

Heroes of 命 The East 命



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**



HEROES OF THE EAST II

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MARTIALIST

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME.

Martialists are warriors who focus on command of techniques and finesse as opposed to brute force. Those that fight unarmed tend to be similar to monks in ideals, but most leave philosophy behind in favor of perfecting their bodies to perform exactly as they want. Some martialists could almost be compared to swashbucklers with their acrobatics, flashy moves and maneuverability on the battlefield. While the martialist may not destroy foes as quickly as a strong-armed warrior, he has a greater likelihood of coming out smelling like roses in the end thanks to his quick reactions and planning in combat. The martialist thrives on flexibility.

Each martialist perfects their own personal style using techniques they gain as they increase in skill. Martialists manifest inner power like that of a monk's ki, but they use theirs mostly for combat purposes, and it tends to manifest itself as precise control over the user's body rather than supernatural displays. They may also catch their opponent's off-guard with a variety of esoteric techniques.

Martialists may either hone their abilities by themselves or in a school made to study the martial arts. Many discover new techniques and perfect their movements on their own, and this is the natural progression of what a martialist is taught. Some martial schools thrive on discipline and exact duplication of a style's techniques. Others allow for freedom aside from standard discipline, encouraging honing new techniques and integrating new learning with old. Self-taught martialists have to hone new skills by necessity, but many often try to learn a bit from a school at some point during their careers. Some will take notes and keep a record of their skills, both for their own benefit and so that they may one day teach others what they have learned.

Role:

Martialists can incapacitate or distract foes with maneuvers, and are agile combatants able to move as they wish around the battlefield. Their ability to be a threat from almost anywhere lets them keep pressure on their foes,

breaking their ranks and generally out thinking them as they subtly manipulate them with each move. They strike and parry until they are in the perfect position to gracefully deal with any threat.

Abilities:

Martialists need a good Dexterity and Intelligence. Strength can help with damage, but the martialist ultimately benefits more from increased Dexterity or Intelligence. Martialists who want to make use of feinting or Intimidate may want to increase their Charisma as well.

Alignment:

Martialists may be of any alignment. Those who are more disciplined tend to be lawful, and those with a knack for improvisation tend to be chaotic.

Hit Dice: d10

Starting Wealth: 5d6 x 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills:

The martialist's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), and Sense Motive (Wis)

Skill Points Per Level: 4 + Int modifier

Class Features

The following are class features of the martialist.

Weapon and Armor Proficiency:

A martialist is proficient with all simple and martial weapons and with light armor.

Finesse (Ex):

A martialist gains Weapon Finesse as a bonus feat. In addition, he may add his Dexterity or Intelligence modifier to his CMB instead of his Strength modifier.

Canny Defense (Ex):

When wearing light or no armor and not using a shield, the martialist adds 1 point of Intelligence bonus (if any) per martialist class level as a dodge bonus to his AC. If the martialist is caught flat-footed or otherwise denied his

TABLE 1-1: THE MARTIALIST

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+0	+2	+2	Canny defense, finesse, technique
2 nd	+2	+0	+3	+3	Technique
3 rd	+3	+1	+3	+3	Martial insight
4 th	+4	+1	+4	+4	Inner focus (ki pool), technique
5 th	+5	+1	+4	+4	Fortuitous spirit +1, uncanny dodge
6 th	+6/+1	+2	+5	+5	Martial insight, technique
7 th	+7/+2	+2	+5	+5	Acrobatic charge
8 th	+8/+3	+2	+6	+6	Inner focus, technique
9 th	+9/+4	+3	+6	+6	Evasion
10 th	+10/+5	+3	+7	+7	Advanced techniques, fortuitous spirit +2
11 th	+11/+6/+1	+3	+7	+7	Improved uncanny dodge
12 th	+12/+7/+2	+4	+8	+8	Martial insight, technique
13 th	+13/+8/+3	+4	+8	+8	Master acrobat
14 th	+14/+9/+4	+4	+9	+9	Technique
15 th	+15/+10/+5	+5	+9	+9	Fortuitous spirit +3, perfect balance
16 th	+16/+11/+6/+1	+5	+10	+10	Technique
17 th	+17/+12/+7/+2	+5	+10	+10	Improved evasion
18 th	+18/+13/+8/+3	+6	+11	+11	Technique
19 th	+19/+14/+9/+4	+6	+11	+11	Limitless body
20 th	+20/+15/+10/+5	+6	+12	+12	Fortuitous spirit +4, technical mastery, technique

Dexterity bonus, he also loses this bonus.

Techniques:

A martialist is a master of esoteric techniques that he hones as he gains experience. He may choose one of the options from the list given at the end of the martialist's class features. Each option may only be picked once unless stated otherwise.

Martial Insight (Ex):

The true essence of combat is not how hard one strikes, but where and how. At 3rd level, the martialist may add a bonus to damage rolls equal to his Intelligence modifier when using a finessable melee weapon as long as he is wearing light or no armor and does not use a shield. These same restrictions apply to the later progressions of this ability. Each progression of this feature replaces similar benefits from a previous version of this feature. At 6th level, the martialist may add a bonus to damage equal to half his Dexterity modifier to damage in addition to his

Intelligence modifier when using a finessable weapon. At 12th level, the martialist may add a bonus to damage equal to his Dexterity modifier to damage in addition to his Intelligence modifier when using a finessable weapon. At 18th level, the martialist deals extra damage equal to his Intelligence or Dexterity modifier after confirming a critical hit with a finessable melee weapon. This extra damage is not multiplied. Any time the martialist would add two halves of an ability score as a bonus to damage, he instead adds one multiple of that ability score instead. This ability does not stack with other non-martialist abilities that allow you to add your Dexterity or Intelligence modifier or to use either of those abilities in place of your Strength modifier for damage.

Inner Focus (Su):

At 4th level, a martialist can use his spirit to push himself into doing great things. He gains a ki pool equal to half his martialist level plus his Intelligence modifier. His martialist levels stack with his monk levels for the purposes of



determining the size of his ki pool using either his Wisdom modifier or his Intelligence modifier, whichever is higher. Spending ki points is a swift action. He may spend one ki point to deal extra damage equal to half his Int modifier on all his attacks for one round, or gain a +20 ft. bonus to his base speed for one round. At 8th level, he may spend one *ki* point to make an extra attack at his highest attack bonus during a full attack. At 16th level, he may spend 3 *ki* points to deal extra damage equal to his Intelligence modifier or Dexterity modifier on all his attacks for one round.

Uncanny Dodge (Ex):

A martialist of 5th level gains the uncanny dodge ability (As the barbarian class feature in chapter 3 of the Pathfinder Core Rulebook). If the martialist already has uncanny dodge from another source, he gains improved uncanny dodge instead.

Fortuitous Spirit (Ex):

At 5th level, a martialist strengthens their body through the rigors of combat. He gains a +1 bonus on Fortitude saves, +1 for every 5 levels after 5th, to a maximum of +4 at 20th level.

Acrobatic Charge (Ex):

A martialist of 7th level may charge over difficult terrain, making Acrobatics checks if they are required as part of the movement.

Evasion (Ex):

A martialist of 9th level gains the evasion ability (As the monk in chapter 3 of the Pathfinder Core Rulebook).

Advanced Techniques:

This ability counts as gaining a technique. A martialist of 10th level or higher may select techniques from the advanced technique list:

Improved Uncanny Dodge (Ex):

At 11th level and higher, a martialist can no longer be flanked. See the barbarian ability in Chapter 3 of the Pathfinder Core Rulebook.

Perfect Stability (Ex):

A martialist of 13th level has achieved balance so perfect that it cannot be taken from him for long. He does not pay increased movement for moving through difficult terrain. The martialist does not need to make Acrobatics checks to move across narrow surfaces and uneven ground unless the DC is above 30 and may move across such surfaces at full speed. In addition, he does not lose his Dexterity bonus to AC when balancing or when climbing.

Master Acrobat (Ex):

Once a movement is practiced enough, performing it becomes little more than a reaction. At 15th level and higher, the martialist may take 10 on Acrobatics checks even in stressful or distracting conditions.

Improved Evasion (Ex):

A martialist of 17th level gains improved evasion as the rogue talent (see Chapter 3 of the Pathfinder Core Rulebook).

Limitless Body (Su):

At nearing the summit to one's perfection, one finds that even the basics can become the keys to victory. At 19th level, whenever the martialist uses a ki point, he may activate any other ki point ability he has along with that one as a non-action. He must pay the appropriate ki cost for each activated ability. This ability does not function with ki point abilities that cast a spell-like ability. Normal activation restrictions (such as once per round) apply, but the bonuses to speed and damage may be activated multiple times. Multiple boosts to speed last until the end of the martialist's turn. Multiple additions of the martialist's Intelligence modifier to damage beyond the first only last until the next successful attack is delivered.

Technical Mastery (Ex):

A 20th level martialist can demonstrate perfect, unerring technique with his martial abilities. He increases the critical multiplier of any weapon he wields by 1, and automatically confirms any critical threat on an attack roll of a natural 20. Once per day, if he rolls a 1 on an attack roll, he may reroll the die, taking the new result instead.

TECHNIQUES

TECHNIQUE NAME	PREREQUISITES	BENEFIT
Acrobatic Panache	-	Fight more effectively from higher ground
Flying Guillotine	10 th level, acrobatic panache	Make powerful strikes from above
Aura	10 th level	Gain one of several auras powered by your <i>ki</i>
Combat Focus	-	Gain a combat feat as a bonus feat
Critical Aim	10 th level	Gain Critical Focus and access to Critical Mastery
Dangerous Disarm	4 th level, Improved Disarm	Make a ranged attack with a disarmed weapon
Lightning Disarm	10 th level, dangerous disarm, Greater Disarm	Make an attack against a creature you have successfully disarmed.
Diabolic Lure	10 th level, Combat Reflexes, flourish	Feint opponent to force them to provoke an attack of opportunity when they move and attack
Drawing Cut	10 th level, Quick Draw	Once per round, gain additional attack with drawn weapon
Einhandler	-	Deal more damage while using one weapon, gain Dodge
Agile Swordplay	6 th level, einhandler	Deal more damage with single attacks while one hand is free
Improved Agile Swordplay	10 th level, agile swordplay	Take a 5 foot step in response to a miss, deal extra damage after making a 5-foot step
Enlightened Fist	-	Gain unarmed damage as a monk, fight with two unarmed strikes
Flashing Blade	-	Make a combat maneuver to unbalance opponents, gain Combat Expertise
Florentine	-	Gain Two-Weapon Fighting, make one attack of opportunity with both weapons each round
Flourish	4 th level, Improved Feint	Feint using a variety of actions
Diabolic Lure	10 th level, Combat Reflexes, flourish	Feint opponent to force them to provoke an attack of opportunity when they move and attack
Gaze of Doom	10 th level	After attacking, intimidate a creature within 30 ft
Harmony of Substance	-	Gain Catch-Off Guard, gain benefits based on the object used
Heroes Never Die	10 th level	Gain temporary HP in response to a critical hit
Humiliating Wound	4 th level	Deal reduced damage with an initial strike to force a target to provoke attacks of opportunity with missed attacks
Merciless Taunt	10 th level	Sicken a target with a cruel word
Numbing Slices	6 th level	Spend <i>ki</i> with an attack to provide a small penalty to the target
One Thousand Cuts	10 th level	Spend a <i>ki</i> point to deal a target bleed damage
Perfect Stroke	10 th level	After a critical hit, use a combat maneuver or feat requiring a combat maneuver
Pressure Point Training	4 th level, Heal 4 ranks	Forgo some damage to reduce target's AC with every hit.
Pressure Point Mastery	10 th level, Heal 10 ranks, pressure point training	On critical threats, leave <i>ki</i> bombs in foes that detonate on command
Punishing Sweep	4 th level, Improved Trip	+2 bonus on trip attempts, deal Intelligence mod in damage when you knock creatures

