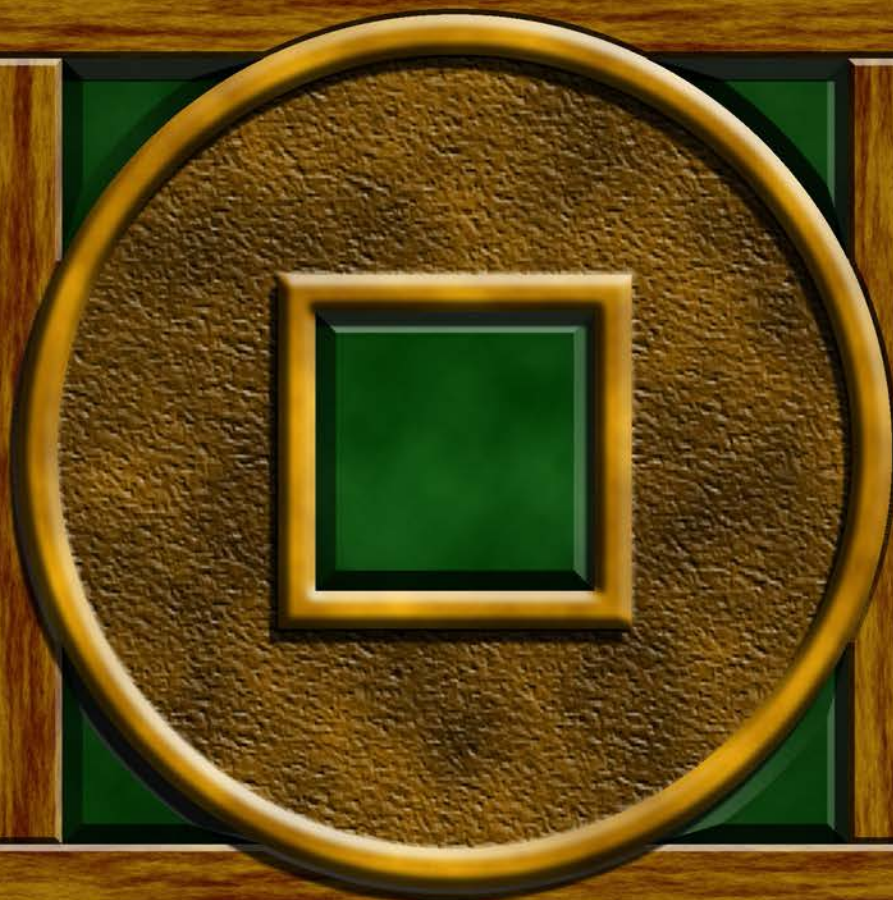


HEROES OF THE EAST



PATHFINDER
ROLEPLAYING GAME COMPATIBLE


**Little Red
Goblin Games**



HEROES OF THE EAST

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HEROES OF THE EAST

The air outside the nighttime marketplace was silent. Not even the crickets in a fortune peddler's stall dared make a single chirp as an errant gust of wind quietly caused the colorful imperial flags to ripple in the night air. The crescent moon hung in the sky like an executioner's axe, the clouds beneath it little more than strands of mist. The illumination shed light on the slowly moving group that was entering the marketplace, a number of humanoid creatures with lengthy tags placed on their brows. As they came closer, a whisper could be heard from the stall near the entrance.

"When are they gonna get here? What a pain."

A small chuckle came from the woman seated next to the whisperer, and she adjusted her priestess hat as she stood from their hidden spot.

"Jiang-shi aren't exactly known for their speed, Huang. But for them to have grown to such a number indicates the dark alchemists are indeed involved." She raised one hand in a wordless prayer, her other hand slowly rising. A pillar of glowing light rose from the ground, and the advancing squadron halted for a moment, before gliding forwards in an unearthly hopping wave.

The rugged looking warrior rose to his feet, brandishing a freshly carved wooden sword on one shoulder. Countless others decorated his belt.

"I still feel stupid using this thing Yuzu."

"Yes, but just think about how much it's going to hurt when you stick them with it."

Huang didn't say anything. He just grinned.



TAO

ROLE:

A tao's primary role is twofold. They can contribute to the damage output of a group while still retaining the ability to elegantly switch over to a support oriented role.

CLASS FEATURES:

The following are the class features of the standard bearer.

ALIGNMENT: True Neutral

A tao who ceases to maintain perfect harmony within themselves strays from being true natural. They lose all tao spells and class features. She may not progress any further in levels as a tao. She regains her abilities and advancement potential if she atones for her violations, as appropriate. This generally requires 1-7 days of meditation. Tao are susceptible to this by casting too many yin or yang spells (by "disrupting the balance").

STARTING WEALTH: 1d6 × 10 gp (average 35 gp). In addition, each character begins play with an outfit worth 10 gp or less.

HD: d8

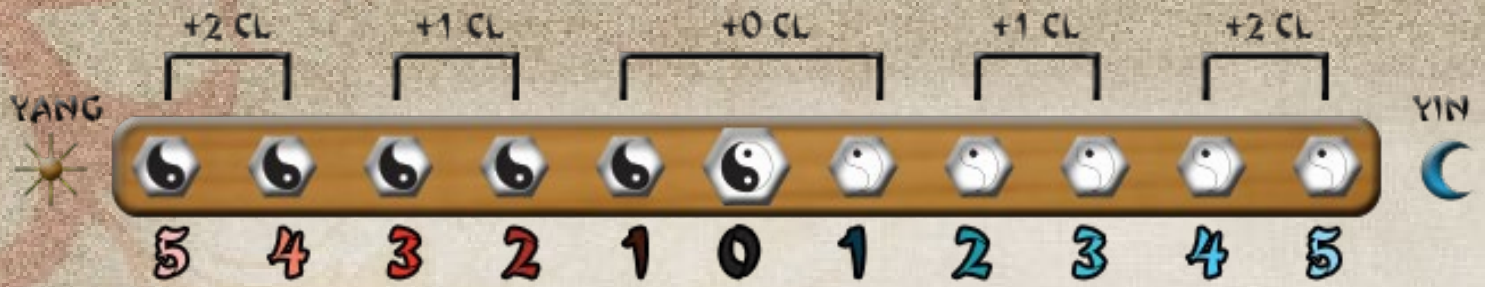
CLASS SKILLS

The tao's skill are *Appraise (Int)*, *Craft (Int)*, *Diplomacy (Cha)*, *Heal (Wis)*, *Knowledge (arcana) (Int)*, *Knowledge (history) (Int)*, *Knowledge (nobility) (Int)*, *Knowledge (planes) (Int)*, *Knowledge (religion) (Int)*, *Linguistics (Int)*, *Profession (Wis)*, *Sense Motive (Wis)*, and *Spellcraft (Int)*.

Skill Ranks Per Level: 4 + Int modifier.

Weapon and Armor Proficiency

Tao are proficient with all simple and monk weapons. They are proficient with light armor and not with shields.



