

PLAYER Paraphernalia



**FLOWING WATER STYLE
(MARTIAL ARTS STYLE FEATS)**

#46

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PLAYER PARAPHERNALIA #46

By the Knotty-Works

Lajatang

Welcome to the forty sixth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Flowing Water martial arts style. Focusing on using specific set of one handed or double weapons generally considered exotic (many of Eastern persuasion) the style grants the character a specific set of abilities while wielding his chosen weapon.

Flowing Water Style

For many, the art of war is seen as a force of nature and true mastery relies on the wielder's ability to learn how his weapons become a natural extension of himself. The flowing water style of martial arts allows the student to learn specific martial skills from his chosen weapon(s) found on the Flowing Water Style Weapons Group. Many of these weapons are light, one handed, or double weapon and practitioners of the Flowing Water style learn to wield two weapons just as effectively as a single weapon.

Flowing Water Style Weapons Group: Bo Staff, Butterfly Sword, Chan Zi Dao, Daito, Deer Horn Knife, Double-Chained Kama, Double Chicken Sabre, Fighting Fan, Fire and Wind Wheel, Gunbai, Half Moon Blade, Handaxe, Jutte, Kama, Khopesh Sword, Kunai, Kusarigama, Kyoketsu-shogi, Lajatang, Monk's Spade, Nunchaku, Punching Dagger, Qian Kun Ri Yue Dao, Quarterstaff, Sai, Sang Kauw, Shang Gou, Shoto, Siangham, Sickle, Star Knife, Sun and Moon Ring, Tambo, Tonfa, Yin Yang Blade, and Yuen Yang Blade

Flowing Water Style

You are a master of your weapon and it flows from the wellspring of your very soul.

Prerequisites: [Weapon Focus](#) (flowing water style weapon group), [Acrobatics](#) 3 ranks

Benefit: When you enter the stance of the Flowing Water Style while armed with a weapon or weapons from the flowing water weapons group with which you have the weapon focus feat, you are treated as having the two-weapon fighting feat, with the penalty for the primary attack reduced by 2 and the off-handed attack penalty is reduced by 6. In addition, if you are attacking defensively or taking the [total defense](#) action, you gain a +2 dodge bonus added to the bonus granted by the action taken.

Plunging Breaker

You sweep your opponent's legs right out from under him.

Prerequisites: Flowing Water Style, [Acrobatics](#) 5 ranks

Benefit: You do not provoke an attack of opportunity while using your chosen weapons to perform a [trip](#) combat maneuver. You may use either your primary or off-hand attack to [disarm](#) an opponent, applying the two-weapon attack penalty to your [CMB](#) if using this feat as part of a full round attack action, but you may only attempt to [trip](#) one opponent once per turn. You do gain a +2 bonus to your [CMD](#) when an opponent attempts to [trip](#) you while you are wielding your chosen weapons.

Rushing Waters

You have learned to lock your opponent's weapon with your own weapons and with a sudden twist remove his weapon from his grasp.

Prerequisites: Flowing Water Style, [Acrobatics](#) 8 ranks

Benefit: You do not provoke an attack of opportunity while using your chosen weapons to perform a [disarm](#) combat maneuver. You may use either your

primary or off-hand attack to **disarm** an opponent, applying the two-weapon attack penalty to your **CMB** and you may only attempt to **disarm** one opponent once per turn. You do gain a +2 bonus to your **CMD** when an opponent attempts to **disarm** you while you are wielding your chosen weapons.

Spilling Breaker

You can distract your opponents with the rhythmic movements of your weapons, providing an opening to strike true.

Prerequisites: Flowing Water Style, **Bluff** 5 ranks

Benefit: While making a **full attack** with your chosen weapons for the Flowing Water style, you may spend a **swift action** to **feint** your opponent. If successful, the opponent is denied his Dexterity modifier for both his primary and off-handed attack, though both of your attacks suffer an additional -1 penalty.

Sundering Torrent

Your ravaging blows can rip apart the toughest armor and smash the strongest of weapons.