Giant-Feller	10 th level, Greater trip, punishing sweep	Bonus to knocking down creatures previously hit, can trip larger targets
Soaring Eagle	Ki pool	Spend a <i>ki</i> point to gain +20 to jump or use <i>feather fall</i>
Technical Focus	-	Gain a bonus technique or style feat
Turn the Branch	Deflect Arrows	Deflect multiple ranged attacks, gain Snatch Arrows
Two as One	6 th level, Two-Weapon Fighting	Gain Improved Two-Weapon Fighting and later Greater Two-Weapon Fighting
Unerring Accuracy	16 th level	Reroll an attempt to confirm a critical hit
Unfettered	16 th level	Spend 2 <i>ki</i> points to gain <i>freedom of movement</i> for 1 round
Unpleasant Surprise	10 th level	Deal +1/2 Int modifier extra damage to flatfooted or flanked targets
Unrelenting Barrage	10 th level, Critical Focus	After confirming a critical hit, make another attack at the same attack bonus

Acrobatic Panache (Ex): The last place you expect to see a foe is above you. The martialist gains a +2 bonus to attack rolls when attacking a foe from a higher position instead of the normal +1 to attack rolls. During a turn where he attacks at least one creature at a lower elevation than his own, he gains a +2 to his AC against attacks from creatures standing at a lower elevation until the beginning of his next turn. In addition, he does not take a penalty to his AC when charging from a higher position. A martialist must occupy a square above his target at some point during his charge (by jumping over them for instance) in order to receive this benefit.

Agile Swordplay (Ex): Maneuverability can be the deciding factor between life and death. A well-trained martialist can use a free arm to lean herself away from danger and aim a killing blow. As long as his off-hand remains empty, the martialist gains a +1 dodge bonus to AC. Additionally, as long as the martialist's off-hand remains empty, he may add his Intelligence modifier to the damage dealt any time he makes a single attack as a standard action or as part of a Spring Attack. This bonus damage increases to one and a half times his Intelligence modifier at 11th level, and twice his Intelligence modifier at 16th level. This extra damage is not multiplied on a critical hit. The martialist must be at least 6th level and have the einhander technique to select this technique.

Combat Focus (Ex): The martialist gains a bonus combat feat. This technique may be taken a second time at 10th

level or higher.

Dangerous Disarm (Ex): With enough finesse, a martialist can turn a weapon flying from a foe's hand into a deadly projectile. When he disarms a foe, the martialist can make a ranged attack with a range increment of 10 ft. using the disarmed weapon against a nearby object or creature. This does not provoke an attack of opportunity from the disarmed creature. If the martialist chooses to make this ranged attack against the disarmed target, he takes an additional -4 penalty to the attack roll. The ranged attack may travel a maximum range of one increment for every 3 levels, to a maximum of 5 range increments at 15th level. The range increment of two-handed weapons or large weapons used in this way decreases to 5 feet. A martialist must be at least 4th level and have the Improved Disarm feat before selecting this technique.

Einhander (Ex): Some martialists learn how to best fight with one weapon, using their empty hand to balance. The martialist gains Dodge as a bonus feat. As long as the martialist uses only one weapon to attack and has one free hand, he deals an extra half of his Int modifier (rounded down) in damage when using a finessable weapon. This extra damage is multiplied on a critical hit.

Enlightened Fist (Ex): Martialists sometimes hone the simplest and most complex of all weapons, oneself. The martialist gains Improved Unarmed Strike as a bonus feat, and his levels in the martialist class count as monk levels for the purposes of determining unarmed strike damage. The enlightened fist technique may be used to fight with

two weapons, even two unarmed strikes.

Flashing Blade (Ex): Many martialists incorporate deceptive defensive moves into their fighting style. The martialist gains Combat Expertise as a bonus feat. In addition, the martialist can make a combat maneuver check as a standard action against an adjacent enemy to move them 5 ft. directly away from him, as though they had been bull-rushed. An enemy affected by this combat maneuver takes a -2 penalty to AC for one round. As is normal for a bull rush, the martialist may move with his target.

Florentine (Ex): Some martialists have a better use for their off-hand than balancing while they fight. The martialist gains Two-Weapon Fighting as a bonus feat and may make one attack of opportunity per round using both weapons at their highest attack bonus. Doing so gives the martialist a -2 penalty to AC until the beginning of his next turn.

Flourish (Ex): The martialist can dazzle an enemy's mind with his feints, rendering them frozen with indecision. A martialist may make a Bluff check to feint in combat as part of any full round attack action or as part of any move action. If a feint against one target fails, that target cannot be feinted by another attempt in the same round using this technique. At 6th level, he may do so as part of any standard attack action. A martialist must be at least 4th level and have the Improved Feint feat before selecting this technique.

Harmony of Substance (Ex): A martialist who can use his environment to his advantage is never caught unarmed. The martialist gains the Catch Off Guard feat as a bonus feat and may use Weapon Finesse with improvised weapons. They can also give the weapon one of the following weapon abilities when using specific kinds of improvised weapons:

Two-handed weapon: Reach, Trip

Flexible weapon (like a length of rope): Disarm, Trip

Sharp Weapon: 19-20 crit range

These special abilities only function while the martialist is using the weapon.

Humiliating Wound (Ex): Striking to embarrass can help your enemy defeat himself for you. If the martialist forgoes

one multiple of his Intelligence bonus to damage on one attack made as a standard action, he may inflict a humiliating wound on his target. If the attack hits, the target gains a bonus on damage rolls against the martialist equal to the amount of martial insight damage subtracted, but any attack that misses the martialist from that target provokes an attack of opportunity from him with a bonus to hit equal to half his Intelligence modifier. This is a mind affecting effect. One round after the humiliating wound has been inflicted and every round thereafter, at the end of its turn, his target may make a Will save (DC 10 + $\frac{1}{2}$ the martialist's level + Int modifier) to end the effects of this ability. A martialist must be at least 4th level before selecting this technique.

Numbing Slices (Ex): A flick of the wrist can sever muscles and ligaments when aimed the right way. Part of learning this technique involves a study of muscle groups, ligaments and nervous systems. The martialist may spend a ki point when he makes an attack action or full attack action using a slashing or piercing weapon. If his target takes damage from the attack, he gains one of the following penalties of the martialist's choice until the end of his next turn:

- -1 to AC
- -2 on attack rolls
- -2 to damage rolls
- Movement halved
- -2 on saving throws
- -2 on ability score checks and skill checks

These penalties do not stack with themselves. This attack has no additional effect if the target takes no damage from the attack. He may perform this technique on multiple foes, and the effects of each are tracked separately. This technique does not affect creatures without a musculature or nervous system, such as skeletons, oozes, plants or elementals. The martialist must be at least 6th level to select this technique.

Pressure Point Training (Ex): A few martial styles teach their practitioners the secret of a foe's body, and how to use them against him. If using unarmed strikes, the martialist may forgo one multiple of his Intelligence modifier bonus damage from martial insight to make each of his unarmed attacks that hits his foe grant the target a -1 penalty to AC until the end of the martialist's next turn. On a criti-

cal threat, the target takes a -2 penalty to his AC after the attack has resolved for a number of rounds equal to the martialist's Int modifier. A martialist taking pressure point training must be of at least 4th level and have at least 4 ranks in the Heal skill.

Punishing Sweep (Ex): Most martial styles do not plant foes on the ground gently. When a martialist with this technique trips his target, the target takes damage equal to his Intelligence modifier. This technique grants a +2 bonus to CMB checks made to trip. A martialist must be at least 4th level and have the Improved Trip feat before selecting this technique.

Soaring Eagle (Su): A martialist with this technique has learned how to make his body weightless like the air. He may spend a ki point to gain a +20 bonus on Acrobatics checks made to jump for one round or to activate a feather fall effect that only affects him as an immediate action. The caster level of the feather fall is equal to his martialist level. A martialist must have a *ki* pool to select this technique.

Technical Focus (Ex): The martialist gains a technique feat or a style feat. In addition to the feats presented in this supplement, any feat that improves or adds a combat maneuver (such as Improved Feint, Improved Grapple, Greater Trip or Stay the Blade) may be considered a technique feat, and any feats that have a style feat as a prerequisite may be considered style feats. Other feats may be awarded these labels at the GM's discretion. This technique may be picked any number of times.

Turn the Branch (Ex): A martialist with this technique can stop an arrow, then send it elsewhere as a ranged attack. The martialist gains the Snatch Arrows feat. The martialist may throw the caught missile from the Snatch Arrows feat at any target within range as an immediate reaction after successfully catching the arrow. The martialist may automatically stop one additional ranged missile per round for every four levels of martialist. He may still only catch and throw back one missile per round. The martialist must have the Deflect Arrows feat to select this technique.

Two as One (Ex): Where one hand goes, the other follows. Martialists of great practice with two weapons find that

secondary movements with their off-hand come naturally. The martialist gains Improved Two-Weapon Fighting as a bonus feat. When he reaches 11th level, he gains Greater Two-Weapon Fighting as a bonus feat. The martialist must be at least 6th level and have the Two-Weapon Fighting feat to select this technique.

ADVANCED TECHNIQUES

Aura (Su): The martialist's thoughts and spirit become so uniform and precise that they cut through the enemy's fighting spirit. An aura may be activated by spending a ki point or switched as a swift action. The aura lasts for one minute and may be turned off as a free action. Any creature that makes a successful save against the martialist's aura is immune to its effects for 24 hours. The area of the aura is 10 ft. per aura technique possessed, including this class feature, to a maximum of 30 feet. A martialist may spend a ki point as a swift action to increase the aura's area by 10 ft. for the remaining duration of the aura, up to its normal maximum value. When he gains this ability, he picks one of the following options:

- *Anger:* A pure and simple emotion that is nonetheless effective and efficient. The martialist gains a +2 bonus on damage rolls against creatures in his aura at the start of his turn. This bonus increases to +4 if they have hit him during the last turn.
- *Arrogance:* Who could dare to strike such a perfect being? All creatures in the martialist's aura take a -2 on attack and damage rolls against him. When he is hit by one of them, the effect ends for that creature.
- *Despair:* Weaker foes tend to simply stare at the martialist in terror. Any enemy who enters the martialist's aura or starts their turn there must make a Will save or be sickened for one minute. If the foe is already sickened, he must make a Will save or become nauseated for one round. The DC of either Will save is equal to DC 10 + $\frac{1}{2}$ the martialist's level + the martialist's Intelligence modifier. The martialist must be at least 16th level and possess another aura to select this aura.
- *Justice:* Those who fight for their beliefs can seldom be swayed. The martialist gains the benefits of a magic

circle against evil spell opposing one part of his alignment, but with a +4 deflection bonus to AC and +4 resistance bonuses on saves instead. The effects of the spell extend to within his aura's area. If the martialist so chooses, he may change which alignment the circle protects against each time it is activated, but the alignment must still be opposed to his own in some way.

