.

Most umbral blades are stalkers or the occasional warder who has delved too deeply into forgotten secrets. Some ninjas and rogues with the Martial Training feat round out the nature of this path, but are considerably rarer.

Hit Die: d10

REQUIREMENTS

To qualify to become an umbral blade, a character must fulfill all the following criteria.

Alignment: Any non-good

Base Attack Bonus: +4

Skills: Knowledge (planes) 6 ranks, Stealth 6 ranks

Feats: Discipline Focus (Veiled Moon)

Maneuvers: Must be capable of initiating 3rd level maneuvers of the Veiled Moon discipline.

CLASS SKILLS

The umbral blade's class skills (and the key ability for each skill) are Acrobatics (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (the planes) (Int), Perception (Wis), and Stealth (Dex)

Skill Points per Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the umbral blade.



PATH OF WAR

Weapon and Armor Proficiencies: The umbral blade gains no new weapon or armor proficiencies.

Maneuvers Known and Readied: At 2nd, 4th, 6th, 8th and 10th level, an umbral blade gains new maneuvers known from the Black Seraph, Steel Serpent, Thrashing Dragon, and Veiled Moon disciplines. He must meet a maneuver's prerequisites to learn it. He adds his full umbral blade levels to his initiator level to determine his total initiator level and his highest-level maneuvers known.

At levels 3rd, 6th and 9th, he gains additional maneuvers readied per day, and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for.

Stances Known: At 5th level, the umbral blade learns a new martial stance from the Primal Fury, Steel Serpent, Thrashing Dragon, and Veiled Moon disciplines. He must meet the stance's prerequisites to learn it.

Shadow Blade (Su): The umbral blade's mind is permanently connected to the Plane of Shadow by his bond with the essence of a creature of darkness and fear. His soul is profoundly affected by this, and his pact with this force is bound to his very flesh.

Whenever he wields a weapon from the associated weapon groups of the Veiled Moon discipline, as a swift action the blade may be changed and altered by his promise to this darkness, resulting in it becoming a blade of ephemeral shadow and writhing smoke (when wielding multiple weapons or using a double weapon, both weapons or both weapon ends are enveloped with this darkness when it is called as the same swift action). This supernatural shadow blade inflicts an additional 1d6 points of cold damage when used. In other aspects it functions as a traditional weapon. As the shadow blade is comprised of his soul's dark energies and the energies that he wields as a Veiled Moon disciple, he may add his initiation modifier to the weapon's damage in place of his Strength modifier, and may always use Weapon Finesse with his shadow blade due to its lightened weight from its ephemeral nature. This effect ends when the umbral blade is no longer wielding an enveloped weapon or at will (a thrown shadow blade weapon will retain its properties until after it has been thrown, discharging when it comes to rest).

Umbral Sight (Su): The umbral blade gains the ability to see in darkness as a true creature of the night. He gains darkvision out to 60 ft. If the character already possesses darkvision, its range increases by 30 ft.

Blade of Night: As the umbral blade's shadow blade becomes a conduit for darkness and shadow, he is capable of opening a dread gateway within his soul to cause this darkness to surge through him and through the open conduit that is his weapon. The umbral blade may charge his shadow blade (be it a single weapon, double weapon, or paired weapons) with this power as a move action, and later when needed, he may release this power as a free action as part of an attack or martial strike. This hungry and chilling darkness inflicts cold damage, and Blade of Night's bonus cold damage is added to each attack that the character makes during the round it is activated on.

Embrace the Shadows (Su): At 3rd level, the umbral blade learns a signature stance of his new existence being half in shadow. This ability is a supernatural ability and a Veiled Moon stance of 3rd level. To enter this stance requires a swift action, and the character forgoes any stance that the character currently is using to use Embrace the Shadows. While in this stance, the character's form and features change, his skin becoming mottled heavily with inky black shadow and his eyes, hair, nails, and teeth turn pitch black. Maneuvers of the Steel Serpent, Thrashing Dragon, and Veiled Moon



PATH OF WAR

disciplines have their saving throw DC's increased by 2. He gains a +2 profane bonus per umbral blade level to his Intimidate checks due to his fearsome appearance and he automatically fails any Handle Animal check he makes due to his unnatural form. Additionally, this stance improves the umbral blade's natural armor bonus to AC by +2, and he gains a +2 profane bonus to saving throws as his form becomes very resilient. Lastly, he gains a +2 profane bonus to Stealth checks per umbral blade level while in this stance. This stance is tiring for the mind to maintain, however, as the strain of maintaining one's sanity while having a shadowy alien consciousness so close to one's own mind challenges the umbral blade. He may only maintain this stance for a number of rounds equal to his initiation modifier +5 per encounter (minimum of 6); if this is exceeded, the character does not release from this stance but instead acts as if under a *confusion* spell until the end of the encounter.

Shadow Consumption (Su): As the umbral blade continues to further his delving into the darkness of the Shadow Plane through the open conduit in his mind, his form becomes infused with its essence. While in Embrace the Shadow stance, as the umbral blade's connection to the Shadow Plane intensifies so does the merits he receives.

At 4th level, his vital processes become suspended partially, transmuting his blood into thick, shadowy fluid. He uses his initiation modifier in place of his Constitution modifier for hit points and Fortitude saves. Embrace the Shadows is now a 4th level stance.

At 7th level, his flesh becomes more insubstantial, allowing him to slip through reality ever so slightly to appear and disappear at his discretion; the umbral blade gains the use of the *blink* spell at will as a spell-like ability. Embrace the Shadows is now a 5th level stance.

At 9th level, the umbral blade gains the ability to gain the incorporeal subtype as an at will standard action as his flesh takes on the ephemeral nature of shadow itself. Embrace the Shadows is now an 6th level stance.

Shadowblind (Su): The umbral blade pulls concealing shadow to bend perception around him, and may hide in plain sight in areas of dim illumination or darker. This allows the umbral blade to roll a Stealth check in dim illumination or darker, even while being observed.

Terror in the Dark (Su): The umbral blade's power lies in his ability to strike with shadow and fear both, rending mind and body with his actions to feed the entity the terror it craves. The umbral blade may use the Stealth skill to hide as a swift action.