Prerequisites: Flowing Water Style, Rushing Waters, **Str** 10

Benefit: You may attempt to **sunder** an opponent's weapon or armor with your chosen weapon without provoking an attack of opportunity. You may use either your primary or off-hand attack to **sunder** your opponent's weapon or armor, applying the two-weapon attack penalty to your **CMB** and you may only attempt to **sunder** one item once per turn. You do gain a +2 bonus to your **CMD** when an opponent attempts to **sunder** your weapon or armor.

New and Reworked Weapons

Weapons associates with martial arts are generally regarded as exotic and deadly compared to the more traditional fantasy weapons found from European descent.

Bokken

These wooden practice swords come in various sized based off of the sword from which they are modeled. The daito is the typical long sword modeled after the katana, the shoto is modeled after the wakazashi, and the tantobo is a dagger sized practice weapon. All bokken cause



bludgeoning damage and both the daito and shoto may be used to block attacks, granting the wielder a +1 shield bonus to his **AC** when fighting defensively.

Although generally not regarded as deadly as their metallic blade counterparts, bokken can prove just as lethal in the hands of a master swordsman.

Monk Double Weapons

There are several exotic looking hafted double weapons that include elements related to the monk's spade. The lajatang includes crescent shaped blades on either end. The Qian Kun Ri Yue Dao include curved blades on the ends with two crescent shaped extensions mounted along the side of the weapon's haft. The Chan Zi Dao is similar to the Qian Kun Ri Yue Dao but straight single edged blades are mounted on each end. The sang kauw consists of a crescent blade in the center of the shaft and each end terminates with a spear.



Other Martial Arts Weapons

Fire and Wind Wheel is similar to the star knife in appearance, though it is a little larger with more projecting blades interspersed along its out ring and a secondary crescent blade on the interior of the ring. It can be used both for piercing and slashing attacks and it can be used to capture an



Simple Light Weapons

Weapon	Cost	Dmg (s)	Dmg (m)	Critical	Range	Weight	Type	Special
Tambo	12 gp	1d3	1d4	x2	—	1 lb	B	monk, see text

Martial Light Weapons

Weapon	Cost	Dmg (s)	Dmg (m)	Critical	Range	Weight	Type	Special
Fire & Wind Wheel	12 gp	1d3	1d4	19-20 / x2	10 ft	2 lbs	P or S	disarm, monk
Half Moon Blade	8 gp	1d3	1d4	x3	—	1 lb	S	monk
Shoto	12 gp	1d4	1d6	19-20 / x2	—	3 lbs	B	blocking
Sun & Moon Ring	10 gp	1d3	1d4	x3	10 ft	1 lb	S	disarm, monk
Tantobo	6 gp	1d3	1d4	19-20 / x2	—	1 lb	B	—
Yin Yang Blades	15 gp	1d4	1d6	x3	10 ft	4 lbs	P or S	monk

Martial One Handed Weapons

Weapon	Cost	Dmg (s)	Dmg (m)	Critical	Range	Weight	Type	Special
Daito	18 gp	1d6	1d8	19-20 / x2	—	7 lbs	B	blocking

Martial Two Handed Weapons

Weapon	Cost	Dmg (s)	Dmg (m)	Critical	Range	Weight	Type	Special
Chan Zi Dao	28 gp	1d6/1d6	1d8/1d8	x2	—	15 lbs.	P or S	block, double, monk
Lajatang	18 gp	1d4/1d4	1d6/1d6	x2	—	10 lbs.	P or S	double, monk
Qian Kun Ri Yue Dao	30 gp	1d6/1d6	1d8/1d8	x3	—	15 lbs	P or S	block, double, monk, trip
Sang Kauw	20 gp	1d4/1d4	1d6/1d6	19-20 / x2	—	7 lbs	P	disarm, double, monk

Exotic Light Weapons

Weapon	Cost	Dmg (s)	Dmg (m)	Critical	Range	Weight	Type	Special
Gunbai	20 gp	1d3	1d4	x2	—	1 lb	B or S	block
Tanto	25 gp	1d3	1d4	18-20 / x2	—	1 lb	P or S	deadly
Yuen Yang Blade	8 gp	1d3	1d4	19-20 / x2	—	1 lb	P or S	block, monk

opponent's weapon on the interior of the ring and then twisted to effectively disarm the opponent.

