A Necromancer's Grimoire

The Book of Martial Action



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The Duel

"Get out here, coward!" boomed the rough-voiced half-orc. Onga's unmistakable politeness was easily recognizable, even after all these years. "I know you're in there, Garik! Get out of my castle!"

My squire came running to notify me, but I hushed him with a wave. "I know who it is," I said through a mouthful of bacon, "and don't shoot her. I'm coming." The squire nodded. "Just like her to ruin breakfast, eh?" I tried to laugh, but the sound caught in my throat. "Fetch my armor, and my sword, *Bernadette.*" Onga's return was not a good sign. She had always been a terror, but had never been stupid. If she was here, there was a reason, and she saw her chances of success fairly high. Gods, I hate clever orcs.

The yelling continued throughout my preparation. Onga shouted challenges and threats in every language I could recognize. She must have been busy in exile, learning so many languages. Perhaps she only learned the curses, though. I eventually made it to the gate and peered out.

The great gray beast I knew as Onga was there, riding a massive mare back and forth near the front of the gate. I considered her ugly even for a half-orc, though I had heard most orcs thought otherwise. Her worn and rusting armor seemed to offer little protection, though her greataxe was clearly sharpened and polished. *Biter* it was called, if I remembered correctly. She wore no helm, probably unable to find one that fit her great teeth.

With her was a ragtag company of fifteen mercenaries—men and women, more half-orcs, and at least one halfling, or maybe a child. Altogether they didn't look very formidable, especially from the privileged position of the battlements. But I knew Onga, and if they were with her, they would be fierce and tireless warriors.

"What is it you want, Onga the Exile?" I called down in my most lordly voice. "You shouldn't be here, you know?"

Her piercing gaze locked on mine, with green eyes all a-glimmer in the morning sun. "There you are, coward. This is my fort. My land. I've come to take it back."

"Have you?" *She's learned something*, I thought. *She has a claim to the land*, but I couldn't let her see my thoughts. "I wasn't made aware of any such change of ownership. Maybe we can discuss it over tea?" The men on the walls laughed, which served my purposes of provoking her ire. Onga was well known for her brashness. If she would only charge the gate, I could have her dowsed in oil and humiliated, again.

She rode an angry circle and called back, "Impudent dog! This shall be mine. I have come to invoke the right of Skadar Doon." Those words made me shudder. I could almost feel her smile of pride as she spoke. When I paused, perhaps longer than I should have, she called again, "I challenge you to a duel for the rights to this land. Are you afraid?"

I could not back down. Her old claim was valid. She caught my pause again and yelled, "Or will you forsake your honor to keep some old rocks, and avoid death by a woman's hand?" This time it was her men's turn to laugh.

"No," I interrupted them, "I will meet you." I knew the old way was still respected by the people. Even if I declined the duel, I would lose the loyalty of my men, and indeed all the people. Onga had finally got me.

The climb down was long, but, as gates were opening, I informed my men to make the choice: should I fall, they must decide whether to let her rule, or to slay her. The archers on the walls could take her down in an instant if they wanted to; I would not order it, but they had a right to choose leadership.

The gates swung slowly open, and I drew *Bernadette* and my shield. The weight and balance was a relief I had almost forgotten. It had been a long time, I realized, since my last battle. I saw Onga beyond the gate. She had dismounted and carried *Biter* at the ready. What was she thinking? That ragged armor and no helm left her wide open to attack. I almost laughed—I had beaten this brute before and would do so again.

Marching out beyond the gate and onto the grass, I stopped just twenty paces from her. Her graygreen skin glistened with sweat from the heat. The sun, it seemed, had driven away any clouds that could block its view of us.

Onga looked less barbaric than she used to be. She stood taller, and sturdier. Wherever she had been, she had learned some discipline. But old habits die hard, even for a soldier. I focused my thoughts and calculated my plan of attack. She would use her greater strength and weight against me, swinging with her body behind the blade—but that would tire her out quickly. I needed only to avoid and deflect the first few attacks, and then strike her down when she became fatigued.

I gave a short bow, and proclaimed, "I accept your duel, and to the winner is granted the lordship of this land." Onga growled and bowed as well, and it was begun. My instinct returned to me, and I studied her stance. She had changed in a moment from her usual brawling style to that of the Raging Tiger. It had been so long since the war in the East, I had almost forgotten their savage techniques. In that moment I had a choice. There are, after all, only two ways out: either trip her down before she strikes (not likely with those legs of hers), or use the perfect defense of the Tortoise Shell Formation. I decided on the latter, despite its greater difficulty. Quickly sliding back my foot and tilting my sword, I readied for the strike.

Onga nearly ran me down with her speed and the fury of her strikes. She swung at my neck, and was deflected by my shield; in a blink came *Biter* for a knee, but I saw her attempt and deflected the greataxe away; the final strike of the Raging Tiger came for my chest, but caught instead my shield. Now was my first chance, as she was off-balance.

Now, I knew I probably couldn't kill her in one blow. She was much too hearty for that. But in order to make sure I hurt her, I laid into her our Reaping Strike technique. Maximum damage was what I needed, and it was what I got. She howled with anger at those hits, before suddenly coming back at me with something I did not expect.

She truly had been training, and I felt the brunt of my miscalculation when she came at me with the famous Hurricane Strike, cutting through my defenses with unexpected speed. I wouldn't make that mistake again. It took most of my energy to maintain defenses enough to hold her off. But, as I expected, she tired and soon slowed, no longer punishing me with her Hurricane Strikes. She was out, and I had barely begun.

I let loose with strikes that represented the culmination of all my skill: the dreaded Demon's Fury technique. Again and again I swung *Bernadette* into Onga, hacking off bits of flesh and bone that flew all around me and in my eyes. The blood splatter felt like some kind of hot rain. When it was over, I stood precariously, barely able to lift my sword arm. But Onga's body remained standing, despite large chunks missing from each place that I had struck. It seemed that her body had not realized she was dead.

I stared into her eyes, and there was a fire there I had never seen before. Impossibly, she was still alive, and she shook with life. Not only was she alive, she was angrier than anyone I had ever seen. The sheer purity of that rage was staggering. She slammed *Biter* into the ground and howled. I recognized the purpose of that. For every warrior it's different, but the effect is the same—the Warrior's Recovery fills you with a new vigor to fight. I could not believe she had it in her to do that.

"How are you... you should be dead," I managed to stutter. "Those blows should have killed you!"

She somehow managed to raise her head, despite the blood pouring from the side of her neck where she was missing flesh. She let out a bone-chilling scream as she landed an Incredible Slash into my belly, the cold bite of her greataxe splitting my insides. In that moment I knew the truth of her weapon's name, for its bite is unmistakable and horrible.

The blow sent me backward, off-balance and dizzy. Were it not for my training and practice, I would have fallen then, and been finished. As it was, I could hardly stand. The sun's heat was washed out by my own blood spilling over my legs, and I had only enough time to look up as she approached with the Crashing Wave, landing another strike.

I stepped back to regain my footing and stuck at her again, but she stopped my sword with her hand, using the Blade Grasp technique. It was almost like she knew exactly how I was going to strike. I thought all hope was lost—she barely had it in her to continue, and if that strike had touched her, I'm sure I would have killed her. But I consider myself lucky that it didn't, for I was to behold a true beauty of martial prowess. The blood pouring from her wounds and the fire in her eyes set the perfect scene for a technique I thought was lost to legend. I can boast that at that moment, I witnessed a true Phoenix Rising before me. Her might and rage purified into four perfect blows, which she sent into me. I was so lost in the beauty of it, I scarcely felt the wounds until it was over. And then, all at once, the pain shot through me and my knees buckled, and I staggered back away from her, to the laughter of her companions.

Now, let me tell you what happens in those last moments, when you feel the life draining out of you. They say your life flashes before your eyes, but that's not what I saw. I saw Onga there, the dealer of death, dripping with a mixture of her blood and mine. I saw the scars and wounds of past battles and training covering her face. I saw the anger still burning in her eyes. I saw her raise her weapon for the killing strike as she stepped forward, and I saw where she left an opening.

I managed, in that fleeting moment, to nick her with *Bernadette* using a Flash Cut my grandfather taught me when I was a boy. It's strange how in those moments of distress, the oldest memories surface. It wasn't a powerful strike; I would wager I barely nicked her. But that nick was, I wholly believe, just enough to finally bring her down. She should have already been dead from what I'd done to her, and that last cut was just enough. It reminded her body that she was dead.



Introduction

Have you ever wished that your barbarian, fighter, ranger, or rogue had as many dynamic and interesting combat options as druids, sorcerers, and wizards? You're not the only one! A common complaint about the game is that practically half the core rulebook is devoted to various exciting and interesting spells, and non-spellcasting characters are relegated mostly to making full attack actions and maybe using the occasional somewhat-lessthan-effective combat maneuver.

There have been several attempts in the past to make martially-inclined characters as dynamic and interesting to play as spellcasters, and some of those have been quite good. But we feel that it's time that someone takes another crack at it. For one thing, to the best of our knowledge, there hasn't been a particularly good attempt to make martial characters more dynamic that did not, ultimately, rely on giving them supernatural powers in one way or another.

There's nothing wrong with supernatural powers—quite the contrary, they're an important part of the game—and it's perfectly all right to want to play as a character who shoots laser beams from his sword and can cause literal earthquakes by stomping. But what if you don't want that? What if you want to be a normal, straight-up fighter who just happens to be really good at sword fighting, and knows a lot of neat tricks?

This book provides an answer in the form of martial techniques, which is a catch-all term for a group of special actions that can be taken in combat, which do not represent supernatural ability, but rather plain old training, technical skill, and expertise, and which rely on a new resource, martial action points, to use.

While this book is designed primarily with characters like fighters, barbarians, and monks in mind, it can actually be useful for any character. Special care was given to make sure that rogues got their fair share of martial action, and archetypes have been provided for nearly every base class that doesn't gain at least six spell levels worth of spellcasting. Even then, though, the backbone of the martial technique system is in the various feats included in this book—over 50 of them—and while characters with a full base attack bonus will definitely get the most out of them, it's entirely possible for even wizards and sorcerers to gain some benefit from taking a technique feat or two.

While future books may expand on what we start here, you can rest assured that by using the material in this book, you should find yourself having to spend a lot more time considering what you're going to do on your turn than you're used to, if you've been living in a world of nothing but full attacks, charges, and maybe a grapple or two, if you're feeling creative. Now, you'll have a pool of points at your disposal, and potentially dozens of different ways in which to spend them. So put on your strategic thinking hat and get going.

Martial Techniques

This book introduces a variety of options for characters of all sorts to take special actions in combat. These special actions, referred to as **martial techniques**, allow characters to perform truly impressive—but not quite supernatural feats of martial prowess, dazzling displays of swordsmanship, death-defying dodges and maneuvers, and similar acts of physical might and skill. This book grants access to martial techniques in two main ways: through technique feats, and through alternate class features granted by archetypes. Future books may present additional means of gaining access to martial techniques.

Martial techniques have a wide variety of effects, and are activated in different ways, as outlined in the description of the feat or class feature that grants access to that particular technique. For example, the powerful demon's fury martial technique (granted by the Demon's Fury feat) is activated as a free action, and allows you to make an additional full attack action the round that you initiate it. By comparison, the Flash Cut feat grants you the ability to use the flash cut martial technique as an immediate action to make an attack of opportunity, but only when a creature enters a square you threaten. At the same time, the thundering charge martial technique (granted by the Thundering Charge feat) does not require any action at all, and is used as a part of a charge action.