The Tao Scale

A tao seeks balance in all things. Above all else, harmony with the tao of the universe is what they seek. Though spiritual exploration and adherence to ancient practices the tao can manifest spiritual spells that affect the world around her. She is a spontaneous divine caster that uses ki points to cast spells.

She has two spell lists. One spell list is the “Yang” spell list. Yang spells are generally curative in nature, beneficial to allies, or defensive. Yin spells are generally offensive, have the capacity for destruction, and aim to hinder their enemies. Every time a tao casts a spell they gain a tao counter. She gains either a yang counter for casting a yang spell or a yin counter for casting a yin spell. A counter moves them one spot towards their side of the tao scale (see below).

A tao generally seeks to balance herself but some moments require a greater capacity for healing or destruction. As she moves towards one side or the other, her spells cost more ki points. The number under the counter is the additional amount of ki a spell costs (Example: If they were on the 5th slot nearest to yang a spell would cost an additional 5 ki points). However, as a tao’s soul moves closer toward yang (chaos) or yin (order) they become more proficient in casting those spells. Above each spot is an adjustment for the caster level of the tao when casting those spells (example: The tao is again on the 5th slot closest to yang. Their caster level is 2 higher when casting yang spells).

The tao scale never resets. After taking an extended rest (8 hours) they can move their counter one point towards achieving harmony (0).

If a character would reach a “6” on either extreme they instead stay at 5 and their alignment changes. This is referred to as “disrupting the balance”. If they disrupt the balance in favor of yang their alignment moves towards chaotic. If they disrupt the balance in favor of yin their

alignment moves towards lawful. A tao must be of true neutral alignment to gain the benefits of their class features (see the “alignment” at the beginning of the tao’s entry for more information).

Spells:

A tao casts divine spells drawn primarily from both the yin & yang spell lists (presented on table 1-2 at the end of this class). She can cast any spell she knows without preparing it ahead of time as long as they are on her spell list. To learn or cast a spell, a sorcerer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a tao’s spell is 10 + the spell level + the tao’s Wisdom modifier.

It costs a number of ki points to cast a spell for a tao. It costs ½ the spell level of a spell (minimum of 1). The tao must be able to cast the level of spell after it is increased. As the tao gains more level she gains access to more powerful spells. The maximum spell level a tao can cast is indicated on table 1-1.

Unlike a wizard or a cleric, a sorcerer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has the ki points required to cast the spell.

Soft Arts (Ex);

At 1st level, a tao gains Improved Unarmed Strike as a bonus feat. This only functions if the tao is dealing nonlethal damage. A tao’s attacks may only be made with her fist (palm or finger tips). There is no such thing as an off-hand attack for a tao striking unarmed. A tao may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. She deals nonlethal damage with no penalty on her attack rolls for unarmed strikes. She has the same choice to deal nonlethal damage while grappling.

TABLE 1-1: THE TAO

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	MAX SPELL LEVEL KNOWN	KI POOL SIZE	UNARMED DAMAGE
1 st	+0	+2	+0	+2	Tao ki pool, soft arts	1	1	1d6
2 nd	+1	+3	+0	+3	Bonus Feat, Centering Strike	1	2	1d6
3 rd	+2	+3	+1	+3	Neutral Magic	1	3	1d6
4 th	+3	+4	+1	+4	Yin/Yang Sense	2	5	1d8
5 th	+3	+4	+1	+4	Internal Arts, Trigram	2	8	1d8
6 th	+4	+5	+2	+5	Bonus Feat	2	10	1d8
7 th	+5	+5	+2	+5	Trigram	3	13	1d8
8 th	+6/+1	+6	+2	+6	Yin/Yang Strike	3	18	1d10
9 th	+6/+1	+6	+3	+6	Trigram	3	22	1d10
10 th	+7/+2	+7	+3	+7	Bonus Feat	4	26	1d10
11 th	+8/+3	+7	+3	+7	Trigram	4	33	1d10
12 th	+9/+4	+8	+4	+8	Yin/Yang Shield, Twin Trigram	4	39	2d6
13 th	+9/+4	+8	+4	+8	Trigram	5	44	2d6
14 th	+10/+5	+9	+4	+9	Bonus Feat	5	53	2d6
15 th	+11/+6/+1	+9	+5	+9	Quivering palm, Trigram	5	61	2d6
16 th	+12/+7/+2	+10	+5	+10	Duality of Existance	6	67	2d8
17 th	+12/+7/+2	+10	+5	+10	Trigram	6	78	2d8
18 th	+13/+8/+3	+11	+6	+11	Bonus Feat	6	88	2d8
19 th	+14/+9/+4	+11	+6	+11	Trigram	6	99	2d8
20 th	+15/+10/+5	+12	+6	+12	Xian	6	105	2d10

A tao's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A tao also deals more damage with her unarmed strikes when dealing nonlethal unarmed strikes than a normal person would, as shown above on Table 1-1: The Tao. The unarmed damage values listed on Table 1-1: The Tao is for Medium tao. A small tao deals less damage than the amount given there with her unarmed attacks, while a Large tao deals more damage; see Table: Small or Large monk Unarmed Damage in the Monk's entry in Chapter 3 of the Pathfinder Core Rulebook for the tao's damage.

Tao Ki Pool (Su):

At 1st level, a tao gains a pool of ki points, supernatural energy she can use to accomplish amazing feats and cast spells. The number of points in a tao's ki pool is indicated on Table 1-1: The Tao. In addition she gains an additional amount of ki equal to her Wisdom modifier. She may

utilize these ki points for other classes if you spend 4 of them. Items that increase the size of your ki pool through adjusting level or by directly adding ki to your pool do not function for the tao.

By spending 1 point from her ki pool, a tao can make one additional attack at her highest attack bonus when making a full attack action. If the tao has at least 1 point of ki in her ki pool, she gains a +2 bonus on all Wisdom based skill checks. Additionally, the tao can spend 1 ki point immediately before casting a spell to gain a +4 insight bonus on concentration checks. Finally, a tao can spend 1 point from her ki pool to give herself a +4 insight bonus to AC for 1 round. Each of these powers is activated as a swift action.

A tao gains additional powers that consume points from his ki pool as she gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Bonus Feats:

At 2nd level and every 4 levels thereafter, a tao gains a bonus feat. At each such opportunity, he can choose a metamagic feat or an item creation. The tao must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The tao is not limited to the categories of Item Creation Feats or Metamagic Feats when choosing those feats.

Centering Strike (Ex):

At 2nd level the tao can attempt to center herself by focusing her energies on a single strike made as a full-round action. For each yin or yang token you have this strike deals 1d6 extra damage. If the strike is successful you move 1 point towards center for every 5 damage dealt. This cannot bring you past 0.

Neutral Magic (Sp):

Starting at 3rd level The tao may spend a ki point to increase the save DC of 1 spell cast while balanced by 1. At 6th level they may spend 2 ki points to cast dispel magic, doing so allows her to remove 1 yin or yang token. At 12th level the tao may cast greater dispel magic for 3 ki points, and doing so allows her to remove up to 2 yin or yang tokens.