One with the Dark: Upon reaching 10th level, the umbral blade's bond to the Plane of Shadow is complete, as the shadow that he controls consumes him, reshaping him as a being of that world. The shadowy, alien force that has been intruding into his own mind has formed an understanding at last, and the danger to the umbral blade's sanity is gone. The character's type changes to Outsider (native), and he gains the benefits of being in his Embrace the Shadow stance at all times (he loses Embrace the Shadows as a stance and gains its abilities and his shadow consumption abilities as racial traits instead, without fear of sanity loss). Additionally, he gains cold resistance of 10 and DR 10/silver. He is considered a native of both his home plane and of the Plane of Shadow.

TABLE: THE UMBRAL BLADE

Level	Base				Special	Maneuvers		Stances Known
	Attack Bonus	Fort Save	Ref Save	Will Save		Known	Readied	
1st	+1	+0	+1	+0	Shadow blade, umbral sight	0	0	0
2nd	+2	+1	+1	+1	Blade of night +1d8	1	0	0
3rd	+3	+1	+2	+1	Embrace the shadows	0	1	0
4th	+4	+1	+2	+1	Shadow consumption I	1	0	0
5th	+5	+2	+3	+2	Shadowblind	0	0	1
6th	+6	+2	+3	+2	Blade of night +2d8	1	1	0
7th	+7	+2	+4	+2	Shadow consumption II	0	0	0
8th	+8	+3	+4	+3	Terror in the dark	1	0	0
9th	+9	+3	+5	+3	Shadow consumption III	0	1	0
10th	+10	+3	+5	+3	One with the dark, blade of night +3d8	1	0	0



MARTIAL TRADITIONS

Warriors tend to gather - it's what they do. Those who have dedicated their lives to strife find others who believe in a common cause and gather under banners of brotherhood or employment, forming knightly orders, mercenary bands, ravaging hordes, and other entities. Each has its own drive, goals, rites, and sacred traditions that make it unique and set its members apart from all others.

The optional Martial Traditions presented here are meant to evoke elements of those real-world martial organizations. Whether they are schools of thought (like the Scarlet Sentinels), cults (such as the Empyrean Guardians) or armies (like the Bloody Fang), these Traditions can be used to help flesh out a character concept, as a body of allies, a group of antagonists, to add to a campaign setting, or more. Not every member of these organizations will necessarily be a martial character - some employ arcanists, priests, or other support members - but the goals and attitudes of each Tradition are distinctly martial in nature, focusing on fulfilling their missions through battle and strife.

Any character can join a Martial Tradition, provided that their alignment meets its requirements and they can persuade the organization to accept them. Some organizations, like the Scarlet Sentinels, will train students and thus a character may essentially begin the game as a member (having been taught the arts of war by the organization). Most will also accept recruits that have not been raised into the organization, augmenting their training with specialized techniques and instructing the recruit in the beliefs and practices that bind the Tradition together. Leaving the Tradition can sometimes be more complicated, because some are more understanding than others. Generally speaking a character can leave a Tradition with nothing more than social consequences and the loss of their Allegiance Benefit (if any) by renouncing their oath and informing their superiors of their decision; any special conditions on exiting a Martial Tradition will be noted in its individual description.

Each Martial Tradition presented here uses the following format:

NAME

Alignment: The alignment(s) accepted by the Tradition. This is normally a matter of fundamental

attitudes; each Tradition seeks students that will have sympathy for the organization's beliefs and goals and turns aside those whose behavior is seen as undesirable or inadmissible. Not every Martial Tradition requires specific alignments, but for those that do failing to uphold those alignments counts as a violation of the Tradition's oath (see below).

Symbol: The Tradition's symbol, used on their heraldry and in other places where members are meant to identify themselves.

Discipline: Martial Traditions have special training in a favored martial discipline, which is made available to their members. A character that begins the game as a member of a Martial tradition may (but is not required to) simply trade access to one of their class's disciplines (or a discipline accessed through the Martial Training line of feats) for the Tradition's discipline. A member that joins the Tradition at a later date must spend some time learning the new techniques if they desire to do so; it takes a week to un-learn the discipline of their choice and replace the maneuvers they knew from it with maneuvers of equal or lower level from the Martial Tradition's discipline. From that point on, the character has access to the Martial Tradition's favored discipline in place of the one they gave up. In either event, they lose the skill associated with their former discipline as a class skill (they still retain ranks in that skill, if any) and gain their new discipline's associated skill as a class skill.

If a character loses access to their Martial Tradition's discipline by breaking their oath or leaving the organization (such as is the case with the Black Thorn Knights), it takes them a week of training to un-learn the old, now-defunct techniques and replace them with maneuvers of equal level or lower from the discipline they traded away. Until or unless they take this time to retrain themselves, the maneuvers from the Martial Tradition's favored discipline cannot be readied or used. This process also trades the skills associated with those disciplines, as described above.

Oath: This section describes the ceremony used to induct new members into the Martial Tradition and may discuss elements of its recruitment or training. Following this is an example of the oath of conduct that members swear. A character is expected by the Tradition to uphold the spirit (and sometimes the letter) of this oath, and may face penalties for failing to do so, both socially and supernaturally (see below). The oaths presented are not legalistically worded, and they are not really intended to be - they are goals to strive for, not absolute requirements of behavior. Multiple valid interpretations exist and



PATH OF WAR

may be upheld proudly or debated on within the Tradition itself, and can form a source of internal conflict within the organization. Generally speaking, minor violations of the Tradition's oath are not penalized beyond social penalties or reminders of the character's responsibilities, while more severe violations (betrayal, repeated and unrepentant violations, or failing to meet the Tradition's alignment requirements) result in suspension of services or even exile from the Tradition at the barest minimum.

Allegiance Benefit: This describes an optional bonus that is available to members of the organization in good standing. If the DM chooses to use Allegiance Benefits in his campaign, they represent specialized training or supernatural acumen that the Tradition makes available to its members. Allegiance Benefits may be lost by severely violating the Tradition's oath (see above), and this section describes the methods by which a member may atone and be have their privileges restored as well.

Description: This section explains the goals, habits, and attitudes of the Martial Tradition, as well as providing ideas for how or where they can be integrated into the campaign setting.

Common Tasks: Common quests or orders handed down by the Tradition to its members. These lists are by no means exhaustive and instead describe what the Tradition normally needs from its members on a regular basis.

Available Services: Resources, items, and connections made available to members of the Tradition and to its allies and support staff. A member in good standing can reasonably expect to access these services, though not always for free or without effort.

BLACK THORN KNIGHTS

Alignment: Lawful neutral, lawful evil, or neutral evil

Symbol: An iron gate with thorny vines growing over it; the vines bloom with black roses.