Other than a general inclination towards extraordinary martial abilities, the only thing that is universal amongst all martial techniques is that they require the expenditure of one or more martial action points.

Martial Action Points

Martial techniques are complicated and difficult maneuvers, and even those who have trained and practiced for hours with a given martial technique still aren't able to perform it over and over on command. They are physically and mentally taxing, and it can be difficult to maneuver opponents into the correct position for the technique to be deployed. The way that a given character's ability to perform martial techniques is measured is with a new resource known as **martial action points**.

All martial techniques require that one or more martial action points be spent in order to use them. Any character with access to a martial technique should have access to a **martial action pool**, which determines the maximum number of martial action points that that character can have at any given time. As the character spends martial action points to use martial techniques, he or she loses the same number of points from his martial action pool. If a character does not have enough martial action points in his martial action pool to pay for a given martial technique, he cannot use that martial technique.

Characters can gain martial action pools in different ways, and depending on how they gain their martial action pool, the maximum number of martial action points they can have at any given time may differ. Most commonly, though, the maximum number of martial action points a character can have in his martial action pool at any given time is equal to 4 + his base attack bonus. Certain feats or class features may adjust this number, as well. A character cannot have more than one martial action pool at any given time: if a character would gain a second martial action pool (such as a character who took the Combat Artist feat, and then took his first level of monk, and elected to take the kung fu artist archetype) uses whichever martial action pool is larger: he cannot draw on both martial action point pools, nor do the two pools "stack." In certain cases, such as the martial action pool granted by the wildbond hunter archetype of the ranger class, there are special rules for handling characters with more than one martial action pool, which further govern how the character is able to access his martial action points.

There is a limit to the number of martial action points that a character can spend in a given turn. By default, this number is equal to the character's base attack bonus, but certain things, such as the burst of ingenuity class feature of the daring scoundrel archetype for the rogue class, can adjust this number. Since many of the martial techniques in this book can be used when it isn't the character's turn, it is important to note that this does not reset until the beginning of the character's turn each round (for example, if Jarrick has a base attack bonus of 4, and spend 3 martial action points on his own turn to use the bulldoze martial technique, then he would still have 1 martial action point left. If, before his next turn, a hobgoblin warrior moved up to attack him and he spent one martial action point to use the flash cut martial technique and make an attack of opportunity, he would be unable to spend any more martial action until the beginning of his next turn, and could not use his flash cut martial technique again if another hobgoblin moved up, even if he still had martial action points left.. At the beginning of his next turn, this limit would reset, allowing him to spend up to 4 more martial action points.).

Gaining Martial Action Points

As a character spends martial action points to use martial techniques, the number of martial action points remaining in her martial action pool dwindles. Luckily, martial action points can be restored relatively easily: by spending 1 minute in quiet, peaceful rest, a character can fully recover all his martial action points, up to the maximum amount allowed by his martial action pool. Performing any strenuous activity or engaging in combat of any kind during this time prevents the character from regaining martial action points, and he must begin the process again.

There are other ways to recover or gain martial action points, as well, granted by specific feats or class features. For example, the Warrior's Recovery feat allows you to gain a number of martial action points equal to 1/2 your maximum as a full-round action once per minute. Meanwhile, several of the archetypes presented in this book, such as the raging warlord archetype for the barbarian class, grant you a number of temporary martial action points in certain situations.

Temporary martial action points

function just like other martial action points, except that they only last for a certain amount of time, as specified by whatever effect granted them to the character. Temporary martial action points are usually spent before any non-temporary martial action points that the character may possess, though he can choose to spend his normal martial action points instead, if desired. Any temporary martial action points that have not been spent by the time that they would be lost are wasted. Temporary martial action points do allow a character to have more martial action points at a given time than his martial action pool would normally allow, but do not allow him to spend more martial action points per turn than normal.

Martial Techniques and Other Abilities

Most martial techniques require an action to perform, and usually common sense will make it easy to tell whether or not they can be used in conjunction with other actions. For example, the Combat Prowess feat grants you a martial technique that lets you gain a bonus to attack rolls as a swift action, and can be used in conjunction with a full attack, a charge, or just about anything else. By comparison, because the Crippling Blow feat requires a standard action, it cannot be used as part of a full attack action or a charge. There are some restrictions on combining martial techniques and other abilities, most notably Vital Strike. Any martial technique which does not, in and of itself, grant an attack, may be combined with vital strike. However, the Vital Strike feat (as well as feats like Improved Vital Strike, and similar) cannot be applied to any attack granted by a martial technique.

Similarly, because any martial technique that grants an attack is a special action, rather than a standard attack, martial techniques that grant an attack cannot be used as part of other actions, unless the source of that martial technique indicates to the contrary. For example, you could not use the crippling blow martial technique in conjunction with a spring attack.

Feats

The following section provides a number of new feats which can be selected by any character. These feats provide the backbone of martial techniques, and are the main source of such techniques for most characters.

Technique Feats

Nearly all of the feats in this book are technique feats. This new category of feats is specifically for martial techniques. All technique feats are combat feats, and provide a character with a way to spend martial action points in order to gain some kind of benefit. Some feats require that a character possess a certain number of technique feats as a prerequisite, and some of the archetypes presented later in this book grant bonus technique feats. Otherwise, technique feats are no different than other feats.

New Feats

The following feats are presented in alphabetical order. On Table 1-1: Feats, a feat marked with an asterisk at the end of its name is a combat feat. A feat marked with two asterisks

Table 1-1: Feats Feats	Prerequisites	Benefits
Blade Grasp**	Martial action pool, base attack bonus +4	Spend 4 martial action points to make the first melee attack against you miss.
Weapon Grab**	Blade Grasp, base attack bonus +6	Spend 4 additional martial action points to disarm an attacker.
Blurred Strike**	Martial action pool, base attack bonus +5	Spend 5 martial action points to deny target's Dex bonus to AC for a single attack.
Broadened Critical**	Martial action pool, base attack bonus +8	Spend 8 martial action points to double the critical threat range of a weapon for 1 round.
Bulldoze**	Martial action pool, base attack bonus +1	Spend martial action points to gain a bonus on bull rush attempts.
Combat Artist**	Must not have a martial action pool	You gain a martial action pool.
Combat Awareness**	Martial action pool, base attack bonus +3	Spend 3 martial action points to negate the effect of being flanked.
Combat Prowess**	Martial action pool, base attack bonus +3	Spend martial action points to gain a bonus on attack rolls for 1 round.
Combat Readiness**	Martial action pool, base attack bonus +1	Spend martial action points to gain a bonus on initiative checks.
Crippling Blow**	Martial action pool, base attack bonus +8	Spend 8 martial action points to attack and impose a -4 penalty to attack and damage if you hit.
Deadly Blow**	Martial action pool, base attack bonus +6	Spend martial action points to automatically confirm a critical threat.
Deadly Thrust**	Weapon Focus (any weapon that deals piercing damage), any three technique feats	Spend 10 martial action points to make an attack that may also nauseate the target.
Defensive Stance**	Martial action pool, base attack bonus +1	Spend martial action points to gain a bonus to AC.
Demon's Fury**	Any six technique feats, base attack bonus +20	Spend 20 martial action points to make an extra full-attack action.
Dragon's Cunning**	Any six technique feats, bas <mark>e a</mark> ttack bonus +20	Spend 20 martial action points to make each attack this round a critical threat.

at the end of its name is both a combat feat and a technique feat.

Blade Grasp (Combat, Technique)

With lightning speed, you can intercept incoming melee attacks with your bare hands, avoiding bodily harm.

Prerequisites: Martial action pool, base attack bonus +4.

Benefit: You gain access to the blade grasp martial technique. As a swift action, you may spend 4 martial action points. If you do, then the first melee attack made against you before the beginning of your next turn automatically misses you. Any subsequent melee attacks made against you are unaffected.

Disrupting Strike**	Martial action pool, base attack bonus +8	on the target.
Double Blow**	Martial action pool, base attack bonus +6	Spend 6 martial action points to make two attacks at your highest base attack bonus.
Duelist's Flourish**	Martial action pool, base attack bonus +6	Spend martial action points to perform a series of combat maneuvers.
Eviscerating Strike**	Martial action pool, base attack bonus +6	Spend 6 martial action points to make an attack that also inflicts bleed damage.
Flash Cut**	Martial action pool, base attack bonus +1	Spend 1 martial action point to make an attack of opportunity when a creature enters a square you threaten.
Focused <mark>Sho</mark> t**	Martial action pool, base attack bonus +1	Spend martial action points to negate penalties to attacking creatures in combat or in cover.
Follow-Through Strike**	Martial action pool, base attack bonus +6	Spend 6 martial action points to reroll a missed attack.
Ghost Strike**	Martial action pool, base attack bonus +5	Spend 5 martial action points to make an attack as a touch attack.
Hurricane Strike**	Any three technique feats, base attack bonus +11	Spend 5 martial action points to make an attack as a swift action.
Improved Combat Focus**	Martial action pool, base attack bonus +4	Spend martial action points to gain a bonus on damage rolls.
Incredible Slash**	Weapon Focus (any weapon that deals slashing damage), any three technique feats	Spend 10 martial action points to make an attack that also staggers the target.
Iron Defense**	Martial action pool, base attack bonus +6	Spend martial action points to gain damage reduction.
Long Shot**	Martial action pool, base attack bonus +1	Spend 1 martial action point to negate range penalties to attack rolls for 1 round.
Martial Focus*	Martial action pool	Your martial action pool is increased by +5.
Improved Martial Focus*	Martial Focus, base attack bonus +6	Your martial action pool is increased by an additional +5.
Greater Martial Focus*	Improved Martial Focus, any four technique feats, base attack bonus +11	Your martial action pool is increased by an additional +5.

Blind Strike (Combat, Technique)

By focusing intently on your non-visual senses, you are able to fight without the use of your sight. Prerequisites: Precision Strike, martial action pool, base attack bonus +3.

Benefit: You gain access to the blind strike martial technique. As a standard action, you may spend 3 martial action points. If you do, you may immediately make a single melee attack which ignores any miss chance the target may possess (including total concealment, and miss chance granted by other sources, such as the *blink* spell). Cover of any sort provides its normal benefit to the target.

Blurred Strike (Combat, Technique)

You attack with an intense speed difficult even to perceive, and nearly impossible to defend against.

Master Martial Focus*	Greater Martial Focus, any six technique feats, base attack bonus +16	Your martial action pool is increased by an additional +5.
Merciful Strike**	Martial action pool, base attack bonus +3	Spend martial action points to deal non- lethal damage with a lethal weapon.
Improved Merciful Strike**	Merciful Strike, base attack bonus +2	Spend an additional 2 martial action points to deal extra non-lethal damage.
Mighty Wallop**	Weapon Focus (any weapon that deals bludgeoning damage), any three technique feats	Spend 10 martial action points to make an attack that may also exhaust the target.
Phoenix Rising**	Any six technique feats, base attack bonus +20	Spend 20 martial action points to make four attacks at your highest base attack bonus.
Precision Strike**	Martial action pool, base attack bonus +1	Spend 1 martial action point to ignore concealment.
Blind Strike**	Precision Strike, martial action pool, base attack bonus +3.	Spend 3 martial action points to ignore miss chance of any kind.
Raging Tiger Rush**	Any four technique feats, base attack bonus +15	Spend 15 martial action points to make additional attacks as part of a charge.
Rain of Arrows**	Any three technique feats, base attack bonus +12	Spend martial action points to fire large amounts of arrows at once.
Reaping Strike**	Martial action pool, base attack bonus +10	Spend 10 martial action points to automatically deal maximum damage for 1 round.
Crashing Wave**	Reaping Strike, base attack bonus +15	Spend 15 martial action points to make an attack after making a 5-ft. step.
Massive Critical**	Reaping Strike, base attack bonus +11	Spend martial action points to increase a weapon's critical multiplier.
Resounding Blow**	Martial action pool, base attack bonus +5	Spend 5 martial action points to make an attack that deals extra damage.
Shadow Glide**	Martial action pool, base attack bonus +1	Spend 1 martial action point to avoid attacks of opportunity for moving.
Shadow Blade**	Shadow Glide, base attack bonus +3	Spend 3 martial action points to move up to your speed without provoking attacks of opportunity, then make a single attack.
Shattering Blow**	Martial action pool, base attack bonus +5	Spend 5 martial action points to break an object you damage.