- **Menace:** Anyone close to the martialist feels the martialist's righteous anger like a wave of heat emanating from them. Anyone within the aura's range must make a Will save or take a -2 penalty on attack rolls, saves and skill checks until they hit the martialist. The DC of this save is equal to DC 10 + $\frac{1}{2}$ the martialist's level + the martialist's Intelligence modifier.
- **Pain:** The martialist's aura causes those within it to begin slowly bleeding from tiny cuts as his focus passes through them. When an enemy starts its turn in the martialist's aura, it takes 1d6 damage. The martialist may cause this aura do an additional 1d6 damage per ki point he spends an immediate action, to a maximum of 5d6 damage. The aura returns to doing only 1d6 damage at the start of the martialist's next turn. This damage ignores all damage reduction except DR/-.
- **Tranquility:** The martialist's aura does not evoke a feeling, but rather a lack of them. Anyone within the aura has any morale bonuses suppressed for 1 minute unless they succeed on a Will save. The DC of this save is equal to 10 + $\frac{1}{2}$ the martialist's level + the martialist's Intelligence modifier. The martialist may reroll a failed Will save once per day while this aura is active.
- **Truth:** The martialist represents perfection itself, and absolute dedication. Whenever a creature starts its turn in the martialist's aura, the martialist gains a +2 bonus to attack rolls against that creature. This bonus disappears if the martialist is hit. If the creature misses the martialist, it takes a -2 morale penalty to all further attacks against the martialist that turn until it hits. If the creature successfully hits, the penalty disappears. When the martialist is gaining a bonus to hit from multiple creatures, he increases his critical multiplier by 1 against all enemies within his aura. The martialist must be at least 16th level to select this aura.

- **Uncertainty:** What can truly be certain in life? The martialist's aura conveys such a complex array of thoughts and movements that anyone who enters it is unable to take a 5 ft. step and takes a -4 penalty to their attacks of opportunity. The martialist may not take a 5 ft. step while this aura is in effect.
- **Valor:** The martialist's prowess lets him serve as an example to others. He grants all allies within his aura a +2 morale bonus on saving throws.

Critical Aim (Ex): The martialist gains Critical Focus as a bonus feat. In addition, he may take the Critical Mastery feat after becoming 14th level or higher as though he were a fighter of 14th level. If he possesses the Combat Expertise feat, he may choose to apply it when confirming a critical hit before the roll to confirm is made, and gain the feat's benefit if he had not already done so this round.

Drawing Cut (Ex): The martialist turns even the simple motion of readying his weapon into an attack. When the martialist draws a weapon, he may make an additional attack against his opponent at his highest attack bonus. If the attack is not against a flat footed opponent, the martialist adds only his Intelligence modifier to damage instead of his normal bonus from martial insight on all further attacks against that opponent this round. If the opponent is flat-footed and the attack hits, the martialist may sheathe his weapon after an attack successfully hits during the remainder of the round as a free action, forfeiting all further attacks. If the martialist makes additional attacks, the new attack must hit or the martialist will be unable to sheathe his weapon for the remainder of the turn after the missed attack. In addition, if he possesses flourish, he may feint when drawing a weapon he has sheathed last turn. The martialist may only use this technique while wielding a finessable weapon that deals slashing or piercing damage. The martialist must have the Quick Draw feat before selecting this technique. This technique may only be used once per round.

Diabolic Lure (Ex): With a sly smile and a slight gesture, the martialist can trick the enemy into making a truly

foolish move. The martialist makes a Bluff check as a standard action against a foe that can hear and see him. If it succeeds, that foe is flatfooted against the martialist as is normal for a feint check. If the target does not attack the martialist during his turn, he remains flatfooted to the martialist even if the normal duration for a feint has expired. Any time that the target enters a square that the martialist threatens, he provokes an attack of opportunity, even on a 5 ft. step. This effect persists while the target is flatfooted to the martialist. If the target attacks the martialist, whether he hits or misses, or if the martialist is incapacitated or leaves combat, this effect ends, but the martialist may make an attack of opportunity after his foe's attack. The martialist must possess the Combat Reflexes feat and the flourish technique to select this technique.

Flying Guillotine (Ex): The martialist is not above a risky and flashy technique when it's truly effective. When the martialist occupies a square above his target, he deals extra damage equal to his Int modifier when using a finesse-able weapon. This extra damage is equal to double his Int modifier on a charge. Additionally, his critical multiplier increases by one if he scores a critical hit, and his target takes bleed damage equal to his Int modifier. The martialist must have the acrobatic panache technique to select this technique.

Gaze of Doom (Ex): Many things can be conveyed without words, like the look of a predator to its prey. Once per round after making an attack, the martialist can make an Intimidate check against a foe within 30 ft. as a free action, provided the target can see his eyes.

Giant-Feller (Ex): The bigger they are, the harder they fall. The martialist gains a +2 bonus on trip attempts against a target he hit in the previous round, and an additional +2 for every one of his attacks that hit after the first. He may also make trip attempts against creatures larger than one size category above his, and gains his Int modifier as a bonus to his CMB when tripping such targets. The martialist must have the punishing sweep technique and the Greater Trip feat to select this technique.

Heroes Never Die (Ex): Using the desperation that comes from staring death in the face, the martialist makes a

final effort to stop an otherwise deadly blow. Once per day, when a critical hit on him is confirmed, he may gain temporary hit points equal to twice his Intelligence score as an immediate action. If, because of this, the attack deals no damage to the martialist's normal hp, the martialist has evaded or parried the weapon, and the weapon does not strike him for effects that require the weapon to have struck him (eg. Nero, who has been training as a martialist, has been locked in battle with Rashaki, the bugbear captain of an undead army. Rashaki confirms a critical on Naira using his poisoned nine lives stealer. Nero uses heroes never die as immediate action to try and avoid the attack, giving him 32 temporary hit points. If Rashaki doesn't deal over 32 damage to Nero with his critical, the nine lives stealer's effect and the poison's effect will not occur. Rashaki was using Power Attack, and deals 50 damage. Nero may only have taken 18 damage, but now he needs to make two Fortitude saves due to the nine lives stealer's effect and the poison). After the critical hit is resolved, the martialist retains the remaining temporary hit points, if any. These temporary hit points last until the end of the encounter or for one minute, whichever is longer.

Improved Agile Swordplay (Ex): Fencers and other warriors who rely on agility are like ghosts on the field, floating away from attacks and returning, unharmed, to strike down their attackers. The martialist may spend a ki point to take a 5 ft. step as an immediate action whenever an opponent misses him. However, if this is in response to a full attack action, the martialist must either take the 5 ft. step at the resolution of the full attack, or step 5 ft. to any place within the attacker's reach. Additionally, after the martialist takes a 5 ft. step (for any reason), any attacks the martialist makes with a single weapon deal additional damage equal to half his Int modifier until the end of his next turn. At 16th level, this additional damage increases to his Int modifier. The martialist must have the agile swordplay technique to select this technique.

Lightning Disarm (Ex): The martialist can swipe his foe's weapon away, sending it flying, and then in the same motion end the fight. The martialist gains a +2 to CMB for the purposes of making disarm attempts. When the martialist successfully disarms an opponent, he may make a free melee attack on the disarmed creature using the same base attack bonus used to disarm them. The martialist must

have the Greater Disarm feat and the dangerous disarm technique to select this technique.

Merciless Ridicule (Ex): The martialist lets his vicious nature shine through with words. One per round as a swift action, the martialist may taunt a target within 30 feet. Provided he can be heard and understood by the target, the target must make a Will save or be sickened for 1d4 rounds. This is a language-dependent mind-affecting effect. The DC of this save is equal to $10 + \frac{1}{2}$ the martialist's level + the martialist's Intelligence modifier.

Perfect Stroke (Ex): Things that have a one in a million chance of happening during combat seem to happen much more often when a martialist is around. If the martialist confirms a critical hit, he may make a combat maneuver of his choice as a free action or use a technique or feat that requires a combat maneuver check as an immediate action.

Pressure Point Mastery (Ex): After a long period of training, a martialist understands the flow of ki in the body, and how to break it. When an unarmed martialist with this technique threatens a critical hit, he may spend one or more ki points to plant a ki "bomb" in the target's body with a simple method of activation due to an action or inaction performed by them ("If he attacks a halfling", "If he does not attack me next turn", "If he sees a blue flag", "When he takes three steps"). The trigger cannot be longer than one sentence. The target is not aware of the conditions of this trigger. The bomb deals 4d6 damage per ki point and applies a -4 penalty to any check, attack roll or save being attempted when it explodes. The damage from the bomb is unaffected by DR except for DR/-. The martialist may spend one ki point on this technique for every 4 levels of martialist he has, +1 if he already threatened a critical hit this round. The bomb lasts for a number of days up to $\frac{1}{2}$ his martialist level. A martialist must have the pressure point training technique to select this technique, and the same restrictions from that technique apply to this technique.

One Thousand Cuts (Su): A truly sadistic martialist kills his foes with dozens of shallow bleeding wounds. The martialist may spend a ki point as a swift action before attacking with a finessable slashing or piercing weapon to deal bleed damage equal to his Intelligence modifier with each attack using that weapon. On a critical hit, this bleed

damage is doubled. His attacks deal one less multiple of his Intelligence modifier in damage from martial insight.

Unerring Accuracy (Ex): The martialist's body knows exactly where to strike. He may reroll any failed roll to confirm a critical hit once per failure and must accept the results of the reroll, even if the new result is less than the original result. The martialist must declare the use of this ability before the result of his roll is revealed. The martialist must be at least 16th level to select this technique.

Unfettered (Su): The martialist transcends restraint and impediments. By spending 2 ki points as an immediate action, he may act as though under the effects of the freedom of movement spell for 1 round. This effect may not be dispelled. The martialist must be at least 16th level to select this technique.

Unpleasant Surprise (Ex): When the martialist catches a foe in a poor position, he doesn't give him much time to regret it. He deals extra damage equal to half his Int modifier when using a finessable weapon against an opponent denied their Dexterity bonus to AC or when he is flanking that opponent. This extra damage is multiplied on a critical hit.

Unrelenting Barrage (Ex): The martialist exploits his foes when they are hurting the most. After confirming a critical hit while performing a full attack action, the martialist may make an additional attack using the same attack bonus as the critical hit. The martialist must have the Critical Focus feat to select this technique. The martialist may make one additional attack per round in this way, and he may make two at 12th level and three at 16th level.

HARRIER

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

There are some who revel in the thrill of battle. Many revel in the blood, the gore, the pure ecstatic carnage. Some revel in the skill, the tactics, the mental and physical challenges that such a battle presents. Then there are those who truly enjoy the thrill of danger, the chance of death, the look of irritation on the enemy's face as they just keep coming. Such is the path of the harrier, a warrior who irritates and lures out holes in the enemies' defenses. Welcome now the jester of war!

Role:

Harriers are mobile and maneuverable fighters, they're main purpose is to absorb the attacks of opportunity that enemies dish out. They can steal the attentions of an enemy away from the fight through taunting and teasing as well as just running past them. As they are targeted with attacks of opportunity they get better and can better reciprocate the damage thrown their way.

Abilities:

Harriers benefit from high Dexterity as they will need the defensive benefit to avoid the attacks coming their way. They can also benefit from Charisma and Intelligence because it is far easier to insult an opponent in their own language, and a good insult requires wit and verve.

Alignment:

Harriers can be any alignment, although their love of the battlefield and their lack of fear of damage tend them to be chaotic. They can range from good or evil, or even true neutral as many harriers are specialized mercenaries.

Hit Dice: d10

Requirements

Alignment: Any

Base Attack Bonus +4

Skills: Acrobatics 6 ranks

Feats: Dodge & Mobility

Class Skills:

The harrier's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (Local) (Int), Knowledge (Nature) (Int), Perception (Wis), Profession (Wis),

Skill Points Per Level: 4 + Int modifier

Class Features

The following are class features of the harrier.

Weapon and Armor Proficiency:

Harriers gain no proficiency with any weapon or armor.