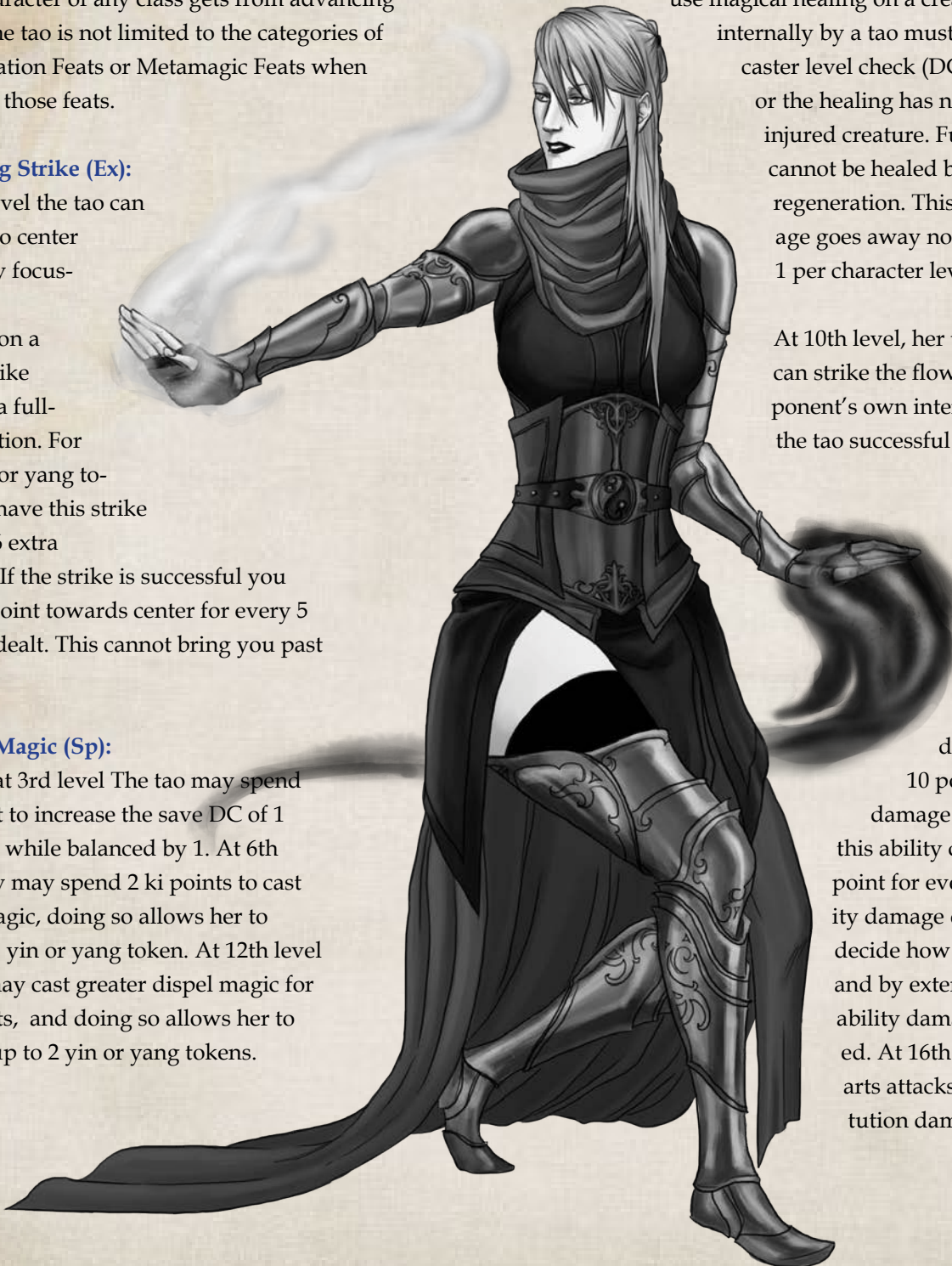
Yin/Yang Sense (Sp):

At 4th level while a Tao is at least 1 point into the yin she can detect law, and while the Tao is at least 1 point into the yang she can detect chaos. While the tao is at least 4 points into the respective scale the detection is constant.

Internal Arts (Ex):

At 5th level, as long as she has at least 1 point in her ki pool, she can use her soft arts strikes to deal nonlethal damage that resists magical healing. A character attempting to use magical healing on a creature damaged internally by a tao must succeed on a caster level check (DC 10 + Tao level), or the healing has no effect on the injured creature. Furthermore this cannot be healed by fast-healing or regeneration. This nonlethal damage goes away normally at a rate of 1 per character level per hour.

At 10th level, her unarmed attacks can strike the flow of their opponent's own internal energy. If the tao successful deals nonlethal damage with her soft arts class feature the tao can chose to deal 1 point of Strength or Dexterity damage for every 10 points of nonlethal damage dealt. Activating this ability consumes 1 ki point for every point of ability damage dealt. A tao can decide how many ki points, and by extension how much ability damage, are expended. At 16th level, her soft arts attacks can deal Constitution damage in addition.



Trigrams (Ex):

At 5th level and every 2 levels thereafter a tao learns the secrets of one of the trigrams. Each trigram is a stance from which effects flow through. Entering a stance is a swift action. You may be in both a style (gained from a style feat) and a trigram stance simultaneously.

Sky:

While in sky stance a tao gains a 5 foot enhancement bonus to her movement speeds for every yin or yang token she has. While she is balanced a tao gains the ability to make her unarmed attacks at a range of 5 feet per 2 tao levels. These attacks are considered melee attacks made at range.

Wind:

While in wind stance a tao reduces enemy's DR by 1 for every yin or yang token she has. If a tao is balanced she gains her Wisdom modifier as a dodge bonus to AC while she is not flat footed.

Water:

While in water stance a tao gains a +1 bonus to the save DCs on Yang spells for every yang token and +1 bonus on Yin spells for every yin token. While balanced she gains her Wisdom modifier as a morale bonus to CMB.

Mountain:

While in mountain stance a tao, gains a bonus to Will saving throws equal to her current yin tokens, fortitude saving throws equal to her current yang tokens. If she is balanced he gains DR 1/magic for every 4 levels of tao.

Earth:

While in earth stance a tao gains +2 temporary HP per yin token which lasts until they end of the round at the start of her turn and a +1 bonus to Reflex Saves per yang token. If the tao is balanced she gains a +1 bonus to damage for each time she has been hit on since her last turn.

Thunder:

While in thunder stance a tao may spend 1 yin token to take an attack of opportunity that does not count against her attacks of opportunity for the round, and gains a +1 bonus to the save DC on Yin spells for every yang token. While balanced she gains her Wisdom modifier as a bonus on attack rolls made attacks of opportunity.

Fire:

While in fire stance the tao gains a bonus on damage rolls equal to the number of yin tokens she has, a bonus on attack rolls equal to the number of yang tokens she has. While balanced she gains one additional attack at her highest base attack bonus during a full attack action. This benefit does not stack with the effects of haste.