Prerequisites: Martial action pool, base attack bonus +5.

Benefit: You gain access to the blurred strike martial technique. As a standard action, you may

spend 5 martial action points. If you do, you may immediately make a single melee attack at your highest base attack bonus. The target is denied his Dexterity bonus to AC for the purposes of this

Thundering Charge**	Martial action pool, base attack bonus +12	Spend 12 martial action points while charging to have the attack automatically count as a critical threat.
Tornado Strike**	Martial action pool, base attack bonus +12	Spend 12 martial action points to make a full-attack against each adjacent creature.
Tortoise Shell Formation**	Any four technique feats, base attack bonus +15	Spend 15 martial action points to gain total cover against a single creature.
Twin Bla <mark>de</mark> **	Martial action pool, base attack bonus +4	Spend martial action points to negate the penalties of two-weapon fighting.
Unbalancing Strike**	Martial action pool, base attack bonus +8	Spend 8 martial action points to make an attack that also imposes a -4 penalty to AC.
Warrior's Recovery*	Martial action pool	Regain martial action points as a full- round action.

attack. Because of the extremely quick nature of your attack, it is nearly impossible to strike precise weak points, and any precision-based damage (including sneak attack) dealt as part of a blurred strike is halved.

Broadened Critical (Combat, Technique)

You visualize the results of your attack, achieving an inner calm and sureness of body that enables you to strike with devastating precision and overwhelming power.

Prerequisites: Martial action pool, base attack bonus +8.

Benefit: You gain access to the broadened critical martial technique. As a swift action, you may spend 8 martial action points. If you do, you treat the critical threat range of a single melee weapon you are wielding as twice what it actually is until the beginning of your next turn. This effect stacks with the Improved Critical feat or the *keen* weapon special ability (*for example, a* keen rapier *affected by this ability would have a modified threat range of* 12-20).

Bulldoze (Combat, Technique)

You can knock your opponent back with great force and drive him to the ground.

Prerequisites: Marital action pool, base attack bonus +1.

Benefit: You gain access to the bulldoze martial technique. Whenever you use the bull rush combat maneuver, you may spend any number of martial action points as a free action (up to a maximum amount equal to your base attack bonus). If you do, you gain a bonus on the combat maneuver check equal to the number of points you spend this way. Additionally, if the check is successful, the target is knocked prone at the end of the bull rush.

Combat Artist (Combat, Technique)

You seek to master every facet of combat, striving to achieve martial perfection.

Prerequisite: Must not have a martial action pool. Benefit: You gain a martial action pool which has a number of martial action points equal to 4 + your base attack bonus. You can use these martial action points in order to perform a number of special actions during combat. The action required to perform a given special action is described in the feat or class feature which gives you access to that particular martial technique. You may never spend more martial action points in a single round than your total base attack bonus, even if you have enough points to do so. You regain any spent martial action points by spending 1 minute meditating and regaining your focus. During this time you cannot perform any strenuous activity. For more information on martial action points and

martial action pools, see Martial Techniques, at the beginning of this book.

Additionally this feat grants you access to the focus strike martial technique. As a swift action, you can spend 1 martial action point. If you do, you gain a +1 competence bonus on all weapon damage rolls until the beginning of your next turn.

Combat Awareness (Combat, Technique)

You can channel your martial energies to gain a greater awareness of your surroundings, allowing you to follow the movements of multiple attackers. **Prerequisites:** Martial action pool, base attack bonus +3.

Benefit: You gain access to the awareness martial technique. As a swift action, you may spend 3 martial action points. If you do, then until the beginning of your next turn, your opponents gain no benefit from flanking you (they do not gain the normal +2 bonus on attack rolls made against you, nor can any rogue opponents gain the benefits of sneak attack because of flanking you).

Combat Prowess (Combat, Technique)

In your search for martial perfection you have not ignored the basics, and concentrating on the most fundamental of warriors' skills has made you a more formidable foe than most.

Prerequisites: Martial action pool, base attack bonus +3.

Benefit: You gain access to the combat prowess martial technique. As a swift action, you may spend 3 martial action points. If you do, you gain a +1 competence bonus on attack rolls until the beginning of your next turn. When your base attack bonus reaches +7, and every 4 points of base attack bonus thereafter, you may choose to spend an additional martial action point. For each additional martial action point spent in this way, the bonus increases by +1.

Combat Readiness (Combat, Technique)

You act with the speed of a hurricane, allowing you to strike before your opponents are ready. **Prerequisites:** Martial action pool, base attack bonus +1.

Benefit: You gain access to the combat readiness martial technique. Whenever you would roll

initiative, you may expend any number of martial action points as a free action (to a maximum of your base attack bonus, as normal). If you do, you gain a competence bonus to the initiative check equal to twice the number of martial action points spent in this way. These points do not count against the number of martial action points you can spend in the first round of combat.

Crashing Wave (Combat, Technique)

You are as a towering wave breaking upon the rocks, moving with unparalleled grace and striking with a sure deadly force.

Prerequisites: Reaping Strike, base attack bonus +15.

Benefit: You gain access to the crashing wave martial technique. Whenever you take a 5-foot step, you may spend 15 martial action points as a free action. If you do, you may immediately make a single melee attack at your highest base attack bonus.

Crippling Blow (Combat, Technique)

By mastering this technique you can not only attack your foes, but ruin their ability to fight back. **Prerequisites:** Martial action pool, base attack bonus +8.

Benefit: You gain access to the crippling blow martial technique. As a standard action, you can spend 8 martial action points. If you do, you may immediately make a single melee attack at your highest base attack bonus. If you hit, you deal damage as normal, and the target suffers a -4 penalty on all attack and damage rolls for 1d4 rounds.

Deadly Blow (Combat, Technique)

By studying this technique, you have learned to take maximum advantage of every lucky break in combat.

Prerequisite: Martial action pool, base attack bonus +6.

Benefit: You gain access to the deadly blow martial technique. Whenever you make an attack roll to confirm a critical threat, you may spend a number of martial action points equal to the critical multiplier of the weapon with which you are attacking. If you do, the critical threat is automatically confirmed. You must declare that you are using this ability before the attack roll to confirm the critical threat is made.

Deadly Thrust (Combat, Technique)

A true master of piecing weapons, you can deliver crippling blows which destroy your foe's ability to fight.

Prerequisites: Weapon Focus (any weapon that deals piercing damage), any three technique feats. **Benefit:** You gain access to the deadly thrust martial technique. As a standard action, you may spend 10 martial action points. If you do, you may immediately make a single melee attack with a piercing weapon at your highest base attack bonus. If the attack hits, you deal damage as normal, and the target must succeed on a Fortitude save (DC 10 + damage dealt) or become nauseated for 1 round.

Defensive Stance (Combat, Technique)

Warriors only live to become true masters when they learn to look to their own defense, a lesson you have taken to heart in mastering these simple, but effective, defensive postures.

Prerequisites: Martial action pool, base attack bonus +1.

Benefit: You gain access to the defensive stance martial technique. As a move action, you can spend 1 martial action point. If you do, you gain a +1 bonus to AC and saving throws until the beginning of your next turn. When your base attack bonus reaches +4, and every 4 points of base attack bonus thereafter, you may choose spend an additional martial action point when you use this ability. For each additional martial action point spent in this way, the bonus to AC and saving throws is increased by an additional +1.

Demon's Fury (Combat, Technique)

Through careful focus, you can attack at impossible speed with all the fury of a demon.

Prerequisites: Any six technique feats, base attack bonus +20.

Benefit: You gain access to the demon's fury martial technique. As a free action, you may spend 20 martial action points. If you do, you may make an additional full attack action this round (for example, you could move, make a single attack, and then make a full attack action, or you could make two full attack actions, etc.).

Dragon's Cunning (Combat, Technique)

You can achieve a state of perfect awareness of your opponent, in which every blow you land has the potential to cause massive damage.

Prerequisites: Any six technique feats, base attack bonus +20.

Benefit: You gain access to the dragon's cunning martial technique. As a free action, you may spend 20 martial action points. If you do, until the beginning of your next turn, whenever you successfully hit a creature with a melee attack, the attack is treated as though it were a critical threat, even if the result of the die roll is not within the weapon's critical threat range. You must still confirm the critical threat, as normal.

Disrupting Strike (Combat, Technique)

This technique is specifically designed to fight wizards, interfering with their ability to continue casting spells.

Prerequisites: Martial action pool, base attack bonus +8.

Benefit: You gain access to the disrupting strike martial technique. As a standard action, you may spend 8 martial action points. If you do, you may immediately make a single melee attack at your highest base attack bonus. If the attack hits, in addition to its normal damage, it increases the arcane spell failure chance of the target by 25% for 1d4 rounds.

Double Blow (Combat, Technique)

You strike with a tornado's speed, delivering two precise attacks in the same time an ordinary warrior could levy one.

Prerequisites: Martial action pool, base attack bonus +6.

Benefit: You gain access to the double blow martial technique. As a full-round action, you may spend 6 martial action points. If you do, you may immediately make two melee attacks at your highest base attack bonus. These two attacks can be against the same target, or against different targets. You do not need to declare the target of the second attack until after you know the result of the first attack.

Duelist's Flourish (Combat, Technique)

You flourish your weapon before lashing out, not to kill your foe, but to cripple his ability to fight back.



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Prerequisites: Martial action pool, base attack bonus +4.

Benefit: You gain access to the duelist's flourish martial technique. As a standard action, you may spend 4 martial action points. If you do, you may immediately perform any two of the following actions: a Bluff check to feint, a disarm combat maneuver, or a trip combat maneuver. The chosen actions must be performed in the listed order, and must all be made against a single target within range. Due to the complex nature of this martial technique, you suffer a -2 penalty to Bluff and CMB for the purposes of this action.

When your base attack bonus reaches +7, you may choose to spend an additional 3 martial action points whenever you use this ability. If you do, you may perform all three of the listed actions, instead of any two.

Eviscerating Strike (Combat, Technique)

This deadly technique aims attacks at your opponent's arteries, causing wounds which, if left untreated, will prove lethal.

Prerequisites: Martial action pool, base attack bonus +6.

Benefit: You gain access to the eviscerating strike martial technique. As a standard action, you may spend 6 martial action points. If you do, you may immediately make a single melee attack at your highest base attack bonus with a weapon that deals slashing or piercing damage. If the attack hits, you deal damage as normal, and the target takes an additional 1d6 points of bleed damage.

Flash Cut (Combat, Technique)

You can focus your mind and ready your muscles to strike those who approach, your training and discipline guiding your hand and finding a weakness in their movement.

Prerequisites: Martial action pool, base attack bonus +1.