Garner Attention (Ex):

Harriers love attention; they thrive on it. The more an enemy notices them, the more they can promote fear, the more they can interrupt formations, and the more they can make their presence felt by the enemy. They dart around the battlefield leaving supposed holes in their defenses for

TABLE 2-1: HARRIER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	FAST MOVEMENT	SPECIAL
1 st	+0	+2	+2	+0	--	Garner attention, harry
2 nd	+1	+3	+3	+0	+10 ft.	Taunt, opportunistic flank, fast movement, open defense
3 rd	+2	+3	+3	+1	+10 ft.	Capture focus, uncanny dodge
4 th	+3	+4	+4	+1	+10 ft.	Combat predictions, open and shut
5 th	+3	+4	+4	+1	+10 ft.	Speed of thought, twisted charge
6 th	+4	+5	+5	+2	+20 ft.	Wide taunt, greater harry
7 th	+5	+5	+5	+2	+20 ft.	Rude gesturing
8 th	+6/+1	+6	+6	+2	+20 ft.	Returned opportunity, unstoppable force
9 th	+6/+1	+6	+6	+3	+20 ft.	Twin harries
10 th	+7/+2	+7	+7	+3	+30 ft.	Momentum's favor



the enemy to try to exploit. The harrier steals the enemy's attention away from the other members of the party. The harrier can use this to confuse his foes in combat and to exploit this with some acts of misdirection.

Starting at 1st level they gain a number of harrier points by proving that they are at the very least a nuisance. These points start at 0 during an encounter, and a character can have a maximum number of harrier points equal to his harrier level + his Dexterity modifier. These harrier points are spent on other harrier abilities, but a harrier can only spend a maximum of 2 + his harrier level in harrier points per round. A harrier gains 1 harrier point each time he is targeted by an attack of opportunity. He gets an additional 1 if he is struck with an attack of opportunity.

Harry (Ex):

At 1st level the harrier learns to use the enemy's attention to throw them off guard. By spending harrier points a harrier can utilize any of the following abilities. However he may only use 1 during any attack or full attack action, non-attack action's he may use any number of harrier points (Spending harrier points is typically a free action except where otherwise noted).

Retribution: Retribution is swift and brutal, especially against the inept. The harrier may spend 1 harrier point to get a +1 circumstance bonus to attack and damage against an opponent who missed him with an attack until the end of his turn. The harrier may spend up to 3 harrier points in this way. (works against enemies who missed in last round only?)

Fleet of Foot: By centering his focus, the harrier can push his bodily speed past its normal limits. He may spend 1 harrier point to gain an extra 5 ft. to a movement speed of his choice during the round.

Impressive Footwork: Changing the enemy's focus from his weapon to his feet lets the harrier catch them off guard. He shuffles his feet, does a little dance, or simply feigns stepping in against the opponent. By spending 2 harrier points as a move action the harrier may render any target adjacent to him flat-footed against him until the end of his next turn. Creatures with uncanny dodge are immune to this effect unless the harrier's class level is higher than the creature's level in the class that provides uncanny dodge. This is a mind affecting effect.

Hate Me: By spending 1 harrier point per target, the harrier may use a move action impose a -1 circumstance penalty

to attack and damage on opponents who do not target him with their attacks for 1 round. This is a mind affecting effect.

Taunt (Ex):

A good taunt can render even the calmest, coolest, and most collected warrior a raging screaming mess. Starting at 2nd level, the harrier may take a move action to call out his insult to an adjacent creature that he shares a language with. Taunt gives that creature the benefit of the Combat Reflexes feat against the harrier only. That creature must immediately take an attack of opportunity against the harrier if he is able. This ability does not work on creatures that have already spent their attacks of opportunity for the round, but if a creature must use an attack of opportunity if he has one available. If the creature misses the attack, he is rendered flatfooted from his frustration until the end of the harrier's next turn. If the creature does not have a positive Dexterity modifier, they do not receive any benefit from gaining the Combat Reflexes feat. This is a mind affecting effect that provokes an attack of opportunity.

Fast Movement (Ex):

At 2nd level after training in dashing and dodging and maneuvering around the battlefield, the harrier gets a bonus to his land speed as designated on the chart. This benefit only applies if the harrier is wearing light armor or no armor and is not encumbered.

Opportunistic Flank (Ex):

At 2nd level, the harrier may apply his Charisma bonus to damage against targets that he is flanking.

Open Defense (Ex):

At 2nd level, the harrier may leave himself open when doing things that don't necessarily leave one open. When making any standard or attack action, the harrier may leave a hole in his defense for the enemy to exploit, provoking attacks of opportunity from creatures who threaten him.

Capture Focus (Ex):

At 3rd level, the harrier can spend a standard action to greatly insult an enemy within 30 ft. with whom he shares a language. The insult is so strong that they cannot help but focus on him and that inane smile on his face at a job well done. The harrier's allies may treat that opponent as

though they were flanking him until the end of the round. This is a mind affecting effect that provokes an attack of opportunity.

Uncanny Dodge (Ex):

At 3rd level, the harrier has learned to react to danger he isn't even aware of yet. A harrier with this ability cannot be considered flat footed, even by an invisible opponent. A successful feint can still force him to be considered flat footed.

If the harrier already has uncanny dodge from another class they instead gain improved uncanny dodge.

Combat Predictions (Ex):

At 4th level, the harrier has become so in tune with the flow of battle he is capable of prediction an opponent's movements, he gets additional attacks of opportunity equal to his Intelligence modifier (minimum 1). These stack with the bonus granted by the Combat Reflexes feat.

Open and Shut (Ex):

At 4th level, the harrier is used to the constant barrage of attacks on their supposed lack of defense. They get a +2 dodge bonus to AC against attacks of opportunity.

Speed of Thought (Ex):

At 5th level, the harrier knows when to start moving. He may take an extra move action during a surprise round which must be used to move. He gains this action even if he is unable to act during the surprise round.

Twisted Charge (Ex):

At 5th level, the harrier can utilize a charge in any direction, he is able to make a number of turns at up to 90 degrees equal to 1/2 his Dexterity modifier during the charge, but may only move up to his speed when doing so.

Wide Taunt (Ex):

At 6th level, the harrier's taunt ability can target every opponent who threatens him. The ability can instead be used against a single target as a swift action.

Greater Harry (Ex):

At 6th level, the harrier gets more powerful abilities to spend his harrier points on. They may use any ability from the following list, but again only one that may be used per attack action or full attack action.

- *Impossible Footwork:* The harrier can spend 5 harrier points to render an opponent with uncanny dodge flat-footed until the end of his attack action or full attack action. Despite possessing uncanny dodge, they still lose their Dexterity bonus, and other modifiers that would be lost along with their Dexterity bonus to AC. Furthermore, they can also be flanked even if they possess improved uncanny dodge
- *Hatemonger:* As hate me, only the harrier spends 4 points and targets each opponent in a 30 ft. radius for 2 rounds. At level 8, the harrier may spend 8 points and increase the penalty to -2 to attack rolls and damage rolls. In addition, the enemies in the radius who do not possess uncanny dodge are rendered flat-footed to the harrier's allies until the start of the harrier's next turn.
- *Poetry in Motion:* The harrier can spend 2 harrier points to increase his AC against any attack of opportunity by 1; this bonus stacks with Mobility, and applies to attacks for the rest of the round. The harrier may spend any number of harrier points in this way, in increments of 2.
- *Opportunistic Flurry:* The harrier can spend 2 harrier points to add an additional attack to an attack of opportunity this round. This extra attack is made at a -5 penalty. He may spend 2 additional harrier points to add a third attack at a -10. These additional attacks still count against the number of attacks of opportunity made per round.
- *"I Expected That!":* As an immediate reaction to getting being hit by an attack of opportunity, the harrier may spend 4 harrier points before damage is rolled to take half damage from the attack.

Rude Gesturing (Ex):

At 7th level, the harrier extends his rudeness beyond language and cultural boundaries. His taunt and capture focus abilities can now work on creatures with which he does not share a language.

Improved Uncanny Dodge (Ex):

At 7th level, the harrier can no longer be flanked except by a character with at least 4 more total levels than him in

classes that grant uncanny dodge. This denies a rogue the ability to sneak attack by flanking, and the harrier from gaining a damage bonus by flanking.

Returned Opportunity (Ex):

At 8th level, the harrier gains the ability to make an attack of opportunity against an opponent who just missed him with an attack of opportunity. The attack of opportunity must not have itself been triggered by an attack, and the attack takes place upon the resolution of the action which caused the attack. (i.e., if by picking up a weapon the weapon is retrieved and able to be used, or a spell would be completed before the attack is made, etc.)

Unstoppable Force (Ex):

At 8th level, the harrier's strength is in motion, and as such, he has become resistant to things that would slow or stop him. The harrier gains a +4 bonus against saves that would immobilize or slow him. He also gains a +4 bonus to CMD to resist grapple, and to CMB to escape a grapple. He gains a +4 to Escape Artist checks to escape bindings that inhibit movement (such as around his legs). These bonuses may apply in other situations at the GM's discretion.

Twin Harries (Ex):

At 9th level, the harrier has grown in his ability to harry the opponent and may now utilize 2 harries as part of any attack or full attack action.

Momentum's Favor (Ex):

At 10th level, with motion on his side, the harrier's strikes are more likely to be devastating. Starting at 10th level, if the harrier moved at least 30 ft. prior to his attack, his next attack has its critical threat range and its critical multiplier increased by 1. The critical threat range bonus increases by 1 for each 60 ft. moved past the first 30. This increase stacks with Improved Critical or keen, but applies after the previous increases, and thus is not multiplied. A longsword after 30 ft. of movement would have a bonus of 18-20, but a keen longsword would have a bonus of 16-20. In both cases the critical multiplier would be x3.

Design Notes: Harrier Origins

Rogue/Harrier: Harriers often spend time as rogues before mastering the benefits of speed and momentum. This is a good combination because rogues tend to have the stats required to be an effective Harrier: Dexterity, Intelligence, and Charisma. Their sneak attack also allows them to use their mobility to flank with the opponent for sneak attack damage as well as their harrier benefits. Furthermore, the harrier's numerous abilities to render opponents flat-footed allow them to use their sneak attack more frequently.

Fighter/Harrier: A harrier's role on the battle field is a dangerous one, and it often takes a fighter's martial prowess and discipline to survive long enough to become a harrier. Fighters can use shields to bolster their defenses even more versus attacks of opportunity, and bonuses to hit and damage are also quite handy. The harrier class also gives the fighter more to do than just hit monsters in the face every round.



STUDENT OF THE SWORD

AN ARCHETYPE FOR SAMURAI

Insightful Defence

When wearing light or no armor and not using a shield, a student of the sword adds 1 point of Wisdom bonus (if any) per samurai level as an insight bonus to his AC while wielding a melee weapon of his school. This replaces the samurai's heavy and medium armor proficiency.

Way of the Sword

A student of the sword may apply his Dexterity modifier in place of his Strength modifier on attack and damage rolls with weapons of his school. This modifier to damage is not increased for two-handed weapons or reduced for off-hand weapons. Ex-students of the sword can only apply up to 1/2 their Dexterity modifier in this manner. This replaces the first use of the samurai's challenge class feature.