Lake:

While in lake stance a tao gains a +1 to the save DC on her Yang spells for every yin token she has and may spend a yang token to cast any cure spell on yourself as a swift action (although doing so still costs the requisite amount of ki points). While she is balanced the tao gains a +1 bonus to attack rolls for every successful attack made, this bonus lasts until the end of her next turn.

Yin/Yang Strike (Su):

Starting at 8th level a tao can translate the power of healing or harming into her fists. While she is at least 1 point into the Yin scale she can make her fists become freezing by spending a ki point as a swift action. She also gains her Wisdom modifier additional healing on all of her cure spells. If she is in the Yang scale she can make her fists gain the flaming quality, and add her Wisdom damage to all of her inflict spells. At 11th level the quality gained by her fists become freezing burst or flaming burst, and her spells are considered empowered so long as she is at least 3 points in a scale. At 14th level the tao deals 3d6 damage instead of 1d6 damage with the freezing burst or flaming burst quality on her natural weapons, they do 3d10 instead of 1d10 damage on a critical hit, and her spells are considered maximized while she is at 5 points on a scale.

Yin/Yang Shield (Sp):

Starting at 11th level a tao can use the imbalance as a shield. So long as she has at least 1 Yin token she may spend 1 ki point as a swift action to make a fire shield with cool flames, using her Tao level as her Caster level. So long as she has at least 1 Yang token she makes a fire shield with warm flames instead. Each time the shield damages a creature it brings her 1 step towards center. This shield lasts for a number of rounds equal to the Tao's Wisdom modifier or until she loses her last token. At 14th level the maximum cap on Ying/Yang shield is removed.

Twin Trigram (Ex):

Starting at 12th level when the tao enters a trigram, she may merge 2 trigrams together gaining the benefits of both.

Quivering Palm (Su):

Starting at 15th level, a tao can set up vibrations within the body of another creature that can thereafter be fatal if the tao so desires. She can use this quivering palm attack once per day, and she must announce her intent before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the tao strikes successfully and the target takes damage (including nonlethal) from the blow, the quivering palm attack succeeds. Thereafter, the tao can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her tao level. To make such an attempt, the tao merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the tao's level + the tao's Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A tao can have no more than 1 quivering palm in effect at one time. If a tao uses quivering palm while another is still in effect, the previous effect is negated.

Duality of Existence (Su):

Once per day while she has no Yin tokens a tao may cast breath of life for 4 ki points, with a bonus on the healing equal to her wisdom modifier. Once per day while she has no Yang tokens a tao may cast phantasmal killer, although a failed fort save deals 1d6 points of damage per 2 tao levels + the Tao's Wisdom modifier.

Xian (AKA: Immortal/Enlightened One) (Su):

At 20th level, a tao has achieved perfect harmony and unlocked the secrets of nidan (lit. "internal alchemy"). As a result a tao no longer ages. She cannot be aged may any magical or mundane form.

In addition a tao gains the ability to perform a nidan strike a number of time per day equal to her WIS modifier. With a nidan strike, a tao can physically age a creature with their internal arts class feature. They can convert 2 damage to one year of age gained. This only ages the body. In the same fashion, she may choose to convert 2 damage to

reduce someone's age by one year. A creature receives a Fortitude save (DC 10 + 1/2 tao level + WIS modifier) to negate this effect. This ability only effects humanoids, monstrous humanoids, beasts, and magical beasts.

Humanoid creatures without a defined age use their closest racial approximation. If they are unlike any other sort of humanoid race, they may use the human's age range (unless the GM rules otherwise). Beasts use the half-orcs age range. Monstrous humanoids and magical beasts use the elf's age range. Creatures that are immune to aging effects are immune to this ability. (Note: Make sure you check your target's race's maximum age on table 7-2 of the core rulebook!)

TABLE 1-3 & 4: TAO FAVORED CLASS BONUS

RACE	BONUS
Human	Add +1/4 to the tao's <i>ki pool</i> .
Half-Elf	Add +1/5 th to the DC of all yin spells.
Half-Orc	Add +1/5 th to the DC of all yang spells.

RACE	BONUS
Tao Reavæn	Add +1/6 th to the DC of all tao spells.
Gemini	Add +1/5 th to the DC of all yang spells for one twin and add +1/5 th to the DC of all yin spells for the other.

SPELL LEVEL	YIN (INFLICT, LAW, OFFENSE)
1	Bane
1	Inflict Light Wounds
1	Detect Law
1	Doom
1	Protection from Chaos
1	Cause Fear
1	Magic Weapon
1	Magic Fang
2	Lawful Weapon
2	Ray of Sickening
2	Flame Sphere
2	Charm Animal
2	Inflict Moderate Wounds
2	Darkness
2	Protection from Chaos, Communal
3	Bestow Curse
3	Contagion
3	Inflict Serious Wounds
3	Deeper Darkness
3	Magic Circle against Chaos
3	Hold Person
3	Blindness/Deafness
3	Bloody Claws
3	Spiritual Weapon
3	Slow
4	Aura of Doom
4	Order's Wrath
4	Inflict Critical Wounds
4	Unholy Blight
4	Dimensional Anchor
4	Magic Weapon, Greater
4	Poison
4	Magic Fang, Greater
5	Curse, Major
5	Contagion, Greater
5	Inflict Light Wounds, Mass
5	Flamestrike
5	Slay Living
6	Inflict Moderate Wounds, Mass
6	Epidemic
6	Harm
6	Create Undead

SPELL LEVEL	YANG(CURE, CHAOS, BUFF)
1	Bless
1	Cure Light Wounds
1	Detect Chaos
1	Divine Favor
1	Protection from Law
1	Remove Fear
1	Shield of Faith
1	Peacebond
2	Chaotic Weapon
2	Remove Sickness
2	Barkskin
2	Calm Animal
2	Cure Moderate Wounds
2	Light
2	Protection from Law, Communal
3	Remove Curse
3	Remove Disease
3	Cure Serious Wounds
3	Daylight
3	Magic Circle against Law
3	Remove Paralysis
3	Remove Blindness/Deafness
3	Thorn
3	Magic Vestment
3	Haste
4	Blessing of Fervor
4	Chaos Hammer
4	Cure Critical Wounds
4	Death Ward
4	Freedom of Movement
4	Divine Power
4	Restoration
4	Planar Adaptation
5	Break Enchantment
5	Cleanse
5	Cure Light Wounds, Mass
5	Pillar of Life
5	Raise Dead
6	Cure Moderate Wounds, Mass
6	Joyful Rapture
6	Heal
6	Undeath to Death



THE STREET SAMURAI

*An Archetype for the Samurai in the
Pathfinder Roleplaying Game*

"All riggity-riggity right boys. Keep your shit together because we've got ourselves a contender. Switching up his style like he's got none then- BAM he's in your face and your about to take your last breath. How'd it happen? Just ask that fliggity-fliggity flash that just kicked your ass."

ROLE:

Whaaaat? Want a role? I'll give you two! One's kill'en folks and the other's looking good while doing it! Awww-yeah!