Discipline: A Black Thorn Knight may trade access to one martial discipline of his choice for access to the Black Seraph discipline.

Oath: During the course of their training, potential Black Thorn Knights are tasked with growing a rose bush; the flower blooms black and vibrant and is watered repeatedly with the Knight's own blood. When the Knight is deemed ready by the order, a devil (traditionally an erinyes) is summoned to accept his oath. The fiend hears the Knight's oath and swears a counter-oath on the behalf of Hell, vowing to provide

all due support and power to aid the Black Thorn Knight in his mission. A single rose is plucked from the bush the Knight grew and rooted in soil watered with blood from both the Knight and the devil; that rose is spirited away to Hell, there to be kept by the fiend as the visible symbol of his fealty.

"By my blood and soul do I swear myself as an ally to Hell against the many-faced forces of Chaos. I will revenge myself against those who wrong me, with an eye for an eye and blood for blood, and teach those who come to me seeking the tools to avenge themselves. From me my enemies shall experience neither mercy nor redemption, and I shall drive Chaos before me as the wolf drives the herd to stampede, until the day that I die or its taint is removed from the world."

Allegiance Benefit: In addition to access to the Black Seraph discipline (exchanging a discipline of their choice), Black Thorn Knights enjoy a +2 profane bonus on saving throws vs. spells and abilities that originate from chaotic beings, as well as a +2 profane bonus on saving throws vs. mind-affecting spells and abilities.

A Black Thorn Knight who violates his oath (see above) loses access to his saving throw bonuses until he atones by sacrificing a sapient being to Hell, or else by punishing himself with fasting and flagellation for seven days. A Black Thorn Knight who ceases to meet the alignment requirements of his order, or who violates his oath and fails to atone within thirty days is in breach of his infernal contract - they lose access to the Black Seraph discipline, the rose kept in Hell withers and dies, and the Black Thorn Knight is marked for life as a debtor to Hell. Any lawful-aligned outsider or Black Thorn Knight in good standing who sees the Knight instantly knows them for an oathbreaker, and devils in particular know the nature of their crime.

A Black Thorn Knight may still leave the organization in one of two ways. He may breach his infernal contract (see above), or he may invoke the exit clause to leave peacefully, requiring (1000 x level) gold pieces worth of service to the Black Thorn or an equivalent donation. Leaving peacefully in this fashion does not guarantee further peaceful relations; indeed, most would-be retirees of the Black Thorns rightly fear death at the hands of their compatriots or agents of Hell.

Description: The Black Thorn Knights take the defense of civilization and lawful powers against chaos as their mission. If this was the full extent of the story they would not possess the fearsome reputation that marks this order; in pursuing the defense of law they actively seek out and destroy chaos, allying



PATH OF WAR

themselves with infernal powers to do so.

The Black Thorn is an ancient order, with roots reaching back almost to the dawn of 'civilization' as a concept separate from 'wilderness'. Passed between the Knights is the story of the Black Thorn, a learned sage versed in both natural and arcane magics. When his fledgling city was threatened from without by the hordes of the Abyss, he made a mighty pact with Hell that saved his civilization and his world from the ravaging hordes of demonkind. From this legacy the Black Thorn Knights arose, first as the guardians of the Black Thorn himself and then as an order in their own right, sworn to ally with Hell against the forces of chaos in all of their forms.

It is important to note that the Black Thorn Knights do not *technically* serve Hell. Certainly many of them choose to, and the phrasing of their oath leaves a lot of room for interpretation based around the word 'ally'; they often cooperate with infernal powers and maintain contacts with diabolic cults that consider them close friends. However, the Black Thorn as a whole are expected to pro-actively hunt chaos and to spread their particular dogma of revenge without direct infernal aid. Most often a devil with an agenda will recruit local Black Thorn Knights by invoking their oaths, though the situation sometimes reverses itself with a devil otherwise occupied on a mission being sidelined to help the dark Knights with their own tasks.

The Black Thorn does not choose to keep itself a secret and has a checkered reputation throughout the worlds in which it operates. On the one hand their dedication to law and order is undeniable, and severe penalties await a Black Thorn Knight who flagrantly defies local law without 'just' cause. Evil and some neutral nations invite them as enforcers or mercenaries. Good-aligned nations are justifiably wary of them, but the Black Thorn considers the conflict between good and evil to be irrelevant in comparison to the chthonic war between law and chaos and, for the most part, behave themselves while in the employ of such nations. Their darker internal rituals and long-standing habit of trafficking souls still see them blacklisted in many places, and they run into frequent conflict with good-aligned churches wishing to contain their hellish taint.

Ultimately, the Black Thorn Knights are seen as industrious, loyal, capable individuals who can be trusted to follow their word in as ruthless, pitiless, and efficient a manner as possible. They recruit warriors who believe in law and order, or who come from lands ravaged by chaos, and the Black Thorn refuses to make apologies for opposing chaos regardless

of the morality espoused by its adherents. From fortress-temples deep within defensible lands, they plot and scheme to turn back demons and celestials alike, destroy chaotic undead, conquer chaotic nations, and secure the forces of law and order for future generations. If others choose to frown upon their methods, the Black Thorn shrugs and carries on as it always has, confident that they are a necessary evil – or long past the point of caring.

Common Tasks: Though the Black Thorn is an ancient and widespread order it practices very little top-down leadership, instead preferring to assign a region or general task to a Knight ("Accompany the Brookbane Seven," or "Guard the portal beneath the Bridge of Bones," for example) and let that Knight accomplish the general mission of the order on their own initiative. Partially this is confidence in their training – the Black Thorn expects its Knights to be pragmatic, intelligent, and capable of sound judgment. A great deal of this hands-off approach, however, is due to the knowledge that other powers of law or evil will approach their Knights with opportunities, which the Knight then takes in order to indebt these individuals and organizations to the Black Thorn. An idle Knight is quite frowned upon, and they're expected to find their own work.

Available Services: As a storied organization with direct connections to Hell, the Black Thorn is capable of trafficking in many magical services for its members – discounts on enchanted weapons and armor, access to indebted fiends, favors traded from (and to) infernal churches, and more. A Knight is expected to show results for these resources and may find them revoked if he is incompetent or, worse, lazy. Perhaps significantly the Black Thorn offers an avenue to buy and sell souls, and sometimes offers a way out for unfortunates whose loved ones have been entrapped in blood bargains; more than one Knight enters into training with the Black Thorn's promise to purchase a loved one's soul from Hell and grant it back to the victim in question. The order is very understanding about these situations and doesn't mind facilitating such charity (even consistent charity) from its Knights if they continue to provide faithful and effective service.