Spirit of the Sword

At first level, the samurai gains a mystic bond with the spirit of his weapon. A student of the sword can enhance his weapon as a standard action by drawing out the innate talents of the kami of his sword for 1 minute per samurai level. At 1st level, this spirit grants the weapon a +1 enhancement bonus. At 5th level and every 5 levels thereafter (10th, 15th, and 20th), the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: Defending (+1), Keen (+1), Ghost Touch (+1), Guardian (+1), Defiant (+2), Negating (+2), Wounding (+2), Nullifying (+3), Speed (+3), Dancing (+4), and Vorpal (+5). Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities in the Pathfinder Core Rulebook). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not already magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the kami are determined when the kami is drawn out and cannot be changed until the spirit is drawn out again. The kami imparts no bonuses if the weapon is held by anyone other than the samurai but resumes giving bonuses if returned to the samurai. Only a weapon of the school of the student (mostly commonly a katana or naginata) can benefit from this ability. A student of the sword can use this ability once per day at 1st level, and one additional time per day at 5th level and every five levels thereafter, to a total of 5 times per day at 20th level. This replaces the samurai's mount ability and mounted archer class feature.

Koryu

Instead of an order a student of the sword dedicated himself to the study of a specific koryu (ancient/classic school of kenjitsu). All koryu grant the samurai the following bonuses:

Challenge: Whenever a student of the sword declares a challenge, he does not receive the -2 penalty to his AC like a normal samurai.

Skills: An order of the student of the sword adds Knowledge (religion) (Int) and Appraise to his list of class skills. If he has ranks in the skill, he receives a bonus on Appraise checks equal to 1/2 his samurai level (minimum +1) as long as the check involves weapons of his school.

School Techniques

At the indicated levels a student of the sword gains access to bonus feats of his particular school even if he does not meet the level, attribute, or BAB prerequisites. They still must meet feat prerequisites. These bonus feats are gained at 2nd, 4th, 8th, and 15th level.

Niten Ichi-ryu: Two weapon fighting, improved two weapon fighting, two weapon defense, Niten Ichi-ryu (style), nito seiho, master of two heavens.

Itto-ryu: Counterstriking Assault, Itto-ryu (style), Itto Sunawachi Banto, Weapon Specialization (Katana or Naginata), Weapon Focus (Katana or Naginata)

Jigen-ryu: Butterfly Stance (style), Flutter Strike, Screaming Charge, Weapon Specialization (Katana or Naginata), Weapon Focus (Katana or Naginata)

Kage-ryu: Power attack, Kage-ryu (style), choken, furious focus, oni blade, Weapon Specialization (Nodachi), Weapon Focus (Nodachi)

Kashima Shinto-ryu: Armor drill, Kashima Shinto-ryu (style), Master of Kashima Shinto-ryu, Weapon Specialization (Katana or Naginata), Weapon Focus (Katana or Naginata)

Maniwa Nen-ryu: Improved Unarmed Strike, Deflect Arrows, Yadomejutsu, Improved Yadomejutsu, Greater Yadomejutsu, Weapon Specialization (Katana or Naginata), Weapon Focus (Katana or Naginata)

Yagyū Shinkage-ryu: Skilled Duelist, Yagyū Shinkage-ryu (style), Peerless Fencer, Weapon Specialization (Katana or Naginata), Weapon Focus (Katana or Naginata)



NEW FEATS

The following feats use the [Technique] descriptor introduced in this book. In addition to the feats presented in this supplement, any feat that improves or adds a combat maneuver (such as Improved Feint, Improved Grapple, Greater Trip or Stay the Blade) may be considered a technique feat.

GROUND DEFENSE [COMBAT] [TECHNIQUE]

Prerequisites: Combat Reflexes, Dex 15, BAB +4

Benefit: When a prone creature within your reach attacks you, you may make an attack of opportunity against that creature before they make their attack.

Special: A monk adds this feat to the list of bonus feats he may select at 4th level or higher.

INTERCEPTING ATTACK [COMBAT] [TECHNIQUE]

You attack like lightning as your enemy just begins to move.

Prerequisites: Dex 17, Combat Reflexes, BAB +9

Benefit: You may allocate one of your attacks made during a full attack action or any standard action used to make an attack to be an intercepting attack. Do not make an attack with your intercepting attack on your own action. Instead, when a creature attacks you from a square you threaten while you have an intercepting attack ready, you may make an attack against them with a bonus equal to the held attack's attack bonus as an attack of opportunity. You may make this attack of opportunity even if you are otherwise unable to make attacks of opportunity. If your attack hits, you deal damage as though you hit with the attack you allocated, and your target takes a -2 penalty on the triggering attack and to his AC for 1 round. If you are not attacked before the beginning of your next turn while you have an intercepting attack readied, it is wasted.

KI BLAST [COMBAT] [TECHNIQUE]

You learn how to project destructive energy outwards with a simple forward thrust of the hand.

Prerequisites: Improved Unarmed Strike, BAB +6, ki pool,

Benefit: You learn to channel your ki into a visible blast of pure force. By spending 1 ki point, you may fire a blast of ki in place of any unarmed attack made as a standard or full attack action. This attack may be used to flurry. Each blast requires a ranged touch attack and deals 2d6 + your Wisdom modifier force damage. The maximum range on this technique is 100 feet. By spending an additional ki point, each blast used during that round deals an extra 1d6 damage. This extra damage is not multiplied on a critical hit. Each round, you may only spend a total number of ki points on this technique equal to 1/3 your levels in a class that grants a ki pool.

Special: A martialist must have access to advanced techniques to select this feat. A martialist may use her Intelligence in place of her Wisdom for the purposes of dealing damage with this feat. A monk adds this feat to the list of bonus feats he may select from at 6th level.

KI CANNON [COMBAT] [TECHNIQUE]

With each strike, the entire weight of your body flows behind the blow.

Prerequisites: Improved Unarmed Strike, BAB +6, Ki Pool,

Benefit: You learn to use your ki like a battering ram, putting your whole body's weight behind each strike. By spending one ki point as a swift action, you may choose to push a target five feet away from you, after hitting with an unarmed attack for one round until the beginning of your next turn. When using this technique with a flurry of blows or full attack, you may choose to push the target back a number of five foot increments equal to the number of attacks that hit after the flurry or full attack has been executed. You may move with the target when you push them if you have the appropriate type of move speed to do so, and this movement does not provoke attacks of opportunity.

KI TALONS [COMBAT] [TECHNIQUE]

Invisible blades of your ki can be extended from your fingers with a thought, leaving long scores on anything you move them past with a wave of your hand.

Prerequisites: Improved Unarmed Strike, Tiger Claw, BAB +6, ki pool

Benefit: You learn to focus your ki into sharp, invisible blades that extend from your hands. As long as you have at least one ki point, you ignore the hardness of any object with less than 20 hardness, and you may spend a ki point to deal 1 point of bleed damage with each of your unarmed attacks for one minute.

Special: A martialist may spend additional ki points to increase the bleed damage dealt with each strike, to a maximum of half her Int modifier. The martialist's unarmed strikes count as adamantite for the purposes of overcoming damage reduction.

LIGHT BODY TECHNIQUE [COMBAT] [TECHNIQUE]

Those with a great grasp of their ki may be seen meditating quietly over a river, standing on a blade of grass without bending it.

Prerequisites: Dex 17, Int, Wis, or Cha 15, Acrobatics 10 ranks, ki pool

Benefit: As long as you have at least one ki point in your ki pool, you may stand on or leap from any solid or liquid object without altering it, even if it is something normally impossible to stand on, like a fountain of water. Balancing on particularly small objects should be assigned a DC above 30. Using them to move, however, requires no balance checks. You may use this technique to stand on hazardous substances, but you still takes the effects of being near them or being in contact with them, just not from standing on them or stepping into them (You would not suffer the effects of a spike stones spell because you can simply stand on the spikes without altering them, thus avoiding being cut, but standing on a pool of water with an electrical current running through it would still hurt you because the damage is resultant from contact with the water, not from direct interaction and alteration). You never trigger traps with a weight-based trigger while this technique functions.

Special: A martialist must have the soaring eagle technique and be able to select advanced techniques to select this feat.

LEG GUILLotine [COMBAT] [TECHNIQUE]

A fatal technique that crushes a foe while cutting off blood flow through the neck or another major vein.

Prerequisites: Improved Unarmed Strike, Leg Scissors, Leg Scissors Takedown, Dex 15, BAB +11

Benefit: If you succeed on a combat maneuver check against a creature you are grappling, that creature takes

your unarmed strike damage. If that creature takes damage and is prone, it must succeed on a CMB check against you if it attempts to stand on its next turn or fall prone after standing. If your CMB check roll was a natural 20, deal the target 1 point of Constitution damage.

LEG SCISSORS [COMBAT] [TECHNIQUE]

Trapping your foe's legs with your own, you prevent their movement while limiting your own.

Prerequisites: Improved Unarmed Strike, Dex 13, BAB +1

Benefit: You may strike at an opponent with your legs to trap them. You make a single unarmed attack as a standard action. If your attack hits, you are grappling the target and you are knocked prone. The target may add any damage dealt to you as a bonus to escape this grapple, provided it does so before the end of its next turn.

Special: A prone target who you grapple in this way gains no bonus to hit you for you being prone.

LEG SCISSORS TAKEDOWN [COMBAT] [TECHNIQUE]

After securing the foe's methods of movement, it's a simple matter of leverage to disrupt their foundations entirely.

Prerequisites: Improved Unarmed Strike, Leg Scissors, Dex 15, BAB +6

Benefit: You may use this feat in the round after you successfully hit a creature with leg scissors. Make a CMB check against the target. If you succeed, the target is knocked prone. You may use leg scissors as an attack of opportunity against the target if they attempt to stand on their next turn.

Special: You take no penalty to hit for being prone and using this maneuver.

MERCILESS REPRISAL [COMBAT] [TECHNIQUE]

There is no room for mercy in matters of life and death.

Prerequisites: Combat Reflexes, Intercepting Attack, Savage Deflection, ki pool, BAB +13

Benefit: Whenever you deal damage with Savage Deflection, you may spend 1 ki point as a non-action to increase the damage dealt by your Strength or Dexterity modifier. This bonus lasts until the start of your next turn.

Special: You may substitute any ability score that adds to your ki pool for your Strength or Dexterity score.

PAINFUL PIN [COMBAT] [TECHNIQUE]

Making a warrior stand still is best accomplished by death

or this handy little trick.

Prerequisites: Dex 13, Weapon Focus with a melee or thrown piercing weapon, BAB +4

Benefit: If you take a -4 penalty to an attack roll on one attack made as a standard action with a melee or thrown piercing weapon, you may pin a foe to a nearby surface. This attack hits both the target of your attack and the surface in question. If the nearby surface has a hardness, your damage dealt must deal at least one point of damage to the surface in question. The target takes a -2 penalty to AC and cannot move from his currently occupied square. You may keep hold of your weapon, but you will be unable to make attacks with that weapon. If you leave your weapon or are not holding onto it, it may be pried out of the target as a move action, dealing damage equal to the weapon's base damage plus any magical or enhancement bonuses to damage to the target but freeing him from the maneuver. If you are made to move away from your target, you must succeed in a combat maneuver check against the target's CMD to retain hold of your weapon. If you are holding onto your weapon, the target of the maneuver must make a combat maneuver check as a standard action against your CMD to remove the weapon from himself, dealing the weapon's base damage to himself. Properly removing the weapon requires a full round action that provokes attacks of opportunity, but the target takes no damage. This technique may also be used against a target one size category larger than you or up to two size categories smaller.

PREDICTIVE ADVANCE [COMBAT] [TECHNIQUE]

As a foe goes for a predictable attack, you make them pay with one of your own.

Prerequisites: Dex 15, Dodge, Mobility, BAB +6

Benefit: Once per round when a creature makes an attack of opportunity against you for moving out of a threatened square, make an attack of opportunity against that creature. This triggers after their attack resolves. If their attack missed you, you may choose not to provoke attacks of opportunity from that creature until the end of your movement. An attack of opportunity used in this way is expended as normal until the start of your next turn.

SAVAGE DEFLECTION [COMBAT] [TECHNIQUE]

One strike at the right moment can leave foes fighting an

uphill battle.

Prerequisites: Combat Reflexes, Intercepting Attack, Dex 15 or Str 15, BAB +11

Benefit: When you successfully avoid an attack during a turn when you have used Intercepting Attack, deal your wielded weapon's base weapon damage to that creature. This is of the same damage type as the weapon. In addition, you gain a +2 bonus to AC after resolving your opponent's attack and deal your wielded weapon's base damage to any creature that misses you with a melee attack until the start of your next turn. This is separate damage from other similar effects, such as a *fire shield* spell.

Special: A martialist may use Int in place of Str for this feat's prerequisite. A monk may use Wis in place of Str for this feat's prerequisite. A ninja may use Cha in place of Str for this feat's prerequisite.

STAY THE BLADE [COMBAT] [TECHNIQUE]

Grasping another warrior's weapon before it can be drawn is an unorthodox trick, but an effective one.

Prerequisites: Combat Reflexes

Benefit: You can make a combat maneuver check against a flat-footed opponent as a standard action to grasp their sheathed weapon by its hilt, pinning it in the sheath. While this maneuver persists, the weapon cannot be drawn. You can be removed from the weapon with a successful combat maneuver check made as a standard action. You must remain adjacent to the target during subsequent rounds to maintain the hold. If the target of this maneuver moves away from you, you are left holding their weapon. If you move away from the target of this maneuver, you end the maneuver. If you wish to draw your foe's weapon, you may make a combat maneuver check to do so. If this check fails, you lose a move action trying to wrest out the weapon. If this check fails by 5 or more, you lose your grip on the weapon and end the maneuver.

TAKEDOWN [COMBAT] [TECHNIQUE]

You have learned how to manipulate your foe's center of gravity in close quarters, sending them from a controlled position to a vulnerable one.

Prerequisites: Improved Trip or Improved Grapple, BAB +4

Benefit: You have learned how to manipulate your foe's

center of gravity. When you are grappling, you may make a combat maneuver check to trip your opponent if the opponent fails to maintain the grapple as an immediate reaction, or at the end of their turn if they choose not to maintain the grapple as a non-action. If the attempt succeeds, you may place your foe in any square adjacent to you prone and you may end the grapple if you choose. This technique may be used against a target up to one size category larger than you or up to two size categories smaller.

Special: A martialist may use the punishing sweep technique to replace either one of the prerequisite feats.

TIGER CLAW [COMBAT] [TECHNIQUE]

Shredding wood and steel can be accomplished by bare hands alone, leaving vicious cuts and lacerations seemingly by magic.

Prerequisites: Improved Unarmed Strike, *ki* pool.

Benefit: You can deal slashing or piercing damage with your unarmed strikes, as well as bludgeoning. Objects you sunder with your fists only subtract half their hardness (rounded down) from your damage. Your unarmed strikes gain an inherent bonus on damage rolls against objects equal to 1/3 your level.

WAVE MOTION FIST [COMBAT] [TECHNIQUE]

Focusing your inner strength, you feel something almost solid coalesce in your palm before exploding in a burst of force.

Prerequisites: Improved Unarmed Strike, *ki* blast, BAB +11

Benefit: When delivering a *ki* blast, you may instead choose to make an unarmed attack at that range at the cost of one additional *ki* point per attack. Your unarmed attack deals force damage and is treated as a normal ranged attack instead. The limit on the number of *ki* points you can spend on *Ki Blast* each round is removed.

WRIST LOCK [COMBAT] [TECHNIQUE]

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike

Benefit: You may make a CMB check as a standard action against an enemy within your reach. This is treated as a grapple attempt and does not provoke an attack of opportunity. If you succeed, you hold one of the opponent's wrists (or the ankle of a prone target) in a position that prevents it from using that limb or an object held in that

limb to attack, cast spells or manipulate objects. They may only drop a held item in their square, and may not pass the object off to another creature or limb unless you allow it. If you maintain the wrist lock for one round, your target gains the grappled condition. You must remain adjacent to the target in order to maintain this technique and have one hand free in order to use this technique. A creature can escape from this technique with a successful CMB or Escape Artist check against your CMD. This technique is limited to being used on creatures up to two size categories lower than you.

Special: Characters with Aikido, Judo or Jujitsu may ignore the prerequisite of Improved Grapple when selecting this feat.

NEW STYLE FEATS

The following feats are organized by their style rather than alphabetically.

DANCING FLAME STYLE [COMBAT] [STYLE]

Each strike from you is like the wispy flame of a candle, flickering in past a foe's defenses and keeping him too defensive to take advantage of other situations.

Prerequisites: Dex 15, Improved Unarmed Strike, BAB +1

Benefit: When you strike an opponent with an unarmed strike, you may prevent him from making attacks of opportunity against you until the end of your next turn.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 1st level and above.

INNER FIRE TECHNIQUE [COMBAT]

Pressing a number of pressure points in your unwary foe's body, you cause him to become sluggish and clumsy with each blow.

Prerequisites: Dex 15, Dancing Flame Style, Improved Unarmed Strike, BAB +6

Benefit: This feat may be used as an attack action, full attack action or flurry of blows, and it provokes an attack of opportunity from your target. If the attack of opportunity hits, this technique may not be used, but a normal attack action of the designated type may be performed instead. Each attack that hits when using this ability deals half dam-

age from ability scores, and the target takes a -2 penalty to Dexterity for a number of rounds equal to your Wisdom modifier. This penalty may stack with itself, but cannot reduce the target's Dexterity below 1.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 6th level and above. A martialist may use their Int modifier instead of their Wis modifier for determining the number of rounds the penalty lasts.

CONSUMING BLAZE COMBINATION [COMBAT]

Preying on your foe's weakness, you project your ki into him and ignite the now latent energy within him, which soon finds its way out with every strike that lands.

Prerequisites: Dex 17, Improved Unarmed Strike, Inner Fire Technique, BAB +11, ki pool

Benefit: Before making a full attack or flurry of blows, you may spend a ki point as part of the action. If the target of your flurry is suffering from any ability score damage or penalties, you may deal additional fire damage to him equal to the penalty on one ability score of your choice with each unarmed attack for one round.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 10th level and above.

FLOWING WATER STYLE [COMBAT] [STYLE]

You move with fluid grace, each movement providing few vulnerabilities to exploit, like a pool of clear water.

Prerequisites: Wis 15, Improved Unarmed Strike, BAB +1

Benefit: When you fight defensively or use the combat expertise feat while unarmed, you gain an additional +1 dodge bonus to AC. When you take a full defense action while unarmed, you gain a +2 dodge bonus to AC.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 1st level and above. A martialist may treat his Int score as his Wis score for the purposes of selecting this feat.

FALLING RAIN STRIKES [COMBAT]

Redirecting the force from attacks that you evade, you slam into your foe with the force of a wave while remaining untouchable.

Prerequisites: Wis 15, Flowing Water Style, Improved Unarmed Strike, BAB +6

Benefit: While fighting defensively and unarmed, you may add the number of melee attacks that missed you as a bonus to damage rolls with your unarmed strikes against

creatures who attacked you in melee last turn.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 6th level and above. A martialist may treat his Int score as his Wis score for the purposes of selecting this feat.

CRUSHING WATERFALL STANCE [COMBAT]

Your position is only strengthened by your opponent's floundering attempts to strike you, and each blunder makes you all the more ready to crush him with a torrent of his own energy- Or someone else's.

Prerequisites: Wis 17, Falling Rain Strikes, Improved Unarmed Strike, BAB +11, ki pool

Benefit: You gain a force pool. The maximum size of this force pool is equal to the maximum size of your ki pool, and points in it may be spent in one of several ways as a free action once each turn. While fighting defensively and unarmed, each melee attack from a foe that misses you gives them a -1 penalty on the rest of their attack rolls against you this round. Each time you are missed by a melee attack, add one point to your force pool. You may spend these force points in the following ways: By spending any number of them, you may gain a bonus to damage rolls equivalent to the number of points spent against a single target for 1 round. By spending any even number of points, you may gain half the number of points spent as a deflection bonus to AC for 1 round. By spending four points, you may make one additional attack as part of an attack action, a full attack action or a flurry at your highest base attack bonus. All points disappear from this pool one minute after combat ends.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 10th level and above. A martialist may treat his Int score as his Wis score for the purposes of selecting this feat.

STALWART EARTH FIST [COMBAT] [STYLE]

You are as unmoving as stone once you strike at your foe.

Prerequisites: Str 15, Improved Unarmed Strike, BAB +1

Benefit: You gain a +4 bonus to your CMD against bull rush and trip attempts while employing this style.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 1st level and above.

BOULDER CRUSHING PALM [COMBAT]

Focusing your whole body, you make a single powerful strike like a battering ram.

Prerequisites: Str 15, Improved Unarmed Strike, Stalwart Earth Fist, BAB +6

Benefit: If you did not move from another's actions last turn, you may make a single unarmed attack that deals double normal damage as a standard action. Half of the damage from this attack is extra damage that is not multiplied on a critical hit.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 6th level and above.

WAY OF THE STOIC MOUNTAIN [COMBAT]

Refusing to budge, you shrug off even deadly attacks with your inner might.

Prerequisites: Str 17, Boulder Crushing Palm, Improved Unarmed Strike, BAB +11, ki pool

Benefit: If you spend a ki point as a swift action, you may gain DR/- equal to your Strength modifier for a number of rounds equal to half your Strength modifier. If you are moved by another's actions, this effect immediately ends. In addition, you may use the benefit of Boulder Crushing Palm in place of a single regular attack each round made during a full attack action or flurry of blows, declared before the attack roll is made.

Special: This is added to the list of feats that a monk may select as a bonus feat at 10th level and above.

FLOATING WIND FIST [COMBAT]

Each one of your light strikes slips around your foe's defenses, and you even push off of them to escape their attacks.

Prerequisites: Dex 15, Improved Unarmed Strike, BAB +1

Benefit: You gain a +1 dodge bonus to your AC while fighting unarmed and unarmored. This bonus increases to +2 against a foe you hit with an unarmed strike during your last turn.

Special: This feat counts as the dodge feat for the purposes of meeting prerequisites. This feat is added to the list of feats that a monk may select as a bonus feat at 1st level and above.

STORM OF HANDS STANCE [COMBAT]

Your spry deflections of your foe's attacks interfere with their attacks and those of their fellows.

Prerequisites: Dex 15, Floating Wind Fist, Improved Unarmed Strike, BAB +6

Benefit: The extra dodge bonus gained from striking a foe using floating wind fist applies to every foe. In addition, the bonus increases by +1 for each foe you hit with an unarmed strike in a single round instead of just the first.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 6th level and above.

FURIOUS HURRICANE BARRAGE [COMBAT]

You become a mass of fists and feet, each strike passing through the area of the previous one so fast it appears to be replacing itself.

Prerequisites: Dex 17, Improved Unarmed Strike, Storm of Hands Stance, BAB +11, ki pool

Benefit: By spending two ki points, you may double the number of unarmed attacks you make during a single round. Each unarmed attack you make during an attack action, flurry of blows, full attack action or whirlwind attack becomes two separate unarmed attacks with the same attack bonus. Each of these attacks adds only half of your Strength modifier to damage, as well as half of the normal amount of any other contributing ability scores, rounded down.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 10th level and above.

FLYING DRAGON ROCKET FIST [COMBAT,STYLE]

Your hand packs an explosive punch, sending your foes reeling as they wonder what just hit them.

Prerequisites: Wis 15, Improved Unarmed Strike, BAB +1

Benefit: You may expend one dose of gunpowder as a free action before making an unarmed attack to attempt to move your foe. If the attack hits successfully, treat the result of your attack roll as a CMD check against the target's CMD. If the check succeeds, your target may be moved away from you as per a successful bull rush attempt, and you must move into each square they vacate. You may not attempt to move your foe using this style if you would move over your speed for the round. If you make a full attack, you may move a maximum distance of up to twice your speed while using this style. Creatures more than 1 size category larger than you are unaffected. If this tech-

nique is used on a charge the target is forced back an additional 5 feet provided you have the remaining movement to do so.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 1st level and above. A martialist may treat his Intelligence score as his Wisdom score for the purposes of selecting this feat.

EXPLODING DRAGON'S BREATH FURY [COMBAT]

Breathing forth a tiny spark, you cause a thunderous roar through the gunpowder in the area.

Prerequisites: Wis 15, Flying Dragon Rocket Fist, Improved Unarmed Strike, BAB +6, *ki* pool

Benefit: You may spend 1 *ki* point as a swift action to deal 1 point of fire damage with your unarmed attacks for 1 round. If you attack a foe you moved during the last round using Flying Dragon Rocket Fist while you can deal fire damage, you may choose to ignite the gunpowder he is now saturated with. He takes 1d6 points of damage for each square he was moved, with half the damage being fire and the other half force.

During any movement, you may spread gunpowder on a square you pass through, costing one dose for each square. In place of an attack while you are dealing fire damage, you may ignite gunpowder spread in this way or any other flammable material in an adjacent square. Creatures in the area of such a line take 1d6 points of damage (half fire and half force), and flammable materials are ignited. Gunpowder kegs on the line are immediately set off. Anyone can disrupt this line by taking a move action to break up the powder on the ground in their own space or an adjacent square. As usual, gunpowder may not be triggered while wet or in an aquatic or airless environment.

You are trained in avoiding an explosive demise. You roll two saving throws and take the highest result when gunpowder in your possession must make a saving throw or detonate.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 6th level and above. A martialist may treat his Intelligence score as his Wisdom score for the purposes of selecting this feat.

FURIOUS GUNPOWDER DRAGON DETONATION [COMBAT]

Filled with energy, you let loose a cloud of gunpowder and trigger a massive explosion, engulfing the air around you with a series of loud bangs.

Prerequisites: Wis 17, Exploding Dragon's Breath Fury, Improved Unarmed Strike, BAB +11, *ki* pool

Benefit: You gain the ability to focus your *ki* into gunpowder, and trigger an explosion at any time. You may spend 1 *ki* point to focus your *ki* into a dose of gunpowder as a swift action. The gunpowder may be detonated by you at any time as a purely mental action. Treat this as a free action that can be taken along with another action or by itself like an immediate reaction. Triggering any gunpowder that it is used with it deals +2d6 extra points of damage to anyone in the square where the gunpowder is spread (such as in a line) or applies to the explosive as a whole (see Tome of Munitions). Any gunpowder under the effects of this ability immediately loses its charge if you cease employing this style or a minute passes, whichever is longer.

If you spend 10 doses of gunpowder and 2 points of *ki* (or one dose of imbued gunpowder and one *ki* point) as a swift action, you may coat your hands (or other unarmed striking surface) with gunpowder that is ready to burst. Until the start of your next turn, each unarmed attack deals an extra 2d6 points of damage (half force and half fire). When you successfully make an attack against a creature that deals damage, the target is pushed back five feet as though you successfully used Flying Dragon Rocket Fist, but there is no CMD comparison necessary or size restriction. You may spend an additional *ki* point as a free action to move the target back an additional 5 feet, and move with them as you do so. This extra movement does not provoke an attack of opportunity or count against the normal limit of moving only your speed when pushing an opponent. While pushing an opponent in this fashion, you may push them upwards into the air with the movement; both you and the target are treated as flying with average maneuverability until the end of your attack action, then immediately begin falling as normal. At any time during this movement, you may set off any explosives adjacent to yourself or your target as a free action.

Your ability to protect your gunpowder reserves increases. Gunpowder you are carrying does not need to make a saving throw when exposed to an explosion and you may roll

a saving throw on the behalf of any gunpowder adjacent to you or in your space.

Special: This feat is added to the list of feats that a monk may select as a bonus feat at 11th level and above. A martialist may treat his Intelligence score as his Wisdom score for the purposes of selecting this feat.

KARATE [COMBAT] [STYLE]

Prerequisites: Improved Unarmed Strike, Power Attack, BAB +1

Benefit: While employing the karate style and using Power Attack with an unarmed strike, it deals 1 additional point of damage and +1 for every 4 BAB you possess. While you are employing the karate style and when a creature misses you with a natural attack or unarmed strike, that creature takes an amount of bludgeoning damage equal to your Strength modifier. This extra damage is not multiplied on a critical hit.

Special: A martialist may use his Intelligence or Dexterity modifier for this feat's benefit. A monk may use his Wisdom or Dexterity modifier

PUSHING ASSAULT [COMBAT]

Prerequisites: Improved Unarmed Strike, Karate, Power Attack, BAB +4

Benefit: While employing the karate style, you may choose to attempt a pushing assault as part of any attack made on your turn against a creature of your size or smaller. Compare your attack roll against your target's CMD. If your roll meets or exceeds your target's CMD, you may choose to push the target back 5 feet. If you are using Power Attack, the penalty does not apply for this CMB check.

Special: A monk may use his monk level in place of his BAB for this feat's benefit. A monk can select Pushing Assault as a bonus feat at 6th level or higher.

KIAI [COMBAT]

Prerequisites: Improved Unarmed Strike, Karate, Power Attack, base attack bonus +4 or monk level 4.

Benefit: Once per round, while employing the karate style and making an unarmed attack, you may choose to let loose a shout, endowing your attack with additional force. You deal +2 additional points of damage and +1 for every 4 BAB you possess. This bonus damage doubles if the attack was a Power Attack. This extra damage is not multiplied on a critical hit.

SNAP KICK [COMBAT]

Prerequisites: Improved Unarmed Strike, Karate, Power Attack, base attack bonus +6 or monk level 6.

Benefit: While employing the karate style and making a single unarmed attack as a standard action, you may make a second unarmed attack against one target within reach at a -5. This attack receives none of the previous attack's benefits, if any (such as from Vital Strike).

Special: Characters with Tae Kwon Do may ignore the prerequisites of Karate and Power Attack when selecting this feat and consider it a Tae Kwon Do style feat.

DRIVING PUMMEL [COMBAT]

Prerequisites: Improved Unarmed Strike, Karate, Power Attack, Pushing Assault, base attack bonus +11 or monk level 11

Benefit: You may move creatures up to one size category larger than yourself with Pushing Assault. Any attack rolls you make to push a creature gain a +1 bonus for every previous attack of yours that successfully hit that creature since the start of your turn. In addition, when you score a critical threat, the confirmation roll does not apply the penalty from Power Attack.

Special: A monk may use his monk level in place of his BAB for this feat's benefit.

TAE KWON DO [COMBAT] [STYLE]

Prerequisites: Improved Unarmed Strike, Dex 13, Acrobatics 1 rank or BAB +1

Benefit: When using this style, you gain a +1 bonus to AC against a creature you have successfully attacked with an unarmed strike until the start of your next turn. You gain a +1 bonus on damage rolls against creatures who miss you with a melee attack until the end of your next turn.

CHAIN COMBINATION [COMBAT]

Prerequisites: Improved Unarmed Strike, Tae Kwon Do, Dex 13, Acrobatics 1 rank or BAB +1

Benefit: When using this style, you gain a +1 bonus on damage rolls for every previous successful unarmed attack against any opponent (Maximum bonus equal to your character level, minimum +1). This bonus resets to +0 if you miss an attack or combat ends.

AXE KICK [COMBAT]

Prerequisites: Improved Unarmed Strike, Tae Kwon Do, Dex 13, Acrobatics 1 rank or BAB +1

Benefit: When using this style, you gain double the normal bonus on damage rolls from this style's feats when you make a single attack as a standard action.

TORNADO KICK [COMBAT]

Prerequisites: Improved Unarmed Strike, Tae Kwon Do, Dex 15, Acrobatics 6 ranks or BAB +6

Benefit: When using this style and making one unarmed attack as a standard action, if the first attack is successful you may make one additional unarmed attack against another creature within your reach at the same attack bonus. Bonuses that only apply to one attack (Such as that from Dazzling Display or Vital Strike) do not apply to this extra attack.

Special: A monk may add this feat to the list of monk feats he may select from at 6th level and higher.

TERMINATION DRIVER [COMBAT]

Prerequisites: Improved Unarmed Strike, Tae Kwon Do, Tornado Kick, Dex 17, Acrobatics 11 ranks or BAB +11

Benefit: When using this style, you may choose to deal additional damage to any creature you reduce to below 0 hit points with an unarmed attack who is within your reach. You may deal an extra amount of damage equal to your unarmed strike's base weapon damage plus its enhancement bonus and any damage bonuses from feats in this style. This damage is of the same type as the attack. If you successfully deal additional damage, treat it as though you had hit with an attack for the purposes of chain combination. If you fail to deal damage, chain combination is unaffected. You gain a +1 bonus to AC until the start of your next turn if you successfully deal damage in this way.

IRON SHIRT

Though it has many names, "iron shirt" is generally the term used to describe a series of training exercises and reactions that help mitigate damage to the body. Many of the techniques involve the application of special ki techniques that, when mastered, can make someone into a living piece of iron.

IRON SHIRT [COMBAT]

Prerequisites: Constitution 15, *ki* pool or Toughness

Benefit: While using iron shirt style the practitioner gains DR 1/- +1 per additional iron shirt style feat the practitioner possesses. While employing iron shirt style your base movement speed and any forced movement you receive is reduced by 10 ft.

GOLDEN BELL TECHNIQUE [COMBAT]

Prerequisites: Constitution 15, Iron Shirt, *ki* pool, BAB +6

Benefit: When in iron shirt style, a practitioner can spend 1 *ki* point as an immediate action to gain a +3 bonus to natural armor until the start of their next turn. This must be done before dice are rolled but after their declaration of attack.

PASSING ZHU TONG TECHNIQUE [COMBAT]

Prerequisites: Constitution 17, Golden Bell Technique, Iron Shirt, BAB +11

Benefit: As a swift action a practitioner can expend 1 *ki* point to gain an additional 7 DR/- (total DR 10/-) from their Iron Shirt Style until the start of their next turn.

CAPOEIRA

Known as "dance fighting" capoeira is renowned for its fluid, energetic, and acrobatic movements. Reportedly originating from slave cultures, it involves a great number of leg sweeps and swinging motions. Part breakdancing, part partial art, all deadly storm of pain!

CAPOEIRA [COMBAT, STYLE]

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, Perform (Dance) 5 ranks, Base attack bonus +4

Benefit: The style of capoeira can only be performed while benefiting from either a bardic performance or a musical performance that takes at least a move equivalent action to perform each round. While employing the capoeira style, you gain a +2 circumstance bonus to attack rolls and a +2 morale bonus to AC.

TOQUE: SAO BENTO GRANDE [COMBAT]

Prerequisites: Dex 13, Capoeira, Dodge, Mobility, Spring Attack, Perform (Dance) 9 ranks, Base attack bonus +4

Benefit: While employing the capoeira style, you gain the rogue's evasion ability. If you already have evasion, you

may roll any reflex save twice and take the better result.

TOQUE: ANGOLA [COMBAT]

Prerequisites: Dex 13, Capoeira, Dodge, Mobility, Spring Attack, Perform (Dance) 9 ranks, Base attack bonus +4

Benefit: While employing the capoeira style, you gain an extra attack at your highest BAB when utilizing Spring Attack (for a total of 2 attacks).

TOQUE: SANTA MARIA [COMBAT]

Prerequisites: Dex 13, Capoeira, Dodge, Mobility, Spring Attack, either Torque: Angola or Sao Bento Grande, Perform (Dance) 11 ranks, Base attack bonus +4

Benefit: While employing the capoeira style, you gain the benefits of Whirlwind Attack even if you do not meet the prerequisites. If you have Whirlwind Attack, you may make a whirlwind attack as a standard action.

WING CHUN

Practiced by the late Jet Lee and Ip Man, Wing Chun is an extremely applicable martial art that focused on real world applications. It is characterized by its magnificent in-fighting blocks, chain punches, and explosive chain punches.

WING CHUN [COMBAT, STYLE]

Prerequisites: Combat Reflexes, Improved Unarmed Strike

Benefit: When unarmed and while employing the wing chun style, you can, after successfully attacking an opponent, spend a free action to enter a square adjacent to you that is within your opponent's space. This movement does not provoke attacks of opportunity. While you are in your opponent's space, that creature takes a -2 penalty on attack and damage rolls against you. If that creature attacks with a two-handed weapon (or a one-handed weapon wielded in two hands) the penalty on damage rolls is increased by +1 this penalty.

CENTER LINE DEFENSE [COMBAT]

Prerequisite: Combat Reflexes, Improved Unarmed Strike, Wing Chun.

Benefit: If you successfully hit an opponent whose space you occupy with a melee attack, the penalty they take on attack and damage rolls doubles until the start of your next turn.

PRESS THE ADVANTAGE [COMBAT]

Prerequisite: Combat Reflexes, Improved Unarmed Strike, Step Up, Wing Chun.

Benefit: If an enemy you share a square with leaves that square, they provoke an attack of opportunity from you regardless of the kind of movement they make, even a 5 foot step or withdraw action.

CHAIN PUNCHING [COMBAT]

Prerequisite: Combat Reflexes, Improved Unarmed Strike, Wing Chun.

Benefit: While employing the wing chun style, if you share a square with an opponent, you may make an additional unarmed strike at your highest BAB when taking a full attack action against that target. This attack only adds 1/2 of your Strength modifier to its damage roll.

Special: A character with the Double Slice feat may add his full Strength modifier to damage rolls with the attack granted by this feat, and he may use this feat to qualify for the Double Slice feat in lieu of its normal prerequisites.

WOLF STYLE KUNG FU

Note: This is a fictitious martial arts style.

The wolf style of kung fu puts an emphasis on teamwork over the skill of an individual.

WOLF STYLE KUNG FU [COMBAT, STYLE, TEAMWORK]

Prerequisite: Improved Unarmed Strike

Benefit: When attacking a creature that another practitioner of wolf style attacked last turn, you receive a +2 bonus to attack and damage rolls against that creature. If a wolf style practitioner successfully aids another, the bonus to attack rolls applies to your damage rolls, until the start of your next turn.

PACK KATA [COMBAT, TEAMWORK]

Prerequisite: Improved Unarmed Strike, Wolf Style Kung Fu

Benefit: When adjacent to another allied practitioner of wolf style, you gain a +2 insight bonus to your AC. In addition, two practitioners of wolf style can share the same square simultaneously without incurring any penalties. If two practitioners in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. The bonus to attacks you grant from

aid another increases by +1..

CRESCENT FANG [COMBAT, TEAMWORK]

Prerequisite: Improved Unarmed Strike, Wolf Style Kung Fu

Benefit: By using “c” shaped hand positions, you are able to simulate claws when you attack. While employing the wolf style, you gain two claw attacks (1d3 for small, 1d4 for medium, 1d6 for large). When you make a charge, you can make a full attack with your claws. The bonus to attack rolls you grant from aid another increases by +2, which stacks with the benefits of the Pack Kata feat.

SAMURAI SCHOOLS

Like a monk has his style, so too does a samurai have his school. The following styles may only be utilized with a katana or weapon described in the style’s description. A character should attempt to avoid mixing schools as it is considered disrespectful to both schools. They are:

- Niten Ichi-ryu: Developed by the legendary Miyamoto Musashi, this style uses two swords.
- Itto-ryu
- Jigen-ryu
- Kage-ryu
- Kashima Shinto-ryu
- Maniwa Nen-ryu
- Yagyu Shinkage-ryu

NITEN ICHI-RYU [COMBAT, STYLE]

Prerequisite: Two-Weapon Defense, Weapon Focus (katana), BAB +1

Benefit: While in niten ichi-ryu stance, the bonus granted from two weapon defense when using a katana and wakizashi is increased from a +1 shield bonus to a +2 shield bonus to your AC. When fighting defensively while using a katana and wakizashi, increase your bonus to AC to +4.

NITO SEIHO [COMBAT]

Requirements: Improved Two-Weapon Fighting, Niten Ichi-ryu, BAB +6

Benefit: Reduce two weapon fighting penalties while using this style by 2 if using a katana and wakizashi.

MASTER OF TWO HEAVENS [COMBAT]

Prerequisite: Niten Ichi-ryu, BAB +11

Benefit: Any time someone misses a student of this school, the attacker provokes an attack of opportunity from the student. A student must be wielding a katana & wakizashi and be using niten ichi-ryu style to benefit from this.

ITTO-RYU [COMBAT]

Prerequisite: Dex 13, Weapon Focus (katana)

Benefit: To employ this style, you must keep both hands on the sword at all times. You gain a +2 bonus to hit and damage rolls against a creature wielding a katana, or a +4 bonus if they are employing a katana-based style.

COUNTERSTRIKING ASSAULT [COMBAT]

Prerequisite: Dex 15, Itto-Ryu, Weapon Focus (katana) or (naginata)

Benefit: Counter-strike allows the student to strike while the enemy is striking him. As an immediate action in response to an attack roll being rolled, he can make an attack roll as well. After both the attacker and the student have both rolled their attack rolls, if they have both hit their target (i.e if that have hit each other) they both make an opposed initiative roll. If the results are within 5 of each other, both attacks land (the higher number landing “first”). If one of the attackers’ initiative check is more than 5 below the others, that attack does not hit.

Design Note: Remember, performing an immediate action when it isn’t your turn takes up your swift action on your next turn.

ITTO SUNAWACHI BANTO [COMBAT, STYLE]

One sword gives rise to ten thousand.

Prerequisite: Dex 15, Weapon Specialization (katana) or (naginata)

Benefit: The critical threat multiplier for your weapon (katana or naginata) improves by 1 while you employ this style.

BUTTERFLY STANCE [COMBAT]

Jigen-ryū teachings state that a second strike is not even to be considered.

Requirement: Strength 13, Weapon Focus (katana) or (naginata)

Benefit: Students of this style gains a +2 bonus to hit & damage for each iterative attack he has if he makes a single attack as a full round attack action.

FLUTTER SLICE [COMBAT]

Prerequisites: Strength 15, Intimidate 5 ranks, Butterfly Stance, Weapon Focus (katana) or (naginata)

Benefit: When in Butterfly Stance and after reducing a creature to below 0 hit points with a melee attack, you may make a 5 foot step. You may do this even if you have already made a five foot step this turn or otherwise moved.

SCREAMING CHARGE [COMBAT]

Prerequisites: Strength 15, Intimidate 10 ranks, Butterfly Stance, Flutter Slice, Weapon Focus (katana) or (naginata)

Benefit: A character with this feat can make Intimidate checks as part of a charge. Resolve the Intimidate check before the attack roll. In addition, should a target become intimidated as a result the student of the school may use the benefit of Butterfly Stance at the end of this charge as though he could make a normal full-round attack with his katana or naginata.

KAGE-RYU [COMBAT, STYLE]

Prerequisites: Strength 13, Power Attack

Benefit: A student of this school receives a +2 to attack rolls while mounted and using a nodachi. Note: Nodachi is a stand in for a choken which is traditionally employed with this style.

CHOKEN [COMBAT]

Prerequisites: Strength 15, Kage-ryu, Weapon Focus (nodachi), BAB +6

Benefit: When using a nodachi and employing this style, you may treat the weapon as having a reach of 10 ft.

ONI BLADE [COMBAT]

Prerequisites: Strength 17, Choken, Furious Focus, Kage-Ryu, BAB +11

Benefit: When using this style a student of this style gains a bonus to damage when using Power Attack. This bonus is equal to +1 per penalty imposed by the Power Attack. Special: This feat gives double the bonus when the attack is made to sunder.

KASHIMA SHINTO-RYU [COMBAT, STYLE]

Prerequisites: Improved Sunder, Weapon Focus (katana) or (naginata)

Benefit: While using this style, treat the armor bonus to AC of any creature as 3 lower (minimum 0).

ARMOR DRILL [COMBAT]

Prerequisites: Greater Sunder, Kashima Shinto-Ryu, BAB +5

Benefit: Attacks with a katana or naginata made while employing this style bypass 2 DR (even DR/-).

MASTER OF KASHIMA SHINTO-RYU [COMBAT]

Prerequisites: Kashima Shinto-Ryu, Armor Drill, BAB +15

Benefit: When employing this style, treat your target's armor bonus to AC as 6 lower instead of 3.

YADOMEJUTSU [COMBAT, STYLE]

Prerequisites: Deflect Arrows, Improved Unarmed Strike, Weapon Proficiency (katana)

Benefit: A student of this style can use the benefit of the Deflect Arrows feat 1 additional time each round. In addition a character with this feat can use deflect arrows while wielding a katana.

IMPROVED YADOMEJUTSU [COMBAT]

Prerequisites: Yadomejutsu, BAB +6

Benefit: A student of this style can use the benefit of the Deflect Arrows feat 1 additional time each round. Large projectiles such as thrown boulders and siege engine ammunition may not be deflected.

Note: The techniques of this school sometimes appear to be awkward and lacking the stylistic polish which characterizes other schools of classical Japanese sword.

GREATER YADOMEJUTSU [COMBAT,]

Prerequisites: Improved Yadomejutsu, BAB +11

Benefit: A student of this style can use the benefit of the Deflect Arrows feat 1 additional time each round. When he uses the Deflect Arrows feat while adjacent to a creature, he may choose to deal that creature the deflected attack's base weapon damage.

YAGYU SHINKAGE-RYU [COMBAT, STYLE]

Weapon: Katana, Naginata

Requirement: Dex 13, Weapon Focus: Katana (or naginata), BAB +1

Benefit: When fighting alone (no allied creatures within 10 feet of you) and using this style, you gain a +2 bonus to hit and damage when using a katana (or naginata).

SKILLED DUELIST [COMBAT]

Requirement: Dex 15, Yagyu Shinkage-Ryu, BAB +6

Benefit: A practitioner of the Yagyu Shinkage-Ryu learns to parry the attacks of other creatures, causing them to miss. Whenever you take a full attack action with a katana while employing this style, you may elect not to take one of your attacks. At any time before your next turn, you can attempt to parry an attack against yourself or an adjacent ally as an immediate reaction. To parry the attack, you make an attack roll, using the same bonuses as the attack she chose to forego during her previous action. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category that the attacking creature is larger than her, she takes a -4 penalty on her attack roll. You take a -4 penalty when attempting to parry an attack made against an adjacent ally. You must declare the use of this ability after the attack is announced, but before the roll is made.

PEERLESS FENCER [COMBAT]

Requirement: Dex 17, Yagyu Fencer, Yagyu Shinkage-Ryu, BAB +11

Benefit: While using this style, you may make an attack of opportunity against any creature whose attack you successfully parry using Skilled Duelist, so long as the creature you attack is within reach.

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