ALIGNMENT:

Yo, don't frown, turn it upside-down. A goddam street samurai's got compassion in mounds. Hay! He's got style and he's got grace. But cross him and you'll get a sword in the face! [\[Any\]](#)

RELATIONSHIPS:

Everyone's heard of the power of the street. No one dare's cross a street samurai yo! So chiggity-check yourself before you wreck yourself. That's right! A street samurai's a lone wolf with his own style that can't be chained down by anyone! Hua! Now he's got plenty of followers but his loyalty to his friends... and that doesn't include you until you prove yourself to him! But shit, once your family- your family for life.

CLASS SKILLS

The street samurai replaces Profession, Ride, and Diplomacy with Knowledge (Local), Stealth, and Sleight of Hand.

Stylish Opening (Ex):

The street samurai might call you girly ass out, and if he does don't think him any less intimidating without a weapon in his hand. He's actually just testing you. As a full-round action against a challenged foe that he ain't attacked yet the street samurai can quick as lightning, smooth as butter, draw his sword out of its sheath and into your chest. This slick move does some extra damage too, 1d6 at first level and another d6 every two levels after it. At tenth level the street samurai figures out how do this without so much of that boring concentration and can slide that across as a standard.

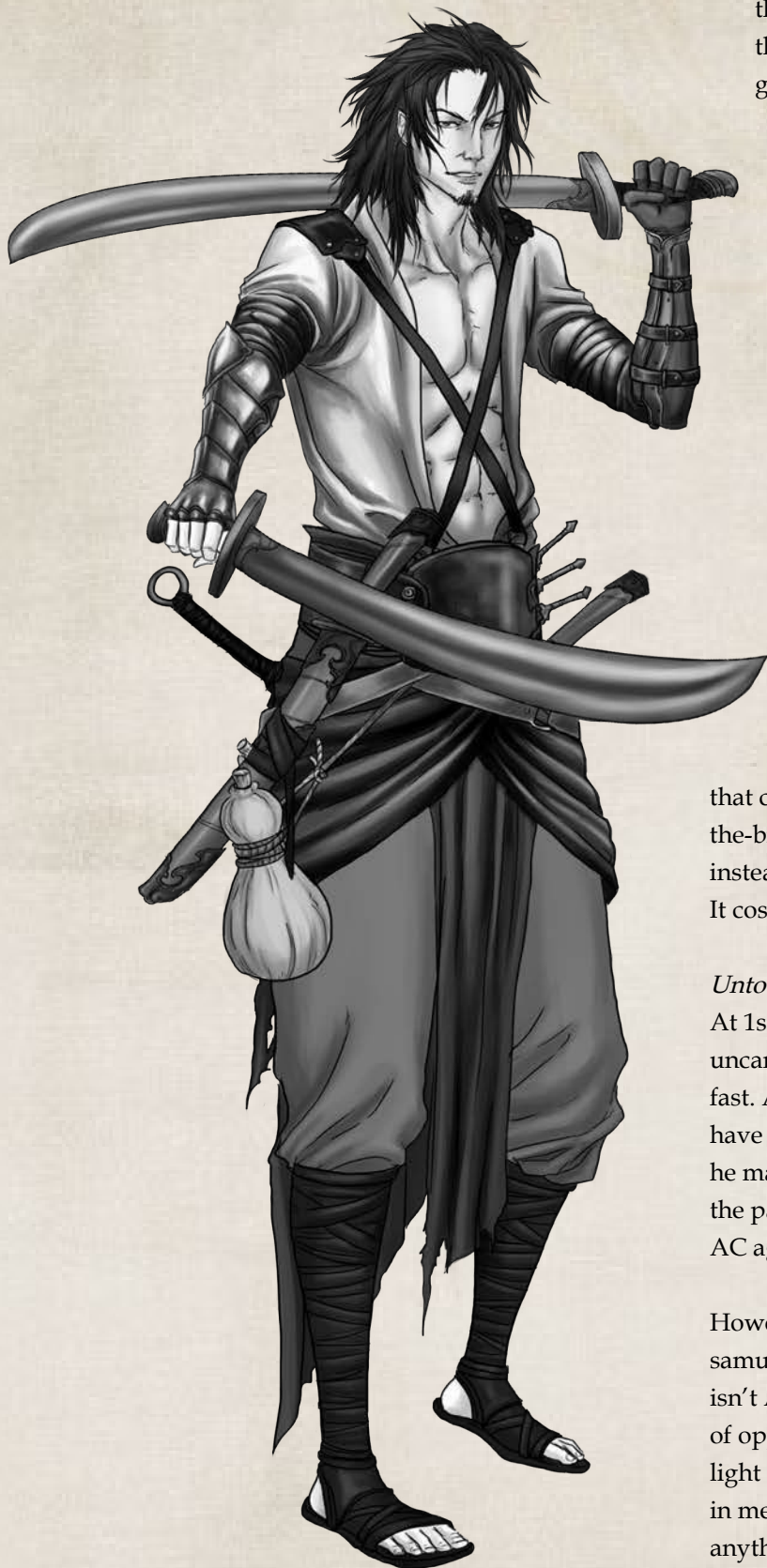
Street Style (Ex):

Discipline is the noble's game. Who needs that kinda excess? Not a street samurai. All he needs is his sword and a few good friends to watch him kick the teeth in of anything dumb enough to cross his path!

That's right- a street samurai loses access to his resolve based abilities! So what! He didn't need that kinda baggage. He's got a grit pool now instead! It's better!

At the start of every glorious day a street samurai is blessed with two things. One's being a handsome devil and the other is a number of grit points equal to his Wisdom modifier (no lower than 1 boys and girls). There might be some stuff that bumps that up or down. Grit's what makes a street samurai a street samurai. Without all that flair and brash daring he's nothing. He's a candle without a flame, he's a bird without wings, he's a sea urchin without spines! It powers his abilities! He's gotta spend it to accomplish deed (chiggity-check it below). But wait! There is SO much more! After he drops some grit to be super-sly he can regain it by being badass in the following ways:

- **Bashing Skulls**
If a street samurai confirms a critical hit with a katana, naginata, or wakizashi he gets one of those sweet sweet grit points back. Don't beat on a man while he's down- a street samurai's gotta have SOME limits yo. He can't gain a grit point for confirming a critical hit a helpless or unaware creature or any poor chump with fewer than half of his HD. It's like kick'en a puppy... and you don't like to kick puppies do ya'?



- **Dropping Bodies**

If a street samurai wants you dead- BAM, you're dead. Nothing you can do. Friggen sweet right? Well he can't actually do that but when he kills a creature (reducing them to zero or fewer HP for those who need to learn the basics) while in the middle of combat, the badass gains a grit point. And same thing goes for beat'en on weaklings with lower HD than him, helpless folk, or oblivious (unaware) idiots. No grit points. None. Zip. Zero. Nadda. Oh yeah and don't strike a pregnant lady. Why? Because that's messed up.