BLOODY FANGS

Alignment: Any non-good

Symbol: A pale, curved fang tipped in a droplet of blood; the fang is cracked from its tip to its base

Discipline: A Fang may trade access to one martial discipline of his choice for access to the Primal Fury



PATH OF WAR

Oath: The oaths sworn by the Bloody Fangs are given to elementals, fey, spirits, or even more alien incarnations of nature. Kneeling in submission before an incarnation of the natural world, the Fang swears his vow and cuts his palms with a wooden blade, leaving behind twin scars that throb angrily in the presence of metal.

“With the earth and sky as my witness, hear my vow: I will serve the untainted wilds and the unspoiled lands, protecting them from the greed of civilization with axe and fang. Where mortal avarice threatens the harmony of nature, I will strike without pity. Where mortal ignorance wracks the land with pain and poison, I will kill without question, and if my heart proves faithless, may I be rejected by stone, scorned by the sky, and driven into the stink and shadows of the cities until my last choked breath of poisoned air.”

Allegiance Benefit: In addition to access to the Primal Fury discipline (exchanging a discipline of his choice), Fangs ignore damage reduction possessed by aberrations, constructs, humanoids, monstrous humanoids, oozes, and outsiders (except outsiders with the elemental subtype) and causes regeneration to cease functioning for those creatures if they have that ability.

A Fang that violates his oath (see above) loses his ability to ignore damage reduction and regeneration until he atones either through the sacrifice of a sapient being at the roots of a tree or by flaying himself with thorny vines while meditating on the conflict between civilization and nature (a painful and gory

process that inflicts 1d4 points of Constitution damage that the Fang must permit to heal naturally before they are considered to have properly atoned).

Description: The Bloody Fang is a martial tradition born in fury, and they take that fury with them everywhere they go. Long ago, in a time lost to history, the founder of the Bloody Fang was given a charge to watch over a stretch of pristine wildland. Love and duty, however, drew him away from his sacred task, and the founder asked a nearby village to tend to his woodland while he journeyed far away. For ten years he was gone, fulfilling his obligation to another, only to return to a smoking ruin that had been converted to tanning pits and butcheries for nearby ranchers. The founder decimated the village and all those who dwelled within it, consecrating his new purpose in slaughter.

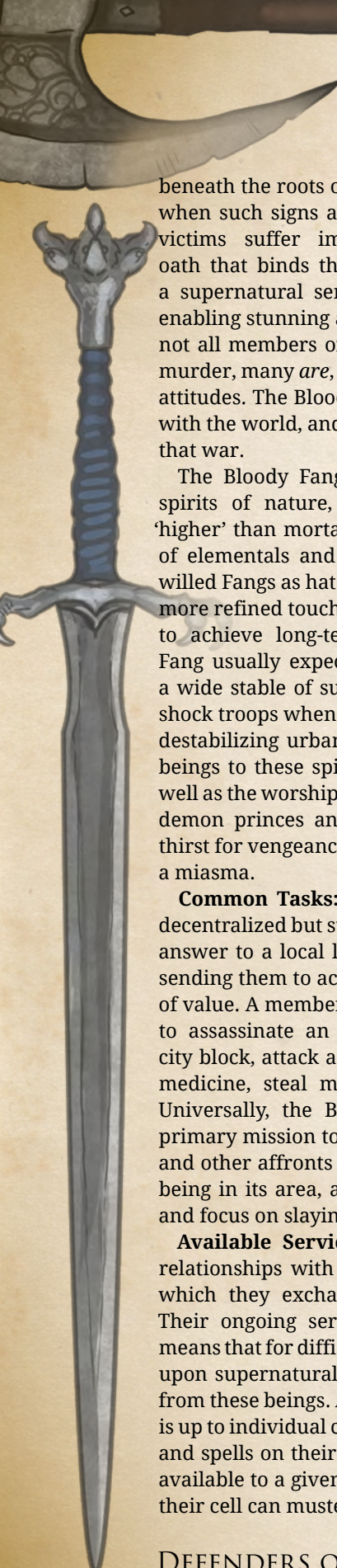
Today, the Bloody Fang recruits members who have vendettas against ‘civilized’ races. They take the protection of nature as their goal, but to ‘protect’ the wild lands, the Bloody Fang wages war upon cities, towns, and other urban centers, frightening settlers away with blood and fire. When that doesn’t work, their tactics escalate more often than not, and if left unchecked the Bloody Fang is not afraid to engage in slaughter on a staggering scale. Their attacks bear the gruesome trademark of dragging their victims away to be fed to the Bloody Fang’s beasts, or buried



©EricLefgren



PATH OF WAR



beneath the roots of new saplings and gardens. Even when such signs are not present, the Bloody Fang's victims suffer improbably violent wounds; the oath that binds them to the order gives the Fangs a supernatural sense of their victims' weaknesses, enabling stunning acts of violence and cruelty. While not all members of the Bloody Fang are so eager to murder, many *are*, and it colors their sacred rites and attitudes. The Bloody Fang sees itself as being at war with the world, and it will do almost anything to 'win' that war.

The Bloody Fang bows before many and varied spirits of nature, whom they venerate as being 'higher' than mortal beings. They serve the interests of elementals and fey, who utilize the more weak-willed Fangs as hatchet-men and thugs. Others with a more refined touch form alliances with cells of Fangs to achieve long-term personal goals. The Bloody Fang usually expects payment in kind, giving them a wide stable of supernatural allies to support their shock troops when laying siege to frontier towns and destabilizing urban centers. The sacrifice of sapient beings to these spirits and fey is fairly common, as well as the worship of dark gods and even, sometimes, demon princes and elemental lords, drawn to the thirst for vengeance that hovers around the Fang like a miasma.

Common Tasks: The Bloody Fang's leadership is decentralized but strong; individual cells or members answer to a local leader who directs their activities, sending them to acquire resources or destroy targets of value. A member of the Bloody Fang may be asked to assassinate an important leader, burn down a city block, attack a caravan carrying vital goods and medicine, steal magical weapons, or much more. Universally, the Bloody Fang takes time from its primary mission to massacre aberrations, constructs, and other affronts to nature; upon hearing of such a being in its area, a cell will drop all other activities and focus on slaying it as swiftly as possible.