Benefit: You gain access to the flash cut martial technique. Whenever a creature enters a square that you threaten, as an immediate action, you may expend 1 martial action point. If you do, you may make an attack of opportunity against that creature.

Special: Because taking a 5-foot step never provokes an attack of opportunity, you cannot use the flash cut martial technique to make an attack of opportunity against a creature that enters a square you threaten by taking a 5-foot step.

Focused Shot (Combat, Technique)

You become as one with your projectile, focusing your mind in order to find a clear shot, ignoring distractions and obstacles alike.

Prerequisite: Martial action pool, base attack bonus +1.

Benefit: You gain access to the focused shot martial technique. As a swift action, you can spend 1 martial action point. If you do, then until the beginning of your next turn, you do not suffer the normal -4 penalty for making ranged attacks against opponents engaged in melee. Additionally, when your base attack bonus reaches +4, you may choose to spend an additional 3 martial action points when you use this ability. If you do, then until the beginning of your next turn, the targets of your ranged attacks gain only half the normal bonuses of any cover or concealment they may possess, other than total cover or total concealment (total cover and total concealment provide their normal benefit against your ranged attacks).

Follow-Through Strike (Combat, Technique)

When you fail to make contact with your weapon, rather than abort the attack, you add additional strength to bring the attack around again. **Prerequisites:** Martial action pool, base attack bonus +6.

Benefit: You gain access to the follow-through strike martial technique. Whenever you miss with a melee attack, you may spend 6 martial action points. If you do, you may immediately reroll the attack roll for that attack. You suffer a -2 penalty on the new attack roll. If the second attack roll is a hit, you deal damage as though you had hit the target with the initial attack roll.

Ghost Strike (Combat, Technique)

This light weapon technique allows you gently slip your weapon through the opponent's defenses, gracefully gliding to chinks in his armor which larger weapons could never find.

Prerequisites: Martial action pool, base attack bonus +5.

Benefit: You gain access to the ghost strike martial technique. As a standard action, you may spend 5 martial action points. If you do, you may immediately make a melee attack with a light weapon at your highest base attack bonus. Treat this attack as a touch attack.

Greater Martial Focus (Combat)

You can perform complicated and taxing martial techniques with seemingly endlessly stamina. **Prerequisites:** Improved Martial Focus, any four technique feats, base attack bonus +11. **Benefit:** The maximum number of martial action points you can have in your martial action pool is increased by +5. This bonus stacks with that provided by the Improved Martial Focus and Martial Focus feats.

Hurricane Strike (Combat, Technique)

In the space of a breath, you can strike with speed and violence of gale force winds.

Prerequisites: Any three technique feats, base attack bonus +11.

Benefit: You gain access to the hurricane strike martial technique. As a swift action, you may spend 5 martial action points. If you do, you may make a single melee attack at your highest base attack bonus. You may not use the attack, charge, or full attack actions in the same round that you use the hurricane strike martial technique, but you may use other martial techniques to make attacks.

Improved Combat Focus (Combat, Technique)

Intense training and focus have allowed you to master the fundamental basics of combat artistry, taking those simple forms to deadly new heights. **Prerequisites:** Martial action pool, base attack bonus +4.

Benefit: Whenever you use a martial technique, you may spend 1 additional martial action point. If you do, the bonus to damage is increased by an additional +1. When your base attack bonus reaches +8, and every 4 points of base attack bonus thereafter, you may spend an additional martial action point. For each additional martial action point that you spend in this way, the bonus is increased by an additional +1.

Improved Martial Focus (Combat)

You have a truly great reserve of martial energy, and can execute complicated martial techniques without tiring.

Prerequisites: Martial Focus, base attack bonus +6.

Benefit: The maximum number of martial action points you can have in your martial action pool is increased by +5. This bonus stacks with that provided by the Martial Focus feat.

Improved Merciful Strike (Combat, Technique)

You have mastered the art of subduing your foes, and you can strike special pressure points to greatly expedite the task.

Prerequisites: Merciful Strike, base attack bonus +2.

Benefit: Whenever you use the merciful strike martial technique, you may spend an additional 2 martial action points. If you do, choose a single weapon you are wielding. Until the beginning of your next turn, whenever you use that weapon to deal nonlethal damage, it deals an additional 1d6 points of nonlethal damage.

Incredible Slash (Combat, Technique)

You are a master of the blade, capable of staggering your foes with an attack as graceful as it is deadly. **Prerequisites:** Weapon Focus (any weapon that deals slashing damage), any three technique feats. **Benefit:** You gain access to the incredible slash martial technique. As a standard action, you may spend 10 martial action points. If you do, you may immediately make a single melee attack with a single slashing weapon at your highest base attack bonus. If the attack hits, you deal damage as normal, and the target gains the staggered condition for 1 round.

Iron Defense (Combat, Technique)

By controlling your breathing and moving to effectively distribute the force of blows, you can shrug off physical damage that even the mightiest of armor could not protect you from. **Prerequisites:** Martial action pool, base attack +6. **Benefit:** You gain access to the iron defense martial technique. As a swift action, you may spend 6 martial action points. If you do, you gain 1 point of damage reduction for 1d4 rounds. This damage reduction cannot be overcome by any means. When your base attack bonus reaches +10, and every 4 points of base attack bonus thereafter, you may spend an additional 1 martial action point when using this ability in order to gain an additional point of damage reduction. If you already have damage reduction from another source (such as the barbarian class feature), then you may choose to increase that damage reduction for 1d4 rounds, instead (in this case, the damage reduction can still be overcome by whatever would normally overcome it). In this case, your existing damage reduction is increased by an amount equal to the amount of damage reduction you would otherwise have gained.

Long Shot (Combat, Technique)

When you take the time to focus your mind, you can see targets at great distances as though they were very close, greatly improving your ability to fight at a range.

Prerequisites: Martial action pool, base attack bonus +1.

Benefit: You gain access to the long shot special combat action. As a swift action, you can spend 1 martial action point. If you do, you suffer no range increment penalties to attack rolls until the beginning of your next turn. You still cannot make attacks beyond the weapon's maximum range.

Martial Focus (Combat)

You have a greater reserve of martial energy, allowing you to use the warrior's art more effectively than most.

Prerequisite: Martial action pool.

Benefit: The maximum number of martial action points you can have in your martial action pool is increased by +5.

Massive Critical (Combat, Technique)

This martial technique focuses on striking with the most power a weapon can deliver, allowing you to hit with the potential for truly awe-inspiring carnage.

Prerequisite: Reaping Strike, base attack bonus +11.

Benefit: You gain access to the massive critical martial technique. As a swift action, you can spend any number of martial action points. If you do, then until the beginning of your next turn, you treat that weapon as though its critical multiplier were one higher than it actually is for every 4 martial action points spent in this way (so a character who spent 4 martial action points could treat his longsword as though it had a critical multiplier of x₃, while another character who spent

12 martial action points could treat his scythe as though it had a critical multiplier of x7).

Master Martial Focus (Combat)

You have an inhuman reserve of martial energy, and performing even the most difficult of martial maneuvers is seemingly effortless for you. **Prerequisites:** Greater Martial Focus, any six technique feats, base attack bonus +16. **Benefit:** The maximum number of martial action points you can have in your martial action pool is increased by +5. This bonus stacks with that provided by the Greater Martial Focus, Improved Martial Focus and Martial Focus feats.

Merciful Strike (Combat, Technique)

You have mastered a series of exercises which allow you to fight with weapons in unusual ways, making them as effective at subduing your foes as at killing them.

Prerequisites: Martial action pool, base attack bonus +3.

Benefit: You gain access to the merciful strike martial technique. As a swift action, you may spend 1 martial action point. If you do, then until the beginning of your next turn, you may use a melee weapon that deals lethal damage to deal nonlethal damage instead, without suffering the normal -4 penalty for doing so.

Mighty Wallop (Combat, Technique)

When it comes to delivering a blow with a blunt instrument, the secret is in power, and with an effort of will you can deliver blows with enough force to drain the target of his will to fight. **Prerequisites:** Weapon Focus (any weapon which deals bludgeoning damage), any three technique feats.

Benefit: You gain access to the mighty wallop martial technique. As a standard action, you may spend 10 martial action points. If you do, you may immediately make a single melee attack with a bludgeoning weapon at your highest base attack bonus. If the attack hits, you deal damage as normal, and the target must succeed on a Fortitude save (DC 10 + damage dealt) or be exhausted for 1 round, and fatigued for 1d6 rounds after that. Even if he succeeds on his saving throw, the target is fatigued for 1d4 rounds.

Phoenix Rising (Combat, Technique)

This esoteric attack is often considered to be the highest form of martial art, allowing you to deliver four perfect attacks in a deadly whirling dance. **Prerequisites:** Any six technique feats, base attack bonus +20.

Benefit: You gain access to the phoenix rising martial technique. As a full-round action, you may spend 20 martial action points. If you do, you may immediately make four melee attacks at your highest base attack bonus.

Precision Strike (Combat, Technique)

You can focus your full attention on your surroundings, allowing you to strike targets that are difficult to see with ease.

Prerequisites: Martial action pool, base attack bonus +1.

Benefit: You gain access to the precision strike martial technique. As a swift action, you may spend 1 martial action point. If you do, you ignore the miss chance granted by anything less than total concealment on all melee attacks you make this round. Total concealment provides its normal benefit against the targets of your melee attacks, as do other effects that create a miss chance but are not concealment (such as the *blink* spell).

Raging Tiger Rush (Combat, Technique)

You charge forth like an enraged tiger pouncing on helpless prey, delivering a brutal series of weapon strikes as you hurl yourself recklessly towards your foe.

Prerequisites: Any four technique feats, base attack bonus +15.

Benefit: You gain access to the raging tiger rush martial technique. Whenever you make a charge action, you may choose to spend 15 martial action points. If you do, you may make two additional attacks at your highest base attack bonus against the target of the charge. This maneuver is incredibly difficult and tiring, and as a result you suffer a -2 penalty on all attack rolls until the beginning of your next turn. Additionally, after you have completed the charge, you become fatigued.

Rain of Arrows (Combat, Technique)

While many warriors can fire two arrows with a single shot, those who have mastered the rain of arrows technique are capable of delivering entire

volleys in the span of one breath.

Prerequisites: Any three technique feats, base attack bonus +12.

Benefit: You gain access to the rain of arrows martial technique. As a standard action, you may spend a number of martial action points in order to fire multiple arrows with a single shot. You must spend 4 martial action points for each arrow you wish to fire beyond the first. You may then immediately make a single attack roll at your highest base attack bonus. If the attack hits, it deals damage as though you had hit the target with every arrow (roll damage separately for each arrow, and apply any modifiers once for each arrow included in the shot). You suffer a -1 penalty on the attack roll for each arrow fired beyond the first.

Reaping Strike (Combat, Technique)

You can focus your mind to empower your body, maximizing your potential for a brief span. **Prerequisites:** Martial action pool, base attack bonus +10.

Benefit: You gain access to the reaping strike martial technique. As a swift action, you may spend 10 martial action points. If you do, then until the beginning of your next turn, treat all weapon damage rolls as though you had rolled the maximum possible amount (for example, a fighter with no Strength bonus wielding a +1 flaming longsword would deal exactly 15 damage with every hit).

Resounding Blow (Combat, Technique)

While many techniques emphasize grace and martial focus, this terrifying technique focuses entirely on main strength, delivering a deadly attack with simple physical effort.

Prerequisites: Martial action pool, base attack bonus +5.