- **Daring Act**

What? Never seen that sweet little box for that optional rule in the Gunslinger's entry? Well it's not optional anymore. In fact I'm making it a commandment. Like those two set in stone. No golden calfs here- so listen up and live it!

Now what can you do with those sweet grit points? Well shut up for a sec and I'll tell you!

Slick Move (Ex):

You see that? Of course you didn't. Too fast, too perfect, and too bad for you. Even a newbie street samurai can pull a slick move. Yeah, so at 1st level that can perform an intense, insane, out of left field, watch-the-birdie, attack that resolves an attack against touch AC instead of normal AC. That's awesome right? Wrong! Bam! It costs 1 grit point so pay up or shut up!

Untouchable (Ex):

At 1st level, the street samurai is too hot to hit. He's got an uncanny knack for getting to getting out of the way damn fast. Any range attack that tries to hit your bad self doesn't have a prayer if the gunslinger pops 1 grit point. If he does he may deftly move 5 feet as an immediate action. Out of the park! This grants his the street samurai a +2 bonus to AC against that attack.

However nothing is certain but death, taxes, and a street samurai looking good. Oh yeah and that this movement isn't ACTUALLY a 5-foot step... it kinda provokes attacks of opportunity. Deal with it. A street samurai needs to stay light on his feet so he can juke. He can only be decked out in medium or light armor, and can't be bogged down with anything more than a light load.

Cunning and Style (Ex):

What goes hand and hand better than cunning and style? How about a crazy killing machine and better initiative? Your right- they are both the same and if they ever combined they would nearly be as awesome as this class is. Oh wait... they ARE the street samurai! My god you're lucky you're playing this class! Well at 3rd level things get real. As long as a street samurai of at least 3rd level has 1 point of grit stashed away he gets a +2 on initiative checks and if he has the Quick Draw feat, her hands are free and unrestrained, he can draw a non-hidden katana as part of a goddam initiative check. Flip them bad guy hamburgers because they are DONE!

Fist to Face Style (Ex):

You think the street samurai's gonna be easy because he doesn't have his weapon? Well that sounds like a recipe for getting some fists and feet in yo puny girl face. So long as that BAMF's got even one grit point lazing about in his pool, he doesn't provoke attacks of opportunity for punching you in the face. He also punches your buddies as they try to go past him, because he threatens with them. How's that for awesome? Not enough? You asked for it. What's even more, he counts as a monk of 4 levels lower (min 1) for the purposes of finding out how much unarmed damage he does.

Pincushion (Ex):

At 3rd level he can make his opponents into a pincushion. You heard right. IN HIS TARGET. Like in their joints and shit. That's just fucking nasty. A sword in your elbow? That's gotta screw up your day. Like really bad. By blowing a grit point after a successful attack hits he can decide to leave his weapon in the target. If he was making a full round attack (or other kind of freak action that allows for multiple attacks in a single round) he's gotta end it right there. If the street samurai was smart enough to pick up the quickdraw feat he may draw another non-hidden weapon as a friggity-free action!

Depending on where you jam your weapon...

- Elbow/Shoulder/Hand: You're a sick SOB. Whatever arm you leave your weapon the poor guy in can't be utilized. Why? Because they got a goddam weapon stuck in their joint!!!! So if you had a shield- nope. Holding a sword? Not doing you much good. In fact they must make a Will save (DC = 10 + ½ street samurai level + WIS) or drop whatever that arm is holding!
- Knee/Ankle: Nope. Not talking about this. It's friggen sick. Putting a BLADE INTO A MANS KNEECAP? Oh god! Why are we even talking about this! I'm gonna be sick! FINE! His base landspeed is reduced by 20 feet to a minimum of 5 and he cannot move over 20 feet in a given round. Why? I thought I was pretty goddam expressive. Let me spell this out for you. SWORD. KNEE CAP. OUCH.
- Pelvis: Who stabs a man in the pelvis! That's just screw up! Mess with a man's kidney or lungs or even his heart, but leave his junk out of it!!!!

Pulling Out

Yeah... if you've got the balls to pull a hunk of metal out of your joint you can. Just imagine the grinding of steel on bone... did I say that was screwed up! IT IS SCREWED UP! ...but it's kind of cool. Well if they rip that sword out of their soft tissue it causes a fountain of blood. They take 5 points of bleed damage and 1d4 points of Dexterity damage. This lasts until a DC 15 Heal check is administered to that dumb ass who pulled a goddam sword out of his elbow.

Just Take It (Ex):

I know what you're thinking. You're thinking that so long as you aint sittin pretty next to our friend the street samurai then he can't cut you to tiny little ribbons and stick weapons into painful places in your body right? WRONG! At 3rd level, so long as he's packing grit, he treats all weapons he has weapon expertise with as though it had the throwing property. That's right he's just gonna launch it into you from across the goddam room. He can even launch it into your puny limbs from over there, so he can use pincushion too.

Surprise Punk (Ex):

Okay so maybe you forgot about rules numbers one and two about dealing with a street samurai without his weapon in hand. Both of them are “don’t do it it’s not worth it bro”. But if you are so determined to get the taste of cold steel running through your pitiful childlike body, and worthless pride you can end your movement next to a 7th level street samurai who’s challenged you. As an immediate action they can draw their weapon and use that stylish opening on your oh so deserving ass.

Gimme That Back(Ex):

What’s worse than getting stabbed in the arm or leg, getting that hunk of metal torn from your screaming body. At 7th level the guy can spend a grit point to count any weapon that is stuck into an adjacent enemy through the use of the pincushion ability as sheathed for the purposes of stylish opening and surprise punk. The enemy you take the weapon out of takes the penalty of having that happen, complete with girly scream and blood fountain.

Magnitude of Slashitude (Ex):

So you say that magnitude is measuring something weak like an earthquake? HAH I laugh at you. I can think of no greater word to describe the fissure that’s gonna be left in your body when the street samurai decides to use Stylish Opening or Surprise Punk on your puny ass. He can spend grit, if he does the lowest number that can appear on his extra damage dice is the amount of grit he spent. Spend 3 grit, looks like ones and twos are threes now. Spend 6 looks like that’s just max damage. That’s right he went there. The street samurai can do this at 18th level.

REPLACING A LEGEND [SAMURAI]

What does this replace? Well a street samurai no longer needs resolve, mounted archery, greater resolve, and true resolve. Gonna bounce that like a check. Oh yeah and it’s not called “Honorable Stand”... it’s called “I’m better than you so come at me”. Much better name.

ORDER SELECTION

Ronin. Only ronin.... And maybe Cockatrice. Fine- Order of the Dragon can come chill with us too. They are pretty cool.



WARRIOR POET

*An Alternate Class for the Bards in the
Pathfinder Roleplaying Game*

The idea of the “warrior poet” is a romantic one that almost every culture from India to Japan, pre-Roman Britain to South America has embraced. Almost every culture has a tradition of developing the mind and body as one and treating the impact of your sword as you treat the impact of your words. Cunning leaders and inspirational chiefs have all been called “warrior poets”.