Available Services: The Bloody Fang maintains relationships with chaotic and evil druids, through which they exchange services and magical items. Their ongoing service to elementals and fey also means that for difficult tasks a Fang may be able to call upon supernatural aid, or barter favors and secrets from these beings. Aside from those considerations, it is up to individual cells to stockpile weapons, supplies, and spells on their own initiative, and the resources available to a given member greatly depend on what their cell can muster.

DEFENDERS OF THE REALM

Alignment: Any lawful

Symbol: A gold-fringed shield emblazoned with a scroll.

Discipline: A Defender of the Realm may trade access to one martial discipline of his choice for access to the Iron Tortoise discipline.

Oath: Known for their honor and loyalty, the Defenders range from paragons of virtue in the full flower of knightly chivalry all the way to blackguards serving fiendish cults - but all retain the obedience and ferocity of their order. The exact ceremony in which a Defender swears his oath depends on the lord or nation he chooses to serve and has too much potential variety to be detailed here, but the oath is always the same:

"On my honor and the honor of the Defenders who trained me, I swear to be a faithful servant. For you I shall provide valor to defend you and your peoples, loyalty to serve the needs of your realm, courage to destroy your enemies, and cunning to do your will. For me you shall provide honor to reward my deeds, glory to crown my name, and good lordship to sustain my life. So long as the circle is unbroken, my vow remains whole."

Allegiance Benefit: In addition to access to the Iron Tortoise discipline (exchanging a discipline of their choice), Defenders of the Realm benefit from a +2 competence bonus to Knowledge (local), Knowledge (nobility and royalty), and Knowledge (religion) checks, as well as a +2 competence bonus to Fortitude saves.

Defenders of the Realm who violate their oaths (see above) do not immediately lose access to their bonuses; they have a month's grace period to atone by making a formal apology to their employer and the order, at which point they must either pay a tithe (200 x level gold pieces) or undertake a mission to restore their good graces. A Defender of the Realm may still atone after this month's period, but they lose access to their bonuses as the contacts, references, and specialized training made available to them by the Defenders of the Realm cease to be provided. A Defender who ceases to be lawful may not atone until such a time as they have regained their lawful alignment.

Description: The Defenders of the Realm began as a royal order of knights and served with honor and distinction - right up until the point when their kingdom was annihilated. The knights came back from a long and bitter campaign to find their home in ruins, their liege lords slaughtered, and the land desecrated beyond all use. With nowhere left to go,



PATH OF WAR

they became mercenaries to survive.

It's been a while since then, and the Defenders are now more prosperous than they once dared to dream. Where once the Defenders hired themselves out as a private army, this order now makes its bread training new generations of knights and matching them to lords that will suit them, ensuring harmony between lord and vassal.

The Defenders of the Realm are essentially professional middlemen. When a recruit appears at one of their fortresses (or is invited there by a recruiter) they are given an education in knighthood, including swordsmanship, etiquette, politics, honor, valor, law, philosophy, and linguistics. Though a potential recruit might be turned away for incompetence (or worse, stupidity) the Defenders pride themselves on taking members of any background and social class and molding them into true knights, and common-born warriors with dreams of glory and honor comprise the vast majority of their recruits.

Once a recruit is done being trained they're free to go on their way, if they choose to. However, the Defenders continue to provide support for those members who stay on, furnishing them with letters of reference to noble lords or kingdoms in need of knights. The Defenders of the Realm go to some pains to match lord and vassal properly, smoothing over future conflicts in the process, and to date very few complaints have been made. As long as the newly minted member continues to pay their modest yearly dues the Defenders of the Realm are more than happy to provide introductions, invitations to exclusive events, help in arranging profitable marriages (or even non-profitable ones; the Defenders can *really* plan a wedding), legal counsel, and more. The Defenders of the Realm take pride in the reputation of their members and the order as a whole and do not like being seen as cheap or disinterested.

There are some downsides, of course. The Defenders of the Realm expect their members to abide by the oath they swear to their liege (see above) and while there have been cases of the Defenders siding with the vassal against their lord, these are very much the exception and not the rule. This intense need to fulfill the letter of their obligation regardless of personal moral qualms has sometimes led to dramatic 'betrayals' when an otherwise-honorable Defender betrays a master that they can no longer stomach serving. In addition to this is the matter of the Quells, events that are as rare as they are brutal. When a lord who hires through the Defenders betrays his oath to his new vassal a Quell occurs; the Defenders muster their membership to war against the faithless

lord, take his wealth and holdings, and, sadly often, slaughter his family and servants. All members of the Defenders are expected to take part in Quells, something that is made clear up front and can serve as a deal breaker to otherwise-qualified candidates.

Common Tasks: Aside from participation in Quells (which are, admittedly, infrequent) Defenders do not often receive tasks directly from the order. There are some cases where the order may petition a Defender's lord to hire their services for a task, or request that a member train a promising young squire, but aside from these your average Defender has few demands that do not come from their lord.

Defenders who choose to serve their order rather than being contracted to an outside liege do have expectations, however, the foremost being recruitment. They may be tasked with ousting threats against the fortress-schools the Defenders maintain, or asked to handle diplomacy or negotiations with nobles or nations seeking to employ Defenders (or with whom the Defenders wish to trade or buy land). They may also be asked to recover or escort the body of a Defender who died in battle, or to retrieve a legendary weapon or armor worn by such a hero.

Available Services: Perhaps the most profound service the Defenders of the Realm offer to their members (aside from job placement) is *introductions*. The Defenders of the Realm have a market base that is rife with political power – chancellors, monarchs, lords, merchant houses, wizard's guilds and more hire their knights as long-term soldiers and bodyguards, and the positive relationships that result bring trade and information flowing in both directions. A Defender in good standing can expect a warm welcome, generous hospitality and in all likelihood employment wherever he chooses to go.

The Defenders also retain skilled armorers and crafters to produce equipment both magical and mundane, available to their members in good standing and to the liege lords of such members (who, admittedly, get a much smaller discount). Likewise, the Defenders make a habit of acquiring high-quality mounts which they train and make available to their membership, from simple war horses all the way up to and including dragons (the Defenders have an interesting relationship with certain willing dragons, in which they hire out members to serve the wyrms and foster the dragons' children in exchange). More exotic mounts are generally saved for true luminaries of the order, but with enough gold to hand even a knight on the down-and-outs might be able to secure a gryphon or something stranger.

EMPYREAL GUARDIANS



PATH OF WAR

Alignment: Any good

Symbol: A pair of twin swords beneath a silver crane

Discipline: An Empyrean Guardian may trade access to one martial discipline of their choice for access to the Silver Crane discipline.