Benefit: You gain access to the resounding blow martial technique. As a standard action, you may spend 5 martial action points. If you do, you may immediately make a single melee attack with a two-handed weapon at your highest base attack bonus. If this attack hits, it deals an amount of additional damage equal to 1d6 times the weapon's critical multiplier (for example, a greataxe would deal an additional 3d6 points of damage, while a longsword would deal an additional 2d6).

Shadow Blade (Combat, Technique)

You move with impossible grace, evading your enemies with ease and delivering a silent, deadly strike.

Prerequisites: Shadow Glide, base attack bonus +3.

Benefit: You gain access to the shadow blade martial technique. As a standard action, you may spend 3 martial action points. If you do, you may immediately move up to your speed. During this movement, you do not provoke attacks of opportunity for moving out of threatened squares, and you ignore the effects of any difficult terrain you pass through. Additionally, at the end of your movement, you may make a single melee attack at your highest base attack bonus.

Shadow Glide (Combat, Technique)

You move like a shadow, effortlessly evading your foes and leaving no opening for attack. **Prerequisites:** Martial action pool, base attack bonus +1.

Benefit: You gain access to the shadow glide martial technique. As a free action, you may spend 1 martial action point. If you do, then until the beginning of your next turn, you do not provoke attacks of opportunity as a result of moving out of a threatened square. You may still provoke attacks of opportunity for other actions, such as casting a spell, sheathing a weapon, and so on.

Shattering Blow (Combat, Technique)

Like living creatures, inanimate objects have weaknesses and flaws in their form, and by exploiting those flaws you can easily destroy an item of apparently solid construction. **Prerequisites:** Martial action pool, base attack

bonus +5.

Benefit: You gain access to the shattering blow martial technique. Whenever you successfully deal damage to an object, you may choose to spend 5 martial action points. If you do, the object automatically gains the broken condition, even if it normally wouldn't (if the item is reduced to o hit points, it is still destroyed, instead). You may declare whether or not you are using this ability after damage is rolled. If the damage you deal is not enough to overcome the object's hardness, you may not use this martial action. Artifacts are not affected by this ability.

Thundering Charge (Combat, Technique)

With a roar like thunder you charge and deliver a mighty blow, threatening terrible damage with even a marginal hit.

Prerequisites: Martial action pool, base attack bonus +12.

Benefit: You gain access to the thundering charge martial technique. Whenever you use the charge action, you may choose to spend 12 martial action points as a free action. If you do, and your attack hits the target, then it is automatically treated as a critical threat, even if the result of the dice roll was not within the weapon's threat range. You must still confirm the critical threat, as normal. You must declare that you are using this ability before the attack roll is made.

Tornado Strike (Combat, Technique)

You unleash a burst of martial energy that transforms you into a whirlwind of deadly blades. **Prerequisites:** Martial action pool, base attack bonus +12.

Benefit: You gain access to the tornado strike martial technique. As a full-round action, you may spend 12 martial action points in order to make a single full-attack action that targets each creature adjacent to you. For each attack in the full-attack action, make a single attack and damage roll and apply the results to each target separately. This maneuver is difficult, however, and a certain amount of accuracy is sacrificed in the process: you suffer a -4 penalty on all attack rolls made as part of this ability, and you must attack each creature you threaten: it is not possible to avoid striking individual creatures. Further, this process is highly draining, and you are exhausted for 1 round after using the tornado strike martial technique.

When your base attack bonus increases to +16, you may choose to spend an additional 4 martial action points when you use this ability. If you do, you only suffer a -2 penalty on all attack rolls made as part of the ability.

Tortoise Shell Formation (Combat, Technique)

This potent defensive technique allows you to use your weapon to create a wall of defense between you and one of your foes.



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Prerequisites: Any four technique feats, base attack bonus +15.

Benefit: You gain access to the tortoise shell formation martial technique. As an immediate action, you may choose to spend 15 martial action points. If you do, choose a single creature you can see. You have total cover against that creature until the beginning of your next turn. You retain this cover even if that creature moves, but not if something causes you to be denied your Dexterity bonus to AC against the target.

Twin Blade (Combat, Technique)

With an effort of mental will, you can divide your concentration so that fighting with two weapons feels as natural as breathing.

Prerequisites: Martial action pool, base attack bonus +4.

Benefit: You gain access to the twin blade martial technique. As a swift action, you may spend 2 martial action points. If you do, you completely negate all penalties on attack rolls caused by fighting with two weapons for your first attack with each weapon that you make this round. When your base attack bonus increases to +6, and every 5 points of base attack bonus thereafter, you may choose to spend an additional 2 martial action

points whenever you use this ability. If you do, then for each additional 2 points that you spend in this way, you negate all penalties on attack rolls caused by fighting with two weapons for an additional attack with each weapon this round. For more information on the penalties for fighting with two weapons, see the *Pathfinder Roleplaying Game Core Rulebook*.

Unbalancing Strike (Combat, Technique)

This technique allows you not only to damage your foes, but also renders them an easy target for future attacks.

Prerequisites: Martial action pool, base attack bonus +8.

Benefit: You gain access to the unbalancing strike martial technique. As a standard action, you may spend 8 martial action points. If you do, you may immediately make a single melee attack at your highest base attack bonus. If the attack hits, you deal damage as normal, and the target suffers a -4 penalty to AC for 1d4 rounds.

Warrior's Recovery (Combat)

You have mastered the difficult art of regaining your focus in the heat of battle.

Prerequisite: Martial action pool. **Benefit:** As a full-round action, you may meditate and regain your focus. If you do, you immediately regain a number of martial action points equal to 1/2 the maximum number that you can have in your martial action pool at any given time (rounded down, minimum 1). After using this ability, you must wait at least one minute before you can use it again.

Weapon Grab (Combat, Technique)

With intense focus, you can not only block an incoming attack, but grab hold of the blade and disarm your foe with a quick twist of your wrist. **Prerequisites:** Blade Grasp, base attack +6. **Benefit:** You gain access to the weapon grab martial technique. Whenever you use the blade grasp martial technique, you may spend 4 additional martial action points. If you do, and you have at least one free hand, you may make a disarm combat maneuver against your attacker as a free action. Treat this attempt as though you were unarmed.

Archetypes

The following archetypes provide characters from a variety of different classes access to a martial action pool without having to take the Combat Artist feat. Additionally, each of the following archetypes provides new uses for martial action points, or new ways of increasing their martial action pool. These new mechanics tie into the theme and role of the class in question, allowing members of different classes to have unique and different approaches to martial techniques.

The archetypes are presented in alphabetical order, based on the name of the class that they modify, rather than the name of the archetype itself. For more information on archetypes, see the *Advanced Player's Guide*.

Raging Warlord (Barbarian)

All barbarians are terrifying when they enter a rage, but a raging warlord in the midst of a heated battle is truly a sight to behold—and a nightmare her foes will not forget for the rest of their very short lives. While a raging warlord may not be able to spend as much time raging in a day as her peers, her rages are often far more impressive while they do last: a raging warlord uses her rage to let her draw on an inner well of physical potential, performing amazing techniques of martial prowess.

Battle Prowess (Ex): At 1st level, a raging warlord gains Combat Artist as a bonus feat.

Overwhelming Charge (Ex): A raging warlord charging into battle is a sight that causes her foes to scramble for cover. Whenever a raging warlord takes a charge action, she may spend 3 martial action points. If she does, then for the purposes of that charge, she may move through occupied squares, even though she would not normally be able to while charging. For each occupied square that the raging warlord passes through, she must make an overrun combat maneuver against the creature occupying that square. If the creature is too large for her to overrun, or she fails her overrun attempt, she ends her movement and is not able to complete the charge. Even if the raging warlord is able to complete the charge, she suffers a -2 penalty on the attack roll for each creature whose square she passed through as part of the charge.

The raging warlord may choose to spend 1 additional martial action point whenever she uses this ability. If she does, then any overrun attempts she makes as part of this ability do not provoke attacks of opportunity, even if she does not have the Improved Overrun feat.

The raging warlord may choose to spend 2 additional martial action points whenever she uses this ability. If she does, then she does not suffer the -2 penalty on attack rolls for the first creature whose square she passes through as part of the charge. For every 2 additional points spent beyond that, she ignores the -2 penalty for an additional creature whose square she passes through.

This ability replaces the fast movement class feature.

Rage (Ex): Starting at 1st level, a raging warlord can rage for a number of rounds per day equal to 2 + her Constitution modifier. At each level after 1st, she can rage for an additional round each day.

Each round that she is raging, the raging warlord gains access to a number of temporary martial action points equal to 1 plus 1/5 her barbarian level (rounded down, to a maximum of 5 temporary martial action points per round at 20th level). These temporary martial action points can be spent like normal martial action points, and do not count towards the maximum number of martial action points she can have in her martial action pool, but they only last for as long as the raging warlord continues to rage. When her rage ends, any unspent temporary martial action points are lost.

This ability otherwise functions as the standard barbarian rage class feature.

Raging Strike (Ex): Beginning at 2nd level, as long as she is raging, the raging warlord gains access to the raging strike martial technique. As a swift action, she can spend 1 martial action point. If she does, she gains a +1 morale bonus on damage rolls until the beginning of her next turn. At 6th level, and every five levels thereafter, the raging warlord may choose to spend 1 additional martial action point each time she uses this ability. For each additional martial action point spent in this way, the bonus on damage rolls increases by +1 (to a maximum of +4 at 16th level).

This ability replaces the barbarian's rage power gained at 2nd level.

Indomitable (Ex): Beginning at 3rd level, as long as she is raging, the raging warlord can convert her martial ability into a will to continue fighting. As a swift action, she can spend any number of martial action points (up to the normal maximum number equal to her base attack bonus). If she does, she immediately gains a number of temporary hit points equal to twice the number of martial action points she spent in this way. These temporary hit points vanish once the raging warlord's rage ends.

This ability replaces the trap sense 1 class feature.

Tireless Warrior (Ex): Beginning at 6th level, the raging warlord is able to draw upon her battle prowess to fight on while fatigued or exhausted. As a swift action, she can spend 1 martial action point to ignore the effects of the fatigued condition until the beginning of her next turn. The raging warlord is still fatigued, she just does not suffer any of the normal penalties of that condition.

At 12th level, the raging warlord can instead spend 4 martial action points to ignore the effects of the exhausted condition until the beginning of her next turn.

This ability replaces the trap sense 2 and trap sense 4 class features.

Enduring Rage (Ex): Beginning at 9th level, the raging warlord can expend her martial energy to continue raging even when she would not normally be able to do so, as her fighting spirit pushes her body past its normal limitations. As long as she is raging, as a free action at the beginning of her turn, the raging warlord may



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spend 10 martial action points. If she does, then that round does not count against the number of rounds that she can use the rage ability that day. The raging warlord still counts as raging for that round, and gains all the normal benefits of raging, but she does not gain any temporary martial action points as a result of raging for any round in which she uses this ability.

This ability replaces the trap sense 3 class feature.

Incredible Blow (Ex): Beginning at 15th level, as long as she is raging, the raging warlord can deliver blows with incredible force. Whenever the raging warlord makes a melee attack, as a free action, she can choose to spend 8 martial action points. If she does, then her Strength bonus to damage is doubled for the purposes of that attack (for example, if the attack would normally add half her Strength bonus to the damage, it adds her full Strength bonus, instead. If it would normally

add her Strength bonus, it adds twice her Strength bonus, and if it would normally add 1.5 x her Strength bonus, it adds triple her Strength bonus).

This ability applies only to a single melee attack, and does not affect subsequent attacks made that round. The raging warlord must declare that she is using this ability before the attack roll is made, and if the attack misses, the ability is wasted.

This ability replaces the trap sense 5 class feature.

Undying Warlord (Ex): Beginning at 18th level, the raging warlord's fighting spirit makes her difficult to kill. Whenever the raging warlord is reduced to o or fewer hit points, but does not die, she may spend 1 martial action point. If she does, she does not fall unconscious, and does not gain the disabled condition. As long as she remains at o hit points or fewer, she must spend 1 additional martial action point as a free action at the beginning of each of her turns, or she immediately falls unconscious and begins dying.

This ability replaces the trap sense 6 class feature.

Order of the Bronze Sword

A cavalier belonging to this order is dedicated to martial philosophy, and strives to push the limits of what it means to be a warrior. Members of the order of the bronze sword are masters of the warrior's art, and employ complex and potent maneuvers far in excess of the simple tactics favored by the average warrior. Though a cavalier of the order of the bronze sword is a great warrior, he does not revel in warfare, seeing combat as an art and means of expression, and he devotes himself to advancing not only the art of combat, but also its philosophy and role in civilized society.

Edicts: The cavalier must always seek to advance the art of combat. He must never enter a battle against a foe that is incapable of offering a sufficient challenge. He must never take up arms against a foe that isn't prepared for battle. He must accept the surrender of one who admits his superiority in combat. He must accept any offer of a duel or single combat that is made in good faith, and extend such offers as a means to resolve conflicts without involving any who are unlearned in the warrior's way. He must teach the precepts and philosophy of martial combat and the order of the bronze sword to any who wish to learn (though he is allowed to expect fair recompense for his time and effort). He must honor the terms of any duel to which he agrees, as long as those terms are offered and upheld in good faith.

Challenge: Whenever an order of the bronze sword cavalier issues a challenge, he gains 2 temporary martial action points. The target of the challenge must be an intelligent creature, and the order of the bronze sword cavalier must offer the target a chance to engage in single combat. At 5th level, and every four levels thereafter, the number of temporary martial action points he gains increases by 2 (to a maximum 10 temporary martial action points at 17th level). These temporary martial action points can be spent like normal martial action points, and do not count towards the maximum number of martial action points he can have in his martial action pool. He loses these temporary martial action points if any of the following occur: his challenge ends, he makes an attack roll against a creature other than the target of his challenge, or one of his allies makes an attack or uses any ability which damages the target of his challenge or which requires the target of his challenge to make a saving throw not denoted as harmless.

Additionally, as a swift action, an order of the bronze sword cavalier can spend 1 martial action point. If he does, he gains a +1 bonus on attack rolls made to attack the target of his challenge, as well as to AC for the purposes of attacks made by the target of his challenge, and to saving throws made to resist the spells and abilities of the target of his challenge. These benefits last for 1 round.

Skills: An order of the bronze sword cavalier adds Acrobatics (Dex) to his list of class skills. Additionally, whenever he uses Diplomacy or Intimidate to convince a creature to duel him in single combat, he gains a bonus on the check equal to 1/2 his cavalier level.

Order Abilities: A cavalier belonging to the order of the bronze sword gains the following abilities as he increases in level.

Bronze Sword Stance (Ex): At 2nd level, the cavalier gains access to the bronze sword stance martial technique. As a standard action, the cavalier can spend 2 martial action points. If he does, he must choose a single creature whose square he threatens. For the next minute, any round in which the chosen creature begins its turn in a square that the cavalier threatens, the creature suffers a -2 penalty on all attack rolls made against targets other than the cavalier.

The cavalier must attempt to defeat this creature within this time period. If the cavalier fails to defeat (slay, subdue, or force the creature to surrender) the creature within 1 minute, with or without the help of his allies, or if he attacks another creature during this time period before the chosen creature is defeated, he is considered to have violated his edicts.

Bronze Sword Dance (Ex): At 8th level, the cavalier gains access to the bronze sword dance martial technique. As a full round action, the cavalier can spend 4 martial action points in order to perform a complex battle dance which gathers his focus and prepares him to fight against a single foe. When the cavalier uses this ability, he must choose a single creature within 60 feet that he can see. For the next 5 rounds, he gains a +4 dodge bonus to AC for the purposes of attacks made by that target, as well as a +2 bonus on all attack and damage rolls made against that target. During this time, the cavalier must defeat the target of his bronze sword dance. If the cavalier fails to defeat (slay, subdue, or force the creature to surrender) the creature within 1 minute, with or without the help of his allies, or if he attacks another creature during this time period before the chosen creature is defeated, he is considered to have violated his edicts.

Once per round, while the cavalier is using this technique, as a swift action, he can spend 2 martial action points. If he does, the effects last for an additional round.

Bronze Sword Enlightenment (Ex): At 15th level, the cavalier gains access to the bronze sword enlightenment martial technique, allowing him to connect with his allies on a spiritual level, granting them an inherent knowledge of combat. As a fullround action, the cavalier can spend 10 martial action points. If he does, he grants each ally within 30 feet a number of temporary martial action points equal to 1/2 his cavalier level (rounded down). These temporary martial action points can be spent like normal martial action points, and do not count towards the maximum number of martial action points those allies can have in their martial action pools. Additionally, the cavalier's allies gain access to all martial techniques that the cavalier has access to, including those offered by his order abilities. These temporary martial action points are lost at the end of the combat if they have not already been used.

A cavalier can use this ability multiple times in one day; however, doing so is extremely taxing on the cavalier, and each additional use of this ability after the first during the course of a single day costs an additional 5 martial action points.

Battle Master (Fighter)

All fighters dedicate themselves to the art of martial combat, but the battle master takes that art to a new level. He is capable of performing beautiful, difficult, and, above all, deadly martial techniques, which quickly allow him to outclass and outmaneuver his opponents, giving him everything he needs to cut them down to size.

Combat Artist: At 1st level, the battle master gains the Combat Artist feat. This replaces the fighter's bonus feat gained at 1st level.

Martial Adept: Beginning at 2nd level, the maximum number of martial action points that the battle master can have in his martial action pool is increased by +1. At 4th level, and every evennumbered level thereafter, the maximum number of martial action points that the battle master can have in his martial action pool is increased by an additional +1 (to a maximum of +10 at 20th level). Additionally, at 5th level, and every five levels thereafter, the maximum number of martial action points that the battle master can spend in a single round is increased by +1. At 5th level, this allows him to spend 6 martial action points in a single round, at 10th level he can spend 12, and so on, to a maximum of 24 points in a single round at 20th level.

This ability replaces the bravery class feature.

Martial Technique: At 5th level, and every four levels thereafter (9th, 13th, and 17th), the battle master may gain one of the following martial techniques of his choice. Each of these techniques counts as a technique feat for the purposes of anything that depends on the number of technique feats that the battle master has. This ability replaces the weapon training class feature.

Backslash (Ex): The battle master gains access to the backslash martial technique, allowing him to make an extra attack with the backswing of his weapon. Whenever the battle master uses the full attack action, he may choose to spend 6 martial action points. If he does, then he may make an additional attack at his lowest base attack bonus -5 at the end of his full attack action (for example, if he would normally attack with a bonus of +12/+7/+2, he would be able to make an extra attack at -3. If he had a +4 Strength modifier and no other modifiers to his attack roll, this would give him final attack bonuses of +16/+11/+6/+1). The battle master must declare that he is using this ability before making any attacks that are part of that full attack action.

Disorienting Strike (Ex): The battle master gains access to the disorienting strike martial technique, allowing him to strike his opponent in a way that leaves the foe disoriented and confused. As a standard action, the battle master may spend to martial action points. If he does, he makes a single melee attack at his highest base attack bonus. If the attack hits, in addition to dealing damage as normal, the target must succeed on a Fortitude save (DC 10 + damage dealt) or gain the confused condition for 1d4 rounds. The battle master must be at least 9th level to select this martial technique.

Fighting Spirit (Ex): Whenever the battle master makes a Fortitude or Will saving throw, he may choose to spend up to two martial action points. If he does, then he gains a morale bonus on that saving throw equal to twice the number of points spent in this way. At 11th level, and again at 16th level, the battle master may choose to spend one additional point in this way (to a maximum of 4 points at 16th level). The battle master must declare that he is using this ability before making the saving throw.

Maneuver Specialist (Ex): The battle master becomes able to initiate any type of combat maneuver without leaving himself open to attack. As a swift action, the battle master can spend 2 martial action points. If he does, then he does not provoke attacks of opportunity for initiating any combat maneuvers until the beginning of his next turn, even if initiating that combat maneuver normally provokes an attack of opportunity (for example, the battle master could attempt to trip a foe and not provoke an attack of opportunity, even if he did not possess the Improved Trip feat. Similarly, he could attempt to start a grapple or perform a bull rush, etc., without provoking an attack of opportunity). He can still provoke attacks of opportunity by performing other actions, such as moving, drinking a potion, etc.

Inescapable Advance (Ex): The battle master gains access to the inescapable advance martial technique, allowing him to deliver blows that hinder his opponent's ability to flee. As a standard action, he may spend 6 martial action points. If he does, he makes a single melee attack at his highest base attack bonus. If the attack hits, in addition to dealing damage as normal, the target's movement speed is reduced to 5 feet, and the target cannot take the 5-foot step action. These effects last for 1d4 rounds.

The battle master may also use this martial technique in place of an attack of opportunity, although in such cases it costs 8 martial action points, instead of 6. *Perfect Defense (Ex):* The battle master gains access to the perfect defense martial technique, allowing him to block attacks with his weapon. Whenever he is the target of a melee attack, the battle master may expend 5 martial action points as an immediate action. If he does, then that attack automatically misses, but the battle master is staggered until the end of his next turn.

Sundering Strike (Ex): The battle master gains access to the sundering strike martial technique, allowing him to strike the weak spot on an opponent's weapon or shield. As a standard action, the battle master may spend 5 martial action points. If he does, he may make a sunder combat maneuver against an item held by an opponent (such as a weapon or shield). He gains a +2 bonus on the combat maneuver check for this sunder attempt, and, if it is successful, he ignores the item's hardness when determining the amount of damage that the sunder attempt deals to the item.

Sure Strike (Ex): The battle master gains access to the sure strike martial technique, allowing him to make attacks that are guaranteed to deliver at least a glancing hit. As a standard action, the battle master may spend 10 martial action points. If he does, he makes a single melee attack at his highest base attack bonus. If the attack hits, it deals damage as normal, but even if the attack misses, the battle master still deals half the damage he normally would (roll damage normally, then divide the result in half, rounded down, minimum 1).

The battle master must be at least 9th level to select this martial technique.

Master Technique (Ex): At 20th level, the battle master gains any single technique feat of his choice (including technique feats that require that he be 20th level as part of their prerequisites).

This ability replaces the weapon mastery class feature.

Kung Fu Artist (Monk)

The kung fu artist is among the most deadly and feared of all monks, and they take combat and fighting to a level that many other monks cannot dream of. Concerned less with inner peace than with mastering their craft, kung fu artists are among the most dangerous warriors.

Martial Artist (Ex): At 1st level, a kung fu artist gains Combat Artist as a bonus feat. Additionally, the kung fu artist uses his monk level instead of his base attack bonus when calculating the maximum number of martial action points he can have in his martial action pool, the maximum number of martial action points he can spend in a given round, and for the purposes of meeting the prerequisites of any technique feats (but not other feats that have a base attack bonus as a requirement).

This ability replaces the monk's bonus feat gained at 1st-level, as well as the maneuver training class feature.

Bonus Feat: In addition to the other bonus feats that can normally be selected by a monk, the kung fu artist can select any technique feat for which he meets the prerequisites whenever he gains a bonus feat.

Stunning Fist (Ex): This functions as the monk class feature of the same name, except as noted here. The kung fu artist can attempt a stunning attack any number of times per day, but must spend 5 martial action points each time he does so. When the kung fu artist gains the ability to apply a new condition to the target of his stunning fist, he must spend additional martial action points to do so. These martial action points are in addition to the 5 martial action points required to use the stunning fist ability. The cost in martial action points to apply each of the various conditions is outlined below.

Effect	Cost
Target is fatigued	1
Target is sickened for 1 min.	2
Target is staggered for 1d6+1 rounds	3
Target is permanently blind or deaf	4
Target is paralyzed for 1d6+1 rounds	5

Burst of Speed (Ex): Beginning at 3rd level, a kung fu artist is capable of incredible bursts of speed. As a swift action, he can spend 1 martial action point. If he does, he increases his movement speed by 10 feet until the beginning of his next turn. At 5th level, and every two levels thereafter, he may spend an additional martial action point every time he uses this ability. For each martial action point that he spends in this way, his movement speed increases by an additional 10 feet (to a maximum of +90 feet for 9 martial action points at 19th level).

Beginning at 5th level, whenever the kung fu artist uses this ability, he may spend an additional 4 martial action points. If he does, then until the beginning of his next turn, he may move up vertical surfaces as though they were horizontal. The kung fu artist must begin and end his movement on flat ground, but can otherwise move up or down sheer cliffs without making Climb checks or moving more slowly than normal.

Beginning at 10th level, whenever the kung fu artist uses this ability, he may spend an additional 6 martial action points. If he does, then until the beginning of his next turn he can walk across the surface of water and other liquids as though affected by the *water walk* spell.

The kung fu artist can use this ability while wearing medium or heavy armor, or while carrying a medium or heavy load, but it is more difficult to do so. If he is wearing medium armor or carrying a medium load, all martial action point costs for this ability are doubled. If he is wearing heavy armor or carrying a heavy load, all martial action point costs for this ability are tripled.

This ability replaces the fast movement class feature.

Athletic Mastery (Ex): Beginning at 5th level, whenever the kung fu artist makes an Acrobatics, Climb, Escape Artist, Fly, or Swim skill check, he can spend 4 martial action points and 1 *ki* point from his *ki* pool. If he does, he gains a +20 bonus on that check.

Alternatively, whenever the kung fu artist makes a Strength or Dexterity ability check, he can spend 4 martial action points and 1 *ki* point from his *ki* pool. If he does, he gains a +10 bonus on that check.

In either case, the kung fu artist must declare that he is using this ability before the skill check or ability check is made.

This ability replaces the high jump class feature.

Ki Conversion (Su): Beginning at 7th level, the kung fu artist can draw upon his martial discipline to grant him temporary *ki* points. As a swift action, he may spend any number of martial action points (to a maximum number equal to his monk level, as normal). For every 3 martial action points spent in this way, the kung fu artist gains 1 temporary *ki* point. Temporary *ki* points gained in this way can be spent as normal *ki* points, but vanish if they are not used after one minute.

Alternatively, as a swift action, the kung fu artist can spend any number of *ki* points from his *ki* pool in order to gain a number of temporary martial action points equal to twice the number of *ki* points spent in this way. These temporary martial action points can be spent as normal martial action points, but vanish if they are not used after one minute.

This ability replaces the wholeness of body class feature.

Deadly Shadow (Su): Beginning at 12th level, the kung fu artist can seemingly disappear, reappearing behind his foe and striking him while he is off-guard. As a full-round action, the kung fu artist can spend 10 martial action points and 1 *ki* point from his *ki* pool to disappear in thin air and reappear elsewhere, and then make a single melee attack. This functions similarly to the spell *dimension door*, with a few slight differences.

First, the kung fu artist must reappear in a place to which he has both line of sight and line of effect. He cannot use this ability to pass through walls or other obstacles. Second, unlike *dimension door*, the kung fu artist is not prevented from taking further action after he arrives at his destination. Finally, he cannot take other creatures with him when he uses this ability.



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If the kung fu artist chooses to reappear in a location where he can reach an opponent, he may make a single melee attack against that opponent as part of this full-round action. The target is considered flat-footed for the purposes of that attack.

This ability replaces the abundant step class feature.

Raging Storm Fist (Ex): At 19th level, the kung fu artist can unleash a truly impressive flurry of blows, lashing out with precise blows against numerous foes in every direction. As a full-round action, the kung fu artist can spend 15 martial action points and 3 ki points from his ki pool. If he does, he may immediately make a flurry of blows attack against each opponent he can reach. The kung fu artist makes a full flurry of blows (seven attacks, at 19th level) against each such creature, and makes separate attack and damage rolls for each target. For each creature beyond two that he attacks in this way, all attacks made as part of this ability suffer a cumulative -2 penalty (for example, a kung fu artist who attacked five opponents with this ability would make a full flurry of blows against each of those opponents, for a total of 35 attacks, and would suffer a -6 penalty on all attacks made as part of this ability).

This ability replaces the empty body class feature.

Holy Warrior (Paladin)

Holy warriors channel their faith and devotion to their cause into a righteous anger which fuels truly devastating martial maneuvers. While a more straightforward paladin lacks the conviction to smite evil more than a few times each day, the holy warrior can persecute evil without tire.

Zealous Resolve (Ex): A holy warrior's faith in her cause and in the ability of good to triumph over evil grants her an inner resolve which she can draw upon in order to perform incredible martial feats. At 1st level, she gains the Combat Artist feat as a bonus feat.

Additionally, the holy warrior gains access to the zealous strike martial technique. As a swift action, she can spend a number of martial action points equal to her base attack bonus. If she does so, then until the beginning of her next turn, whenever she makes an attack against an evil creature, she gains a bonus on the attack roll equal to half her Charisma bonus (rounded down, minimum 1) and a bonus on the damage roll equal to her paladin level. If the target of the smite is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage increases to 2 points of damage per paladin level. Regardless of the target, as long as it is of evil alignment, the attack automatically bypasses any DR that the target might possess.

Beginning at 3rd level, the holy warrior adds her full Charisma bonus to attack rolls made against evil creatures, instead of only half her Charisma bonus.

Beginning at 4th level, whenever the holy warrior uses this ability, she may expend one daily use of her channel energy ability. If she does, she deals an additional 1d8 points of holy damage to the target in the event of a successful hit, if the target is evil, or 1d12 points of holy damage if the target is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature. At 8th level, and every four levels thereafter, the amount of additional damage increases by one die (to a maximum of 5d8 or 5d12 at 20th level).

This ability replaces the smite evil class feature.

Bonus Feat: At 4th, 7th, 10th, and 13th levels, the holy warrior may gain a single technique feat as a bonus feat. This ability replaces the paladin's spells class feature. Holy warriors do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Stalwart Combatant (Ex): Beginning at 6th level, the holy warrior gains access to the stalwart combatant martial technique. As an immediate action, when the holy warrior would be the subject of a critical hit or precision damage of any kind (including sneak attack damage), she may spend 6 martial action points. If she does, then the attack is not treated as a critical hit, and the holy warrior does not suffer any precision damage from that attack. Subsequent critical hits or attacks that deal precision damage affect the holy warrior normally. The holy warrior may declare that she is using this ability after learning whether the attack is a hit or a miss, and whether or not a critical threat is confirmed, but not after damage is rolled.

This ability counts as a technique feat for the purposes of anything that depends on the number of technique feats that the holy warrior has. This ability replaces the paladin's mercy gained at 6th level.

Rallying Strike (Ex): Beginning at 11th level, the holy warrior gains access to the rallying strike martial technique. As a standard action, she may spend 10 martial action points. If she does, she may immediately make a single melee attack at her highest base attack bonus. If she hits, she deals damage as normal, and each ally within 120 feet of her who can see and hear her gains a +5 morale bonus on attack and damage rolls against the target until the beginning of the holy warrior's next turn. This ability replaces the aura of justice class feature.

Final Smite (Ex): Beginning at 12th level, the holy warrior gains access to the final smite martial technique. As a standard action, the holy warrior may spend 10 martial action points. If she does, she makes a single melee attack at her highest base attack bonus. If the attack hits, it deals damage as normal, and any fast healing or regeneration that the target might possess automatically stops functioning for 1d6 rounds. This ability stops fast healing of all kinds, but can only stop regeneration if there is a way to overcome that regeneration normally (*for example*, *it could stop a troll's regeneration even if no acid or fire damage was dealt, but it could not stop the regeneration of the tarrasque*).

This ability counts as a technique feat for the purposes of anything that depends on the number of technique feats that the holy warrior has. This ability replaces the paladin's mercy gained at 12th level.

Suppressing Strike (Su): Beginning at 18th level, the holy warrior gains access to the suppressing strike martial technique, allowing her to use her blade to temporarily prevent her foes from using spell-like or supernatural abilities. As a standard action, the holy warrior may spend 12 martial action points and expend two daily uses of her channel energy class feature. If she does, she may immediately make a single melee attack at her full base attack bonus. If the attack hits, then the target must succeed on a Fortitude save (DC 10 + 1/2 the holy warrior's paladin level + the holy warrior's Charisma modifier) or be unable to use any spell-like or supernatural abilities he possesses for 2d4 rounds. Any spell-like or supernatural abilities that have a constant effect are unaffected, but the target is unable to use any spell-like or supernatural abilities that require an action to use (even if that action is a free action).

This ability counts as a technique feat for the purposes anything that depends on the number of technique feats that the holy warrior has. This ability replaces the paladin's mercy gained at 18th level. Holy Champion (Su): This ability functions as the paladin class feature of the same name, except that the *banishment* effect applies to any evil outsider that she hits with her zealous strike martial technique, instead of any evil outsider that she hits with her smite evil ability.

This ability modifies the holy champion class feature.

Wildbond Hunter (Ranger)

Wildbond hunters are rangers who form a close bond with the land that is more spiritual in nature than a traditional ranger's affinity for the wild places. Further, he can draw upon this deep spiritual connection to perform feats of martial skill while in his chosen lands.

Hunter's Prey (Ex): At 1st level, the wildbond hunter gains the ability to draw upon his natural connection with the land in order to hunt certain creatures. When he gains this ability, he must choose a creature type (and subtype, if appropriate) from the ranger favored enemies table.

As long as he is in a type of terrain that he has selected with the wildbond class feature, the wildbond hunter may spend 1 martial action point as a swift action. If he does, he gains a +3 bonus to attack rolls against creatures of that type until the beginning of his next turn. Additionally, until the beginning of his next turn, whenever he makes a weapon damage roll against a creature of the chosen type, he deals an additional 1d6 points of damage.

At 5th level, and every five levels thereafter, the wildbond hunter may select an additional creature type which these bonuses apply too. Additionally, at each such interval, whenever the wildbond hunter uses this ability, he may spend an additional martial action point. If he does so, then the bonus to attack rolls is increased by an additional +3, and the bonus damage is increased by an additional 1d6 (*for example, a 10th-level wildbond hunter could spend 3 points to gain +9 attack and +3d6 damage until the beginning of his next turn. These bonuses would apply to any*



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attacks made against any creatures with one of the three types he had selected for this ability.).

The bonuses provided by this ability do not stack, even if a creature belongs to more than one of the chosen creature types.

This ability replaces the favored enemy class feature.

Wildbond (Ex): At 1st level, the wildbond hunter forms an innate connection with the wild places, allowing him to draw on his connection with the land in order to perform incredible feats. The wildbond hunter must select two of the following types of terrain: Cold (ice, glaciers, snow, and tundra), Desert (sand and wastelands), Forest (coniferous and deciduous), Jungle, Mountain (including hills), Plains, Plane (pick one, other than Material Plane), Swamp, Underground (caves and dungeons), Urban (buildings, streets, and sewers), and/or Water (above and below the surface). As long as he is in one of the chosen types of terrain, the wilbond hunter gains a martial action pool. The maximum number of martial action points that the wildbond hunter's martial

action pool can hold at any one time is equal to 6 + his ranger level. The wildbond hunter only has access to these martial action points while he is in one of the chosen terrain types, and cannot spend or otherwise benefit from these martial action points if he is not in one of the chosen terrains.

If the wildbond hunter gains a separate martial action pool from another source (such as the Combat Artist feat), the pools do not stack. While the wildbond hunter is in a type of terrain that he has selected as a wildbond, he uses the martial action pool provided by this ability, and loses access to any other martial action pool he might possess. Whenever he is not in a type of terrain that he selected as a wildbond, he may still use the other martial action pool, if he has one.

At 3rd level, and every five levels thereafter, he selects a new type of terrain to become a wildbond.

This ability replaces the track and wild empathy class features.

Bonus Feat: At 2nd level, and every four levels thereafter, the wildbond hunter gains a single

technique feat as a bonus feat. He must still meet all prerequisites of a given feat in order to select it.

This ability replaces the combat style class feature.

One with the Land (Su): At 3rd level, the wildbond hunter can draw on his connection with his wildbonds in order to become one with the land itself. As long as the wildbond hunter is in a type of terrain that he has selected with his wildbond class feature, as a swift action, he can spend 1 martial action point in order to enter a trance-like state in which he has a greater awareness of the land. While in this state, he gains the ability to speak with animals native to the area (as with the spell *speak with animals*, but only creatures native to the area), a +1 bonus to AC and to Reflex saves, a +2 bonus on Perception checks, and tremorsense to a range of 60 ft.

At 8th level, and every 5 levels thereafter, the bonus to AC and Reflex saves increases by +1, the bonus to Perception checks increases by +2, and the tremorsense extends an additional 10 feet. Each additional round that the wildbond hunter remains in this state, he must spend an additional 1 martial action point.

This ability replaces the favored terrain class feature.

Hunter's Senses (Su): At 8th level, a wildbond hunter can draw on the strength of his wildbond in order to become a perfect tracker. As long as he is in a type of terrain that he selected for his wildbond class feature, as a full-round action, a wildbond hunter can spend 8 martial action points. If he does, he may select a single creature that he can currently see, marking that creature as his prey. As long as the target remains in the same type of terrain that he was in when he was marked, the wildbond hunter intuitively knows the direction and relative distance to the marked creature. If the creature manages to move into terrain of a different type (even if that terrain is also one of the terrain types selected for the wildbond hunter's wildbond class feature), or if the wildbond hunter uses this ability again to mark a different creature, this effect immediately ends.

This ability replaces the swift tracker class feature.

Hunter's Dodge (Ex): At 9th level, a wildbond hunter can draw on the strength of his wildbond in order to dodge deadly attacks, gaining access to the hunter's dodge martial technique. As long as the wildbond hunter is in a type of terrain that he selected for his wildbond class feature, whenever he would make a Reflex save, he may instead choose to spend 4 martial action points as an immediate action. If he does so, he automatically evades part of the attack, and suffers only half damage from the effect that forced him to make the Reflex save. This ability does not apply to effects which do not cause hit point damage, and in the case of spells and abilities which both inflict damage and have other effects, it only impacts the damage taken: the wildbond hunter must still make a Reflex save in order to avoid any additional aspects of the triggering spell or ability.

This ability replaces the evasion class feature.

Hunter's Concealment (Su): At 12th level, a wildbond hunter gains access to the hunter's concealment martial technique, allowing him to conceal his position. As long as the wildbond hunter is in a type of terrain he selected for his wildbond class feature, as a swift action, he can spend 6 martial action points. If he does, he can make a Stealth check to hide, even if there is no cover or concealment or if there is bright light (though he is still unable to use Stealth to hide if he is being directly observed. He gains a bonus on this Stealth check equal to his ranger level. These benefits last for 1 round per ranger level he possesses, until he stops hiding, or until he moves to a different type of terrain (even if the new type of terrain was also selected for his wildbond class feature).

At 17th level, whenever the wildbond hunter uses this ability, he may choose to spend an additional 6 martial action points. If he does, then he can use this ability to make Stealth checks even while he is being directly observed.

This ability replaces the camouflage and hide in plain sight class features.

Master of the Wild Domain (Ex): At 20th level, a wildbond hunter becomes a master of the land, capable of drawing power from those places with which he is bound, even while he is away from them. The wildbond hunter can now access his martial action pool even when not within one of his wildbonds. Additionally, as long as he is within one of his wildbonds, the martial action point cost of any feats or class features he uses is reduced by 1/2 (rounded up, minimum 1).

If the wildbond hunter possesses an additional martial action pool from another source, then he must now choose one of his martial action pools. He keeps that martial action pool, and permanently loses access to the other.

This ability replaces the master hunter class feature.

Daring Scoundrel (Rogue)

Daring scoundrels are masters of flashy and impressive combat, using their innate knack for tricky, complicated maneuvers to avoid otherwise lethal blows, and land unexpectedly deadly ones of their own. These rogues habitually push their luck, and are known for short bursts of truly inspired technique.

Skill Points per Level: A daring scoundrel is more focused on combat than other things, and so gains only 6 + Intelligence modifier skill points at each level.

Daring Deeds (Ex): At 1st level, the daring scoundrel gains Combat Artist as a bonus feat. This ability replaces the trapfinding class feature.

Skillful Dodge (Ex): Beginning at 2nd level, the daring scoundrel is able to nimbly dodge attacks that would be a sure hit on less talented rogues. Whenever the daring scoundrel makes a Reflex save, she may spend 1 martial action point. If she does, she gains a +2 bonus on that Reflex save.

At 4th level, and every four levels thereafter, she may choose to spend an additional martial action point whenever she uses this ability. If she does, the bonus on the Reflex save increases by twice the number of additional martial action points spent in this way (to a maximum bonus of +12 for 6 points at 20th level).

The daring scoundrel may choose to use this ability either before or after making her Reflex save, but if she chooses to use the ability after learning the result of her save, all martial action point costs for this ability are doubled.

This ability replaces the evasion class feature.

Impressive Stunt (Ex): Beginning at 3rd level, the daring scoundrel is able to push herself to perform incredible maneuvers that are well beyond her normal ability. She can now spend a number of martial action points each round equal to her rogue level, rather than her base attack bonus. Further, the daring scoundrel uses her rogue level, rather than her base attack bonus, for the purposes of any technique feats which have a base attack bonus as part of their prerequisite (but not other feats that have a base attack bonus as a requirement).

The daring scoundrel must still have enough martial action points remaining in her martial action pool in order to use anything requiring martial action points, and the maximum number of martial action points she can have in her pool at any given time is still 4 + her base attack bonus (plus any other modifiers, such as from the Martial Focus feat).

If the daring scoundrel has levels in classes besides rogue, the maximum number of martial action points she can spend in any given round is equal to her rogue level plus the combined base attack bonus from all of her other classes. She determines her base attack bonus for the purpose of technique feats with base attack bonus as a prerequisite in the same way.

This ability replaces the trap sense class feature.

Burst of Ingenuity (Ex): Beginning at 4th level, the daring scoundrel can draw on deep reserves of skill, luck, and sheer pluckiness in order to perform truly incredible feats of derring-do.

As a swift action, the daring scoundrel can gain a number of temporary martial action points equal to 1/3 her class level (rounded down, minimum 1). These temporary martial action points can be spent like normal martial action points, and do not count towards the maximum number of martial action points she can have in her martial action pool. These martial action points remain until the end of the daring scoundrel's next turn, and if they have not been used by that time they are lost.

This is incredibly taxing on the daring scoundrel, and requires that she overextend herself. As soon as the temporary martial action points are gone (whether because they were spent or because they were lost at the end of her next turn), the daring scoundrel suffers a -2 penalty on attack rolls, damage rolls, ability checks, AC, saving throws, and skill checks. These penalties last for 1d4 rounds.

Once the daring scoundrel has used this ability, she may not use it again until 1 minute has passed.

This ability replaces the uncanny dodge class feature.

Incredible Dodge (Ex): Beginning at 8th level, the daring scoundrel gains an incredible ability to leap out of the way of danger. As an immediate action, when the daring scoundrel is the target of an attack, she can spend any number of martial action points (up to the normal maximum number equal to her rogue level). If she does, she gains a dodge bonus to AC equal to the number of martial action points spent in this way. This bonus lasts until the beginning of her next turn.

The daring scoundrel may choose to use this ability either before or after learning the result of the attack roll, but if she chooses to use the ability after learning the result of the attack, all martial action point costs for this ability are doubled

Pin-Point Strike (Ex): Beginning at 10th level, the daring scoundrel learns how to place blows that seem to go right through armor, as though it wasn't there. Whenever the daring scoundrel makes a melee attack or a ranged attack against a target within 30 feet, she may spend 8

martial action points. If she does, the attack is treated as a touch attack (or a ranged touch attack, as appropriate).

Beginning at 12th level, whenever the daring scoundrel uses this ability, she may choose to spend 2 additional martial action points. If she does, then if the attack hits, and if she would deal sneak attack damage to the target, she deals an additional 1d6 points of sneak attack damage. At 14th level, and every two levels thereafter, she may choose to spend an additional 2 martial action points. For every 2 additional martial action points spent in this way, the additional sneak attack damage increases by another 1d6.

At 10th level, the daring scoundrel must declare that she is using this ability before making the attack roll, but at 16th level, she may instead choose to use the ability after learning the result of her attack roll. If she does so, then all martial action point costs associated with this ability are doubled.

These bonuses apply only to a single attack. Any subsequent attacks made during that round do not gain these benefits.

This ability replaces the rogue talent gained at 10th level.



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Barbarians, Fighters, and Rogues, Rejoice!

It seems that there are really two ways to go about playing *Pathfinder* and similar d20 games: you can be a spellcaster, and have all kinds of crazy options to choose from, or you can be a

more mundane, martial character, and, well...not. Sure, barbarians get rage powers and paladins can smite evil, and if you devote a bunch of feats to it you might get a couple of nifty tricks like two-weapon fighting or spring attacking, but at the end of the day most mundane characters spend their combat rounds doing full attack after full attack, and eventually that gets a little stale.

There have been attempts in the past to make fighters and their ilk more interesting to play, but all too often these rely on giving these characters magical (or at least supernatural) powers, and if you just want your character to be able to do cool things with a sword that demonstrate that he's well-trained and knows a lot of useful techniques, that's too bad, because your only options are using your sword to shoot laser beams and fly, or else falling back on the good old-fashioned full attack. Plus, they often require taking a special class, or using complex rules that are difficult to integrate into your game.

This book aims to provide a way for martially-inclined characters of any class to be more interesting without falling back on the supernatural. Through over 50 feats and seven very detailed archetypes, *A Necromancer's Grimoire: The Book of Martial Action* will introduce you to the world of martial action points, a renewable resource that can be spent on a wide variety of martial techniques that allow your character to perform extraordinarybut decidedly non-magical—maneuvers, making combat wildly more dynamic and ensuring that you can always do something more interesting than a full attack.