Design Note: This is an alternate class of the bard that modifies the following features:

- Hit Dice
- Base Attack Bonus
- Skill Ranks per Level
- Spellcasting

Please consult with your GM before using this alternate class.

ALIGNMENT: Any

HIT DICE: d10

CLASS SKILLS

The warrior poet’s class skills are *Acrobatics (Dex)*, *Appraise (Int)*, *Bluff (Cha)*, *Climb (Str)*, *Craft (Int)*, *Diplomacy (Cha)*, *Disguise (Cha)*, *Escape Artist (Dex)*, *Intimidate (Cha)*, *Knowledge (all) (Int)*, *Linguistics (Int)*, *Perception (Wis)*, *Perform (Cha)*, *Profession (Wis)*, *Sense Motive (Wis)*, *Sleight of Hand (Dex)*, *Spellcraft (Int)*, *Stealth (Dex)*, and *Use Magic Device (Cha)*.

Skill Points: 4 + Int

CLASS FEATURES

All of the following are class features of the warrior poet.

Weapon and Armor Proficiency:

A warrior poet is proficient with all simple and martial weapons, plus the whip. Warrior poets are also proficient with light armor, medium armor, and shields (except tower shields).

TABLE 2-1: THE WARRIOR POET

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+0	+2	+2	Bardic knowledge, bardic performance, bonus feat, fascinate, inspire courage +1
2 nd	+2	+0	+3	+3	Versatile performance, well-versed
3 rd	+3	+1	+3	+3	Inspire celerity +2
4 th	+4	+1	+4	+4	Bonus feat
5 th	+5	+1	+4	+4	Inspire courage +2, lore master 1/day
6 th	+6/+1	+2	+5	+5	Suggestion, versatile performance
7 th	+7/+2	+2	+5	+5	Bonus feat, inspire celerity +3
8 th	+8/+3	+2	+6	+6	Deadly grace
9 th	+9/+4	+3	+6	+6	Inspire greatness
10 th	+10/+5	+3	+7	+7	Bonus feat, versatile performance
11 th	+11/+6/+1	+3	+7	+7	Inspire celerity +4, inspire courage +3, lore master 2/day
12 th	+12/+7/+2	+4	+8	+8	Soothing performance
13 th	+13/+8/+3	+4	+8	+8	Bonus feat
14 th	+14/+9/+4	+4	+9	+9	Terror of battle, versatile performance
15 th	+15/+10/+5	+5	+9	+9	Inspire celerity +5, inspire heroics
16 th	+16/+11/+6/+1	+5	+10	+10	Bonus feat
17 th	+17/+12/+7/+2	+5	+10	+10	Inspire courage +4, lore master 3/day
18 th	+18/+13/+8/+2	+6	+11	+11	Mass suggestion, versatile performance
19 th	+19/+14/+9/+3	+6	+11	+11	Bonus feat, inspire celerity +6
20 th	+20/+15/+10/+4	+6	+12	+12	Deadly performance

Spells:

Unlike a traditional bard a warrior poet does not gain the ability to cast spells. He also sacrifices his ability to cast cantrips and only gains 4 + Intelligence modifier per level worth of skill points. His ability to cast spells replaced with his higher than average hit dice (d8 to a d10), a higher than average Base Attack Bonus (the same as a fighter).

Bonus Feat (Ex):

At 1st level, a warrior poet gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats, sometimes also called "fighter bonus feats." The warrior poet also gains such bonus feats at 4th, 7th, 10th, 13th, 16th, and 19th levels.

This replaces the countersong, distraction, and jack of all trades class features.

Inspire Celerity (Su):

At 3rd level, a warrior poet can grant simple instructions or cues with her performance that allow one ally to better defend themselves as long as they can hear the warrior poet's performance. The ally gains a +2 dodge bonus to AC and a +2 competence bonus to Initiative checks. This bonus increases by +1 for every four levels the warrior poet attains beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Inspire celerity relies on audible components.

Deadly Grace (Ex):

At 8th level, a warrior poet's motions have a kind of simple grace that inspires his allies and strikes dread into the hearts of his foes. Whenever he reduces a creature to below 0 hit points, he may choose to make an Intimidate check against one creature within 30 ft who can see him as a free action. This ability replaces the dirge of doom class feature.

Terror of Battle (Ex):

At 14th level, the warrior poet's presence on the battlefield only serves to remind enemies of their inevitable demise. When the warrior poet reduces a creature who is shaken, frightened or panicked to below 0 hit points, he may choose to make an Intimidate check against all creatures within 30 ft who can see him. When intimidating a creature using this or his deadly grace class features against a shaken or frightened creature, the creature instead becomes frightened for the number of rounds he would be shaken if he was shaken or instead becomes panicked for the number of rounds he would be shaken if frightened.



MARTIAL ART STYLE FEATS

Presented in this section are a number of real world martial art style created to be used in the Pathfinder Roleplaying Game.

AIKIDO

Created by Morihei Ueshiba in the 1900s Aikido is designed to allow a martial artists to defend themselves while providing minimum injury to your attacker. The style incorporates a great deal of momentum redirection, joint locks, and throws. A master of aikido does not attack his opponent, but instead waits to counter his opponent's attacks. They work on the principle that attacking exposes the aggressor to counter attacks while defending leaves you functionally invincible.

AIKIDO [STYLE]

Prerequisite: Combat Reflexes, Wis 13, Improved Unarmed Strikes

Benefit: While using this style, you benefit from the teachings of Morihei Ueshiba. Opponents who attack you offer openings that you can exploit to attack them. If you took no offensive action on your last turn an opponent who attacks you with a melee attack provokes an attack of opportunity. Your attack is resolved after the triggering attack(s).



AIKIDO WAZA [COMBAT]

Prerequisite: Combat Reflexes, Wis 15, Improved Unarmed Strikes, Aikido,

Benefit: If you take no offensive action against an opponent on your turn you can choose to gain an insight bonus to your AC equal to $\frac{1}{2}$ your WIS modifier (min 1) until the start of your next turn. In addition you may choose to have any attack you make until the start of your next turn deal minimum damage.

WAY OF THE HARMONIOUS SPIRIT [COMBAT]

Prerequisite: Combat Reflexes, Wis 15, Improved Unarmed Strikes, Aikido, Aikido Waza,

Benefit: While using aikido, that attacks your opponent's provoke for attacking you are resolved before the triggering attacks. If your unarmed strike deals damage to an opponent, that opponent takes a -2 penalty on attack and damage rolls with the triggering attack.

BOXING

The art of boxing has a great deal of history behind it. This style is a stand in for the number of derivative historical striking focused, fist-centric martial arts styles.

BOXING [STYLE]

Prerequisite: Power Attack, Str 13, Improved Unarmed Strikes

Benefit: While employing the boxing style you may apply 1.5x your STR mod to your unarmed strikes. While boxing a character may only strike with their hands.