Oath: Students of the Empyrean Guardians swear to the Code of Al'asadiel; passed down from the solar himself, it places an emphasis on protecting the weak and innocent from those who would prey upon them. When a Guardian's training is done and he is deemed ready to go out into the world, his tutors take him to a sacred place. The exact place varies depending on both student and teacher; it might be the site of an act of great heroism, the ruins of a once-holy church, the tomb of a righteous warrior, or a place of great cultural significance to those the student wishes to protect. The student stands vigil for a day and a night with neither food nor water, contemplating the duty he will take upon himself, and then swears the following oath:

"In my own name, unsullied and bound to my virtue, and in the name of Al'asadiel, this I swear: with my blades I shall defend the innocent from those who threaten them wrongfully. With my eyes I shall look for evil and with my words and deeds seek to turn it back to good, or else destroy it. With my mercy and conviction I shall lead others into the light, and with my courage I shall hold back the shadow, until the day I die or Al'asadiel returns to release me."

Allegiance Benefit: In addition to access to the Silver Crane discipline (exchanging a discipline of their choice), Empyrean Guardians enjoy a +2 sacred bonus to saving throws vs. spells and abilities that originate from evil-aligned sources, as well as a +2 morale bonus on saving throws vs. mind-affecting spells and abilities.

An Empyrean Guardian who violates his oath (see above) loses his bonuses to saving throws until he atones, necessitating a week of fasting and meditation or charitable acts worth a minimum of (200 x level) gold pieces (this might be in donations, equivalent service, etc). An Empyrean Guardian who ceases to be good-aligned may not atone or access the Silver Crane discipline until such a time as they return to their good alignment (though they remain free to change their organization).

Description: Known wherever they go for their dedication to mercy, justice, and the tenets of the Upper Planes, the Empyrean Guardians are a religious order devoted to a fallen solar named Al'asadiel. Once a mighty and puissant servant of a god, Al'asadiel was cast down for defying his master when he was ordered to commit an act of evil. Having forsaken his duty for the sake of what was right, Al'asadiel gathered a cult of mortals to his side and taught them the fighting arts he knew, sending them forth into the world to do what he could no longer do and defend the weak and innocent.

Al'asadiel has vanished, but the mortals he raised in his place still travel the lands, lending their hands, hearts, and blades to the defense and succor of the weak. Where knots of Guardians gather they build shrines to the solar that also serve as bases of operation and can even attract clerics, but for the most part they maintain only loose contact with one another, choosing instead to spread themselves thin and shine the light of justice wherever they go. As a general rule, Empyrean Guardians are less concerned with seeking out and destroying evil than they are with promoting good through merciful action, charity, valor, and respect. Though the Empyrean Guardians do not hesitate to kill if they must, especially if innocent lives are at stake,



PATH OF WAR

they would much rather guide their foes down the path of righteousness than cut them down, and while this emphasis on redemption has proven difficult, dangerous, and even foolhardy at times it has also been very rewarding, and to this day the cultists have friends in strange places both high and low.

Though the Empyrean Guardians may theoretically be found anywhere, they are most attracted to regions of strife or oppression where the innocent suffer. Called to duty, they do their best to relieve suffering where they find it and eliminate the circumstances which cause it. Some do so by working with or within pre-existing systems, reasoning that it is the best way to prevent innocent deaths; others simply make themselves available or provoke full-scale revolutions in an effort to teach the innocent how to protect themselves so that when the Guardian moves on they won't be left at the mercy of evil. Empyrean Guardians may often be found working with or for good-aligned churches, or on a quest to diminish the grip of evil over the land.

Despite their good points the angelic cultists do have some flaws, recklessness chief among them. Though the Guardians favor intelligent, cunning students it's all too easy to get caught up in opposing evil and without all of the relevant information, and many a hot-headed young cultist has gotten way in over his head as a result – or worse, spread the very misery he was trying to prevent. The subtle trap of moral certitude can also become a problem, though a much easier one to address; Empyrean Guardians that begin the slide towards evil are guided back onto the path by their brothers and sisters, or killed before they can profane Al'asadriel's teachings with malevolence.

There is also the ongoing matter of their obsession with their patron's whereabouts. Ever since the solar vanished, more and more Empyrean Guardians every year set aside their normal duties to go hunting him, utterly convinced that he is held in durance vile. Al'asadriel himself either cannot or will not comment on the subject, even when questioned with magic, and so the cycle continues – errant Guardians raise up students to take up the quests they've grown too old or tired for, who in turn raise students of their own.

Common Tasks: Though the Empyrean Guardians possess a stunning variety in how they choose to uphold good, dedication to righteousness is still the common bond that connects them. A Guardian in good standing may be asked (or ordered) to escort a holy relic, guard a prominent member of a good-aligned faith, break the power of an evil tyrant or consecrate a profane site. Many Empyrean Guardians

take on lifelong quests, seeking to rid the world of a powerful and persistent evil such as poverty, a specific demon lord, or a dragon. Others hunt for their vanished patron, raising generation after generation of Empyrean Guardians to try and 'free' the wayward angel.

Available Services: As a loose organization the Empyrean Guardians offer few direct services. However, Guardians in good standing may find themselves enjoying unexpected perks – discounts on day-to-day goods and services, special offers (and requests) from temples, and respect from good-aligned outsiders among them. Those guided down the path of redemption by a Guardian usually remember who saved them, and help can come from unexpected places out of gratitude, or even obligation. The story is still told of how an erinyes – Mirishka the Fallen – single-handedly held a portal to the Abyss for three days and three nights in order to pay off the life debt she owed to the angelic cultists while the Guardian Kristina ran for reinforcements.

SCARLET SENTINELS

Alignment: Any

Symbol: A red-bladed spear with its haft wrapped in chains.

Discipline: A Scarlet Sentinel may trade access to one martial discipline of her choice for access to the Scarlet Throne discipline.

Oath: The Scarlet Sentinels emphasize loyalty and dependability in their students. Though the Scarlets who go on to become the guards to royal families and high priests are the most famous, each and every one of the Scarlet Sentinels swears an oath of loyalty and friendship to those they serve with, or that they serve. This intensely private ceremony typically involves only the Scarlet and the ones she swears to, or their representative in some cases. Alone with those to whom they swear their lives, the Scarlet Sentinel cuts her palm and the palms of the others and mingles blood with them, and they gather beneath her upraised weapon while she murmurs her vow:

"By the blood we've shared and the blood we'll spill, I promise this – we're family, and though I may quarrel with my brothers and sisters, there are none who may quarrel with my brothers and sisters and not also quarrel with me. Your secrets are my secrets, and your dreams are my dreams. When you are sad, I will comfort you, and when you are happy I will exult with you, and woe be unto the one who threatens our bond – or betrays it."