Gunbai is a metal or wooden fan that may be used to block attacks or make slashing or bludgeoning attacks. Unlike the fighting fan, the gunbai is not collapsible. Gunbai are often used by upper echelon soldiers and commanders to issue orders over great distances by a specific set of signals and motions made with the gunbai.

Half Moon Blade is a light slashing weapon that has a single crescent shaped blade with a cross-guard tied to the to end points of the blade. Often used with two weapon attacks.

Sun and Moon Ring is nearly identical to the fire and wind wheel without the flaming projections. It is used for making slashing attacks and may be used to disarm an opponent's weapon in the same manner as the fire and wind wheel.

Tambo is a stout rod of wood or metal between 12 to 18 inches used for jabbing or striking an opponent. The tambo is also used for performing joint locks and if used as part of a grapple, the wielder gains a +1 circumstance bonus for the grapple combat maneuver check.

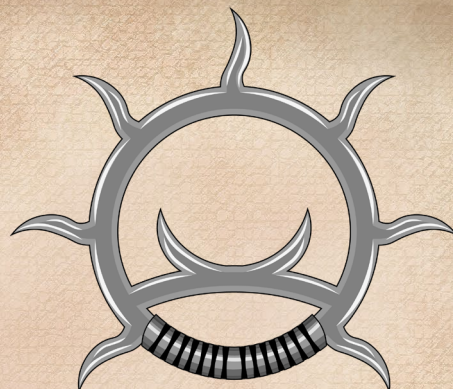
Tanto is the dagger sized version of the wakazashi and katana with a single sharpened edge and chiseled point.



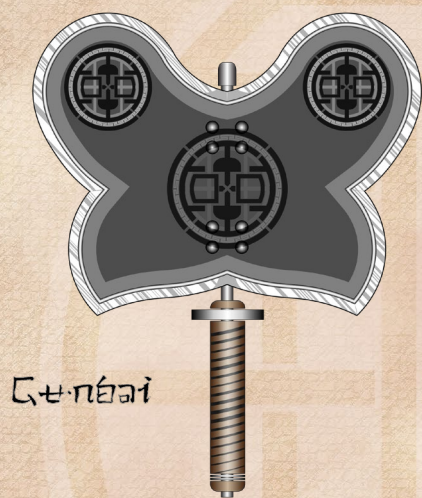
It isn't designed to be thrown but its refined blade is known for making deep gashes.

Yin Yang Blades come in pairs and have a tear shaped blade that can be used to make slashing or piecing attacks.

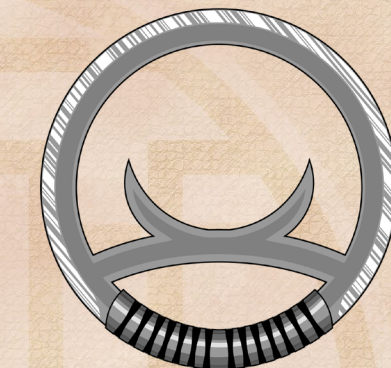
Yuen Yang Blade is an exotic steel weapon with several sharpened edges and multiple points including a large spear point at one end. It appears similar to the shang gou in appearance but with a lateral handle similar to the tonfa. Although sold individually, they are often used in pairs as part of a two weapon attack combination.



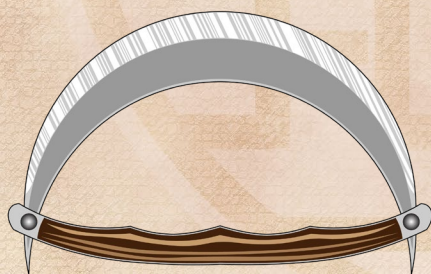
Fire and Wind Wheel



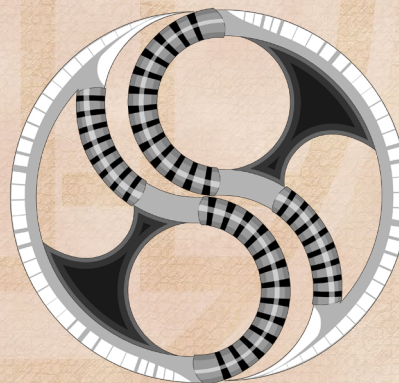
Genbai



Sun and Moon Ring



Half Moon Knife



Yin Yang Blades



Shien Yang Blade



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