ONE-TWO COMBO [COMBAT]

Prerequisite: Power Attack, Str 15, Improved Unarmed Strikes, base attack bonus +6 or monk level 6, Boxing

Benefit: Any time you make an unarmed attack as a standard action where you would normally be limited to a single attack, while boxing you instead make one attack at your highest BAB and one attack at your BAB -5. This ability works after moving, during a charge or spring attack,

COVER UP [COMBAT]

Prerequisite: Power Attack, Str 15, Improved Unarmed Strikes, Boxing

Benefit: In addition, while boxing, opponents have a -2 on all critical confirmation roles against you. If they fail to

confirm a critical against you, they provoke an attack of opportunity from you.

K.O [COMBAT]

Prerequisite: Power Attack, Str 15, Improved Unarmed Strikes, Boxing, One-Two Combo, base attack bonus +11 or monk level 11

Benefit: While boxing, your unarmed attacks have an 19-20 critical range and a x3 critical multiplier.

TAI CHI

In the simplest terms tai chi is a soft martial arts that focused on the cultivation of internal energies (Ki). It is often practiced for its health benefits though it has a history as a functional martial art.

TAI CHI [STYLE]

Prerequisite: Ki Pool, Int 13, Improved Reposition

Benefit: You may make a reposition attempt as an immediate reaction to being attacked. Your attack is resolved after the triggering attack(s).

BOUNDLESS FIST [COMBAT]

Prerequisite: Ki Pool, Int 15, Improved Reposition, Tai Chi

Benefit: You may apply your Int mod to your CMB & CMD in place of your Str.

TUISHOU [COMBAT]

Prerequisite: Ki Pool, Int 15, Improved Reposition, Tai Chi

Benefit: While using tai chi you may expend a ki point as a free action as part of the reposition attempt this style grants you as a free action instead of an immediate reaction

INTERNAL ALCHEMY [COMBAT]

Prerequisite: Ki Pool, Int 15, Improved Reposition, Tai Chi, Heal 5 ranks

Benefit: A practitioner of tai chi can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his HD level by using 2 points from his ki pool.

INTERNAL KI MANIPULATION [COMBAT]

Prerequisite: Ki Pool, Int 15, Improved Reposition, Tai Chi, Heal 10 ranks, Internal Alchemy or Wholeness of Body.

Benefit: A practitioner of tai chi can cast neutralize poison on himself as a standard action using 2 points from his ki pool.

MASTER OF KI [COMBAT]

Prerequisite: Ki Pool, Int 20, Improved Reposition, Tai Chi, Tuishou

Benefit: A practitioner of tai chi always counts as having at least 1 ki for the purposes of class features regardless of how many ki points he actually has.

JUJUTSU

The martial art of jujutsu is a close up martial art that has a focus on grappling. It employs significant redirections of an opponent's momentum, using it against them to devastating effect.

JUJUTSU [STYLE]

Prerequisite: Improved Grapple, Wis 13

Benefit: A character using the jujutsu style may use the wisdom as a bonus to their CMB and CMD instead of strength.

ARM BAR [COMBAT]

Prerequisite: Improved Grapple, Wis 15, Jujutsu

Benefit: If a character employing the jutsutsu style suffers no penalty for grappling a creature with one arm. Momentum Redirection [Style]

Prerequisite: Improved Grapple, Wis 15, Jujutsu

Benefit: If a character employing the jututsu style may make combat maneuvers against creatures of any size.

MUAY THAI

Developed in Thailand, Muay Thai is referred to as the "art of eight limbs" because it uses 8 places to strike. Most famous for its bone shattering kicks, it is also employs fists, elbows, and knees to great effect. The style referred to in this entry can be used to describe any number of the historical ancestors of Muay Thai (such as Muay Boran) or other 8-point fighting systems.

MUAY THAI [STYLE]

Prerequisite: Power Attack, Str 13, Improved Unarmed Strikes

Benefit: While employing the , Muay Thai style you may apply 1.5x your STR mod to your unarmed strikes while striking with your feet. This does not function in a grapple.

COBRA PUNCH [COMBAT]

A cobra punch (commonly known as a "superman punch") involves a short hop and a slight kick backwards to help propel the fist of the attacker forward with greater damage.

Prerequisite: Power Attack, Vital Strike, Str 15, Improved Unarmed Strikes, Muay Thai

Benefit: If you make an Acrobatics check as part of a vital strike with your fists (unarmed) you may apply your Strength modifier twice. The DC of the Acrobatics check is DC 20.

CHAP KHO [COMBAT]

Prerequisite: Power Attack, Str 15, Improved Unarmed Strikes, Improved Grapple, Muay Thai, base attack bonus +4 or Monk level 4.

Benefit: While employing the Muay Thai style you may apply 1.5x your STR mod to your unarmed strikes while being grappled. While in a grapple a character may only strike with their elbows and knees. In addition, you may make an unarmed attack at your highest BAB once per round as a free action against a target you are engaged in grapple with, (you do not need to be in control of the grapple).

ELBOWS & KNEES [COMBAT]

Prerequisite: Power Attack, Str 15, Improved Unarmed Strikes, Improved Grapple, Greater Grapple, Muay Thai, Chap kho, base attack bonus +9 or monk level 9

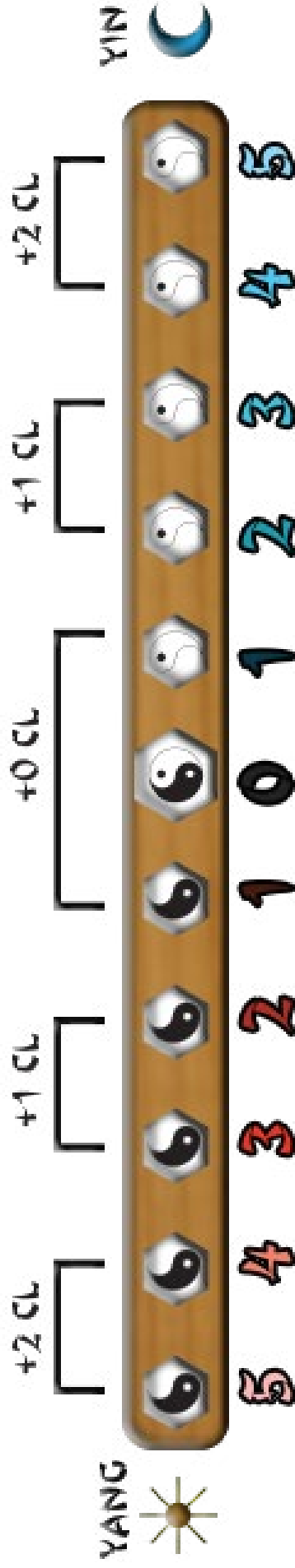
Benefit: Once per round you may make an attack of opportunity when you break a grapple while employing the Muay Thai style. Additionally if you have struck a target who is grappling you with an unarmed strike this round you gain a +2 bonus on grapple checks made to take control of that grapple.

LEG SWEEPS [COMBAT]

Prerequisite: Power Attack, Str 15, Improved Unarmed Strikes, Muay Thai

Benefit: While employing the Muay Thai style you may make a trip attempt once per turn when you successfully deal damage to an opponent with an unarmed attack with your legs.

THE TAO SCALE





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