PATH OF WAR

Allegiance Benefit: In addition to access to the Scarlet Throne discipline (exchanging a discipline of their choice), Scarlet Sentinels benefit from a +2 competence bonus to Will saves, as well as a +4 sacred bonus to saves against compulsion effects.

AA Scarlet Sentinel who violates her oath (see above) is no longer resistant to compulsion effects until such a time as she is forgiven by those she has betrayed. If she is not forgiven within a year and a day (such as by being unable to find the soul of a dead compatriot and beg it for forgiveness) she loses her resistance permanently and is shortly thereafter exiled from the order, who can see her treachery burnt upon the Red Spear.

Description: The easiest description of the Scarlet Sentinels is that they are bodyguards, though this doesn't quite capture the full truth of the organization. It is true that Scarlets find work as bodyguards, though – they guard the lives of royalty, important priests, powerful nobles, obscenely wealthy merchants, and other more exotic patrons. Students trained by the Scarlet Sentinels in their fortress-schools are renowned for their skill with blades and spears, undefeatable loyalty, and valor, and their successes as high-profile bodyguards have earned the Scarlet Sentinels as a whole much fame and wealth.

However, these are not the only students trained by the Scarlet Sentinels, and though their other members are less famous they are perhaps more important. At their heart, the Scarlet Sentinels are governed by a body of mentors, spiritual warriors, and the occasional priest who seek to rear warriors in traditions of loyalty and blood-bound service. They care less for what, specifically, their students go forth to do than they care about *how* they do it, emphasizing over and over the bonds of loyalty, duty, compassion, family, and friendship. The organization welcomes good, evil, law, and chaos within its ranks in an effort to prove that its ideals are both worthy and universal, a claim that has withstood generation upon generation of Scarlets.

So it is that, once released into the world, Scarlet Sentinels take up with causes, mercenary companies, ravening hordes, overlords both good and evil, adventuring parties, or simply their own homelands. Though their vow of loyalty and friendship with the Scarlet Sentinels remains, individual Scarlets bond fiercely with a person or cause to which they pledge their lives. Within the order there are many different interpretations of this; some counsel absolute obedience and say that in swearing an oath the Scarlet should give up her will to her new masters. Others say that sometimes loyal service demands dissent or

even rebellion and that a true friend knows when the ones they love need someone to tell them they're being stupid. Ultimately, the order as a whole falls somewhere in the middle, with both perspectives gaining much respect.

The one thing not tolerated by the Scarlet Sentinels is faithlessness in its members; those who break their oaths have their names branded into the Red Spear, the weapon that sits at the center of the order. Their names appear marked as gray ash at first during the grace period in which the Scarlet may seek forgiveness; once it sears itself into the wood of the Red Spear as blackened scorch marks, the order rejects that member and posts a bounty for their head – with the firm stipulation that there will be no reward for delivering the oathbreaker alive.

Common Tasks: Scarlets are sometimes asked, in the spirit of friendship and loyalty, to conduct tasks for their mentors or carry packages or messages for the order as a whole. Scarlets are also expected to send potential students to the fortress they themselves trained at, and may be required to escort groups of students there. Aside from such concerns, the Scarlet Sentinels as a whole set few tasks, having little-to-no long-term goals aside from spreading their ideals.

Available Services: The Scarlet Sentinels take their ideals of loyalty and support seriously and make quite a few services available to their members. They own long-term credit with roadside inns for use in emergencies (quite comfortable rooms, it should be said), armories of weapons both magical and mundane (available for purchase or loan – it is not suggested that you fail to return what you borrow), letters of introduction from bodyguards to powerful religious or political figures, and access to magic used to supernaturally bind contracts and agreements.

THE WAYWARD PATH

Alignment: Any

Symbol: A twisting road beneath a crescent moon

Discipline: A Walker of the Wayward Path may trade access to one martial discipline of her choice for access to the Veiled Moon discipline.

Oath: The Wayward Path isn't terribly concerned about the conduct of its members, for the most part, with the exception of one area: their *travelogue*. When a Walker is inducted into the brotherhood, they're given a *travelogue* of their own and asked to swear the following oath of membership.

"This book is a record of my travels. I will not falsify the things I've seen and done, though I might exaggerate for the sake of a good story. I won't use this



PATH OF WAR

book or the power it gives me to intentionally endanger my fellow Walkers or anyone else, and if I fail in this, let the pages shrivel and die like my worthless honor."

Allegiance Benefit: In addition to access to the Veiled Moon discipline (exchanging a discipline of their choice), Walkers of the Wayward Path gain the benefits of the Endurance feat while they maintain their membership and carry their *travelogue* on their person. They also gain ownership of one of the Wayward Path's Travelogues, a minor artifact produced by their Grand Library.

TRAVELOGUE

(Minor Artifact) - **aura** strong conjuration and divination **CL** 20th **slot** none **price** - **weight** N/A

Description This small, leather-bound book is about the size of a personal journal or notebook and can be easily carried in one hand. Though it is possible to use the Travelogue as a normal notebook (and it never seems to run out of pages, though it cannot be used to scribe spells or scrolls), in the hands of a Walker of the Wayward Path it gains magical qualities. Anything written in the *travelogue* is also recorded in the Grand Library, where the information is stored both as an ongoing narrative collected as a story of that Walker's life and separated out and sorted into its various topics for research purposes. Additionally, once per day, the Walker may concentrate on the book as a swift action and gain the ability to hear and be heard by every other Walker using this function of the *travelogue* for 1 hour, regardless of distance or planar boundaries. This may not be broken down into smaller increments. At the DM's discretion, this may offer a circumstance bonus to Intelligence-based skill checks if the Walker can ask an expert for advice via the *travelogue*. Finally, the *travelogue* acts as an activation key to all portals that lead to the Grand Library, regardless of their normal activation keys.

A Walker of the Wayward Path who violates her oath (see above) loses the benefits of the Endurance feat, as well as access to the additional functions of their *travelogue* beyond its limitless pages, until they atone by traveling to the Great Library and recording the details of their deception, as well as a formal apology. Repeat offenses are usually met with the deceptive 'member' being barred from the Grand Library and, possibly, killed by some of the less forgiving Walkers.

Destruction The *travelogue* may be destroyed by writing a blatant falsehood in it, then shelving it in the Grand Library amongst the rest of the collection. The book comes unbound, then shrivels into dust before blowing away on a phantom wind.

Description: Less of a formal organization and more a club for enthusiasts, the Walkers of the Wayward Path are a martial tradition of travelers, explorers, knights-errant, wanderers, messengers, and other vagabonds that maintain common bonds of fellowship and trust. Any given Walker can induct anyone they like into the organization, provided they're willing to swear the oath (recruitment can take a while at times, as the Walker doing the inviting must go to the Grand Library and request a *travelogue* for his candidate, whereupon the enchantments of the Library begin to produce one over the course of about a month). In practice the Walkers are somewhat picky about recruits, preferring to choose people who won't spoil the friendly, cooperative atmosphere fostered by the *travelogues* and their common link to the Grand Library.

With little to unite them other than their love of travel, the Wayward Path doesn't really do *goals*. However, they do often have some behaviors in common. Members of the Wayward Path are usually known to support roadside inns, shrines, and other houses of rest. They often take it upon themselves to clear the roads and travelways of monsters and other threats to common well-being, and sometimes join or found mercenary bands to do precisely that long-term. Walkers, while somewhat mistrusted as vagabond, are usually welcome in the places that they go and greeted with a warm meal and requests for news from afar.

The other connection that links the Wayward Path together is the Grand Library, an extradimensional space that they had constructed and enchanted at considerable collective expense. The Grand Library collects the biographies of the various Walkers as written in the *travelogues*, as well as the factual information that gets written down in those *travelogues*. Its sorceries write and sort the various pieces of information into a staggering collection of knowledge, which the Walkers and any guests they care to invite are free to access. Non-members are permitted access to the Grand Library for a modest 2 GP fee per day, which helps pay the small amounts of overhead still necessary after the layers of enchantments are done with their duties.

Common Tasks: Without any real long-term goals or, in point of fact, leadership, the Wayward Path doesn't really assign tasks. However, there are opportunities for work with, and for, the organization. Walkers will send out calls for volunteers across the *travelogues*, offering payment or incentives to participate in their latest projects or a tough personal problem. Sometimes a call for rescue will arrive



PATH OF WAR



similarly, sent out from a Walker that managed to smuggle their *travelogue* into a tough situation that they need help getting back out of. Occasionally the Grand Library will broadcast a message requesting an exotic ingredient or reagent to refresh one of its enchantments; the keepers pay generously to any civic-minded Walker that takes the time out to help.

Available Services: The two most prevalent services offered by the Wayward Path to its members are access to the Grand Library and the *travelogues*, both of which can be a treasure trove of information, research, and conversation. Aside from that, however, the Wayward Path maintains wayhouses on many planes that give free room and board to members (non-members are invited to stay for a nominal fee) and is willing to help with legalities like travel papers or other documentation for members that can travel to the Grand Library for them. Walkers are usually quick to advise each other on where they can acquire unusual goods and services, and sell the same.

ADAPTING TRADITIONS

None of the Traditions presented here need to be used as-is - indeed, changes may be necessary to adapt them to your game or your campaign setting. The simplest and easiest of these changes is to alter their focus or goals. For example, you might re-envision the Scarlet Sentinels as the royal guard of a particular kingdom, or the members of the Wayward Path as wandering spies that sell their information to the highest bidder. Altering their Allegiance Benefits (if you choose to use that rule) can be a little trickier, but a good rule of thumb is that any bonus can be safely swapped for an equal bonus to a similar area - for example, the Black Thorn Knight's bonus on saving throws vs. chaotic beings might be altered to a bonus on saving throws vs. good beings.

CREATING TRADITIONS

Creating your own Martial Tradition can help you flesh out your campaign setting or help provide opportunities and antagonists for your players. For DMs interested in doing so, but unsure of where to start, we suggest the following steps:

- Decide on a concept for your Tradition. Are they noble heroes? Defenders of a specific stretch of land, or the heirs to an ancient grudge? The fundamental questions of, "Why do they fight?" and "What do they believe in?" should be answered here.
- Choose a required alignment or alignments (if any) and choose a favored discipline. This discipline

should help reinforce the concept of the Tradition; for example, it would make little sense for an order of assassins to favor Golden Lion.

- Write down a description of your Tradition, even if it's for your eyes only. Writing it down can help give you a feeling for the character and tone of the Tradition and an idea of what its members are like, as well as how to portray them to player characters that may be interested in joining.

- Write down an oath for your Tradition. Ideally, oaths make a firm statement of the Tradition's goals and its members' obligations, while at the same time being open enough for interpretation. If you're using the Allegiance Benefit rules, now is the time to determine your Tradition's Allegiance Benefit and its methods of atonement. Allegiance Benefits should be small bonuses - use the above Traditions as examples - and the general rule of thumb is that the greater the obligation imposed by the Tradition, the more powerful or useful the Allegiance Benefit becomes.

- Jot down some ideas for common missions and tasks assigned by the Tradition and, finally, some common services offered by the Tradition to its members and their allies. How difficult are these services to acquire? How useful?

In general, those steps should help you create a Tradition in the vein of the ones presented above. You may also desire to add additional details, such as the location and nature of their base of operations, political contacts, and more to entrench them as part of your game world.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this

License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

The Book of Experimental Might, © 2008, Monte J. Cook. All rights reserved. Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Unearthed Arcana, © 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, Rich Redman

The Iconic Bestiary: Classics of Fantasy, © 2005, Lions Den Press; Author Ari Marmell

Hyperconscious: Explorations in Psionics, © 2004, Bruce R Cordell. All rights reserved.

If Thoughts Could Kill, © 2001–2004, Bruce R. Cordell. All rights reserved. Mindscapes, © 2003–2004, Bruce R. Cordell. All rights reserved.

Unearthed Arcana, © 2004, Wizards of the Coast.

Mutants & Masterminds © 2002, Green Ronin Publishing.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Modern System Reference Document, © 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Psionics Unleashed. Copyright 2010, Dreamscarred Press.

Path of War, © 2014, Dreamscarred Press.

ULTIMATE PSIONICS

450+ PAGES OF PSIONIC AWESOME!
FULL-COLOR HARDCOVER!

NOW AVAILABLE AT
DREAMSCARREDPRESS.COM

By Jeremy Smith and Andreas Rönnqvist

DREAMSCARRED
PRESS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE