Rite Publishing Presents

The Secrets of Martial Mastery









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The Secrets of Martial Mastery

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Dedication: To Sensei Maurice Evans My Grandmaster of the Arts

"Be like water making its way through cracks. Do not be assertive, but adjust to the object, and you shall find a way round or through it. If nothing within you stays rigid, outward things will disclose themselves.

Empty your mind, be formless. Shapeless, like water. If you put water into a cup, it becomes the cup. You put water into a bottle and it becomes the bottle. You put it in a teapot it becomes the teapot. Now, water can flow or it can crash. Be water my friend.."- **Bruce Lee**

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The following use all the standard rules for combat maneuvers found in the Pathfinder Roleplaying Game; however, two of them (Armlock and Throw Opponent), are additional options when grappling an opponent.

Armlock

Rather than attempting to pin an opponent that you are grappling you can attempt a single or double joint lock that hyperextends, hyperflexes or hyperrotates the elbow joint and/or shoulder joint of your opponent. A successful grapple check allows you to continue grappling the foe, and applies to damage the joint as part of the standard action spent to maintain the grapple. You deal your normal damage from grappling and inflict the Sickened condition on the target who can take no actions that requires two hands to perform until the damage dealt by this attack is healed. If your combat maneuver check exceeds the CMD of the target by 10, or more, your opponent must succeed at a Fortitude save (DC 10 + ¹/₂ your character level plus your Strength modifier) or also suffer from the Nauseated condition for one round. If your combat maneuver check fails by 10 or more, your opponent escapes your grapple and you fall prone in your current square.

Blind Opponent

You can attempt to temporarily blind an opponent (poke him in the eyes, throw sand in his face, etcetera) in place of a melee attack. If you do not have the Improved Blind Opponent, or a similar ability, attempting to Blind Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target gains the blinded condition for one round and is inflicted with the dazzled condition for an additional round after that. If the combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the blinded condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you maneuver backfires and you are blinded for 1 round instead (you accidentally poke your own eyes, the sand is blown back in your face, etcetera).

Bypass Armor

You can attempt to bypass your opponent's armor, or natural armor, with your next attack in place of a standard attack. If you do not have the Improved Bypass Armor feat, or a similar ability, attempting to bypass armor provokes an attack of opportunity from



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the target of your maneuver. If your combat maneuver check is successful, your target losses either its armor or natural armor bonus to AC vs. your next attack. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target looses both its armor and natural armor bonus. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

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Confuse Opponent

Once per round you can attempt to confuse your opponent with a shocking strike to its sensory system in place of a melee attack. If you do not have Improved Confuse Opponent, or a similar ability, attempting to Confusing Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage from the attack and must make a successful Will saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Confused condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with the Confused Condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you maneuver is countered and you are inflicted with the confused condition for 1 round instead (your attack is blocked and rebounds shocking your sensory system instead).

You lock weapons with your foe in an attempt to try and gain a position for an attack by jockeying around so that the 'strong' side (the half closer to the hilt) of your weapon is pressing against the opponent's 'weak' (the other half), you can do this in place of a melee attack or a parry attack. If your combat maneuver check is successful, you gain a +2 circumstance bonus to your next attack roll or combat maneuver check made against the target and you do not provoke an attack of opportunity when performing that combat maneuver. If your combat maneuver check exceeds the CMD of the target by 10 or more, the circumstance bonus increases to +4. If your combat maneuver check fails by 5 or more, your maneuver is countered and your opponent gains a +2 circumstance to her next attack roll or combat maneuver check made against you and she does not provoke an attack of opportunity when performing that combat maneuver.

Create Opening

You can attempt to create an opening in place of a melee attack. If you do not have the Improved Create Opening feat, or a similar ability, attempting to create an opening provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target suffers a -5 circumstance penalty to AC against your next melee attack. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target suffers the penalty to AC for 1 round. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

Cut Clothing

You attempt to embarrass your opponent by swiftly cutting their clothing to pieces without cutting their skin in place of a melee attack. If you do not have the Improved Cut Clothing, or a similar ability, attempting to Cut Clothing provokes an attack of opportunity from the target of your maneuver (this is why it is often done to disarmed or helpless opponents). If your combat maneuver check is successful, you can deal full damage to any of your targets clothing or objects, even living a design if you so wish so long as the damage exceeds the objects hardness, you cannot deal damage to armor though you can mark it.



Disorient Opponent

You attempt to bewilder and unbalance your opponent in place of a melee attack (for example you spin your target around, damage their senses, or overloads them with stimuli). If you do not have Improved Disorient Opponent, or a similar ability, attempting to Disorient Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack, and the target must make a Will save (DC 10+1/2 your character level + your Strength or Dexterity modifier), or the creature suffers a -2 circumstance penalty to initiative checks, attack rolls, Acrobatics, Fly, Jump, Perception, and Swim checks for 1d3+1 rounds. If your combat maneuver check exceeds the CMD of the target by 10 or more, the circumstance penalty increases by two with a duration of 1 hour. Also whenever the creature moves, it must roll 1d8 to randomly determine (as a grenade-like weapon) the actual direction traveled. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

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Entangle Opponent

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You can attempt to entangle your opponent's with rope-like object or by using your environment (cutting down small saplings, collapsing scaffolding, spilling a table, or cabinet in your opponent's path) in place of a melee attack. If you do not have the Improved Entangle Opponent feat, or a similar ability, attempting to Entangle Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target gains the entangled condition for one round. If your

combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the entangled condition 1d3+1 rounds and is knocked prone. If your combat maneuver check fails by 10 or more, you maneuver backfires and you are entangled for 1 round instead (you opponent manipulates the rope to her advantage, or uses one of the fallen chairs to entangle your legs, etcetera).

Enemy Cover

You move inside the arc an opponent's attacks and move as they move so that neither they nor their allies can get a direct bead on you; this is a special move action used as part of Combat Expertise, Fighting Defensively, or Total Defense. If your combat maneuver check is successful move into that creature's square and you gain the benefit of cover against all attacks so long as they are at least your size category or larger. You can now choose to move with your opponent when they do, so long as you have movement remaining though all your other actions occur during the normal initiative order. You must make a successful combat maneuver check each round to maintain enemy cover. The creature can dislodge you by performing a successful combat maneuver or Escape Artist check (DC equal to your CMD) as a standard action. If your combat maneuver check exceeds the CMD of the target by 10 or more, attacks that miss you have a 50% chance of striking the target of this maneuver for 1 round. If your combat maneuver check fails by 10 or more, you provoke an attack of opportunity and leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

Force Movement

You can attempt to force a creature to move in place of a melee attack. If you do not have the Improved Create Opening feat, or a similar ability, attempting to Force Movement provokes an attack of opportunity from the target of your maneuver. You can, with a successful combat maneuver, cause your opponent to move 5 feet in any direction. This 5-foot move does not provoke attacks of opportunity and does not influence the opponent's movement on their following turn. You cannot force your opponent into an occupied area. . If your combat maneuver check exceeds the CMD of the target by 10 or more, the target moves in the direction you choose. If your combat maneuver check fails by 10 or more, you are forced to move 5' in a direction chosen by the target of your maneuver.



Garrote Opponent

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You can attempt to strangle an opponent as a standard action with some cord-like weapon (you grab a woman's scarf, a rope, an actually strangling cord, or a professional assassin's razor wire) or a choke hold as part of a grapple. If you do not have Improved Garrote Opponent, or a similar ability, attempting to Garrote Opponent provokes an attack of opportunity from the target of your maneuver and your opponent is also able to hold her breath (which is why most garrote attacks are preformed against unaware and flat-footed opponents). Opponents add +4 to their CMD if wearing Full Plate or a Leather Collar -or- +10 if wearing a Gorget. If your combat maneuver check is successful, you move into the target's square and begin doing Garrote damage (1d8 for a Medium-sized creature, plus your Strength Modifier). In addition, a target that was not able to hold their breath must make a DC 10 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (o hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies. Moving into the target's square generates Attacks of Opportunities from other foes, but not the target. You both receive all the standard penalties of the Grappled condition. If your combat maneuver check exceeds the CMD of the target by 10 or more, add a +2 circumstance bonus to the DC of the Constitution Check. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from

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the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

If You Are Garroted: If you are garroted, you can attempt to break free as a standard action by making a combat maneuver check (DC equal to your opponent's CMD; this does not provoke an attack of opportunity) or Escape Artist check (with a DC equal to your opponent's CMD). In addition, you could attempt to sunder the strangling cord. If you succeed, you break free and can act normally.

Hinder Natural Attack

You can attempt to disable one of your opponent's natural attacks in place of a melee attack. If you do not have Improved Hinder Natural Attack, Improved Sunder, or a similar ability, attempting to Hinder Natural Attack provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage and cannot use the chosen natural attack for 1 round or until that damage is healed whichever happens first. If your combat maneuver check exceeds the CMD of the target by 10 or more, the chosen natural attack cannot be used for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you provoke an additional attack of opportunity from the target of your maneuver, even if the target has no attacks of opportunity available.

Hinder Special Ability

You can attempt to disable one of your opponent's special abilities in place of a melee attack. If you do not have Improved Hinder Special Ability, or a similar ability, attempting to Hinder Special Ability provokes an attack of opportunity from the target of your maneuver. You can make a combat maneuver against the part of your opponent's anatomy (CMD +4) that is obviously the source of, or provides the power behind, a supernatural or extraordinary ability, such as a creature's mouth (for a breath weapon) or its eyes (for a gaze attack). You cannot target a spell-like ability unless the GM judges that the creature generates it using a specific organ or body part. If your combat maneuver check is successful, your target suffers half damage from your melee attack and cannot use the chosen special ability for 1 round, or until that damage is healed, whichever happens first. If your combat maneuver check exceeds the CMD of the target by 10 or more, the chosen special ability cannot be used for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you are automatically subject to an attack by that special ability, this does not require an action on the part of your target opponent.

Impede Movement

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You attempt to hinder your opponent's wings, feet, knees, or some other body part inhibiting your foe's ability to move. If you do not have Improved Impede Movement, or a similar ability, attempting to Impede Movement provokes an attack of opportunity from the target of your maneuver. You must pick a movement mode used by your target (climbing, flying, swimming, or walking). With a successful combat maneuver, you deal half damage and reduce your target's speed by 5 feet (to a minimum of 5 feet). A flying creature drops one maneuverability category for every 10 feet of speed it loses (to a minimum of clumsy). If it drops below its minimum forward speed while in the air (or to less than half speed, if its maneuverability is average or worse), it immediately falls and takes damage as normal. Note that this effect reduces a target's base speed as well as its speed after accounting for armor and encumbrance. The effects of this maneuver do not stack with other effects that reduce speed. They last until the creature makes a successful Strength or Dexterity check (DC 10+ your Strength or Dexterity Modifier if possess Weapon Finesse) as a standard action or until the damage is healed.

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You cannot negate an opponent's movement if it moves without the aid of obvious anatomical means, such as wings or legs. Thus, you could not negate the aerial movement of a wizard who is using a *fly* spell.

Joint Strike

You can attempt to damage one of your opponent's joints in place of a melee attack (for example you attempt hit an opponent's knee with a warhammer). If you do not have Improved Joint Strike, or a similar ability, attempting to Joint Strike provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack, and the target must make a Reflex save (DC $10+\frac{1}{2}$ your character level + your Strength or Dexterity modifier) or the target suffers 1 point of Dexterity or Strength Damage (your choice). If your combat maneuver check exceeds the CMD of the target by 10 or more, the ability damage increase to 2 points of damage or a 1 point to both Strength and Dexterity. If your combat maneuver check fails by 10 or more, you overextend and leave yourself open to a reversal from the target and you suffer a point of dexterity or strength damage upon a failed save (same DC).

Jow Blow

Once per round you can attempt to daze your opponent with a wicked strike to their loins in place of a melee attack. If you do not have Improved Low Blow, or a similar ability, attempting to Low Blow provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage from the attack and must make a successful Will saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Dazed condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with is dazed for 1d3+1 rounds and knocked Prone if it fails its save. If your combat maneuver check fails by 10 or more, you maneuver is countered and you are inflicted with the dazed condition for 1 round instead (your opponent predicted your maneuver and forces it to rebound upon your loins).

Nauseate Opponent

Once per round you can attempt to disrupt an opponent's vestibular system with a well-placed strike in place of a melee attack (for example, you strike an opponent near his inner ear or strike a creature's special nerve cluster). If you do not have Improved Nauseate Opponent, or a similar ability, attempting to Nauseate Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack and must make a successful Fort saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Nauseated condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, you inflict the subject with the Nauseated condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

Paralyze Opponent

Once per round you can attempt to paralyze an opponent in place of a melee attack (for example by striking or pinching the correct pressure point). If you do not have Improved Paralyze Opponent, or a similar ability, attempting to Paralyze Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage

if the damage is nonlethal) from the attack and must make a successful Fortitude saving throw (10 + half your character level + your Strength or Dexterity modifier) or be inflicted with the Paralyzed condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with the Paralyzed condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a + 5circumstance bonus to its attacks against you for 1 round.

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Parry Attack

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You can attempt to block a single attack with your weapon or shield; this is a special melee attack action used as part of Combat Expertise, Fighting Defensively, or Total Defense. If you are not using a shield, Combat Expertise, Improved Parry, or a similar ability, attempting to Parry Attack provokes an attack of opportunity from the target of your maneuver. Due to the amount of concentration required to block an assault, parry attack counts against the number of Attacks of Opportunity you are allowed in a given round and the number of melee attacks you can make in a given round. If your combat maneuver check is successful, the next melee attack made by your chosen target fails to hit, unless that opponent successfully performed a Feint combat maneuver against you before they attack. If the combat maneuver check exceeds the CMD of the target by 10 or more, you can riposte as a free attack of opportunity, attempt a Corps A Corps, or Disarm combat maneuver after your Parry Attack takes effect. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

Rope-A-Dope

You can attempt to tire out an opponent as part of Total Defense. If you do not have the Improved Rope-A-Dope, or a similar ability, attempting to Rope-A-Dope provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target must make a successful Fortitude Save (DC 10 + $\frac{1}{2}$ your character level + your Strength or Dexterity Modifier) or gain the Fatigued condition. If the combat maneuver check exceeds the CMD of the target by 10 or more, your target gains the Exhausted condition upon a failed save. If your combat maneuver check fails by 10 or

Sacrificial Critical

You attempt to accept a critical hit in an effort to make one of your own in place of a standard action. If you do not have the Improved Sacrificial Critical, or a similar ability, attempting a Sacrificial Critical provokes an additional and separate attack of opportunity from the target of your maneuver that automatically hits and automatically confirms a critical hit. If your combat maneuver check is successful, you leave yourself wide open and helpless, provoking an attack of opportunity that automatically hits and automatically confirms a critical hit. If your opponent takes advantage of this opening, you may make a single attack that automatically threatens a critical hit if successful. You opponent can choose not to take this attack of opportunity. If your combat maneuver check exceeds the CMD of the target by 10 or more, the critical hit against you is not automatically confirmed and instead is only threatens a critical.



Sap

Once per round you can attempt to knock an opponent unconscious in place of a melee attack that deals bludgeoning damage. If you do not have Improved Sap, or a similar ability, attempting to Sap provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack and must make a successful Fort saving throw (10 + half your character level + your Strength or Dexterity modifier)

or be inflicted with the Unconscious condition for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with the Unconscious condition for 1d3+1 rounds. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a + 5circumstance bonus to its attacks against you for 1 round.

Scar Opponent

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You can attempt to create a vicious scar on your opponent's body as part of your next attack in place of a melee attack. If you do not have the Improved Scar Opponent, or a similar ability, attempting to Scar Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes one point of damage and is left with a scar that can only be healed by magical healing, fast healing or regeneration. If your combat maneuver check exceeds the CMD of the target by 10 or more, you can if you choose to make the wound so vicious it deals 2d6 points of bleed damage each round.

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Seize Massive Attack

As part of a readied action, you attempt to latch on tight when larger creatures use attacks. If you do not have the Improved Seize Massive Attack, or a similar ability, attempting to Seize Massive Attack provokes an attack of opportunity from the target of your maneuver. When your target opponent (who must be a larger size category) successfully hits you with a melee attack, you may grab hold of the attacking appendage or weapon and latch on tight with a successful combat maneuver. While you are latched on, you gain a +4 bonus to hit and damage and lose your dexterity, dodge, and shield bonuses to your armor class. You may also make attacks with only a single hand. The creature can dislodge you by performing a successful combat maneuver or Escape Artist check (DC equal to your CMD) as a standard action.

Taunt Opponent

You attempt to insult and humiliate your opponent, so that they will attack you, in place of a melee attack (for example you slap your opponent with your gauntlet and throw it down in front of them). If you do not have Improved Taunt Opponent, or a similar ability, attempting to Taunt Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is

successful, your target takes half damage (full damage if the damage is nonlethal) from the attack, and the target must make a Will save (DC 10+1/2 your character level + your Strength or Dexterity modifier), or attack you for 1 round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target attacks you for 1d3+1 rounds and suffers a -2 penalty to AC due to its unguarded wrath. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a + 5 circumstance bonus to its attacks against you for 1 round.



Throw Opponent

You can throw your opponent across the room once you are grappling them; a successful grapple check allows you to continue grappling the foe, and allows you to throw your opponent as part of the standard action spent to maintain the grapple. If your grapple check is successful, your target is thrown 5 feet. For every 5 by which your check exceeds your opponent's CMD you can throw the target an additional 5 feet. You inflict damage to your target equal to a club of your size (1d6 for medium) plus strength modifier and they are knocked prone, but are no longer grappled. You can however chose to maintain your grapple by falling prone on your opponent though you throw him into square you currently occupy and deal an additional amount of damage equal to a club appropriate to your size (1d6 for medium). This damage can be either lethal or nonlethal. You can also attempt to throw your opponent into a secondary target requiring a ranged attack roll. If you do not have the Improved Grapple, Improvised Weapon, Grab, or a similar ability, you suffer a -4 non proficiency penalty and provoke an attack of opportunity from both the targets of your maneuver (you still provoke attacks of opportunity from all other foes for using a ranged weapon both

targets suffer damage equal to a club appropriate for your size (1d6 for medium) plus your Strength modifier. If your grapple check exceeds the CMD of the target by 10 or more, your opponent must succeed at a Fortitude save (DC 10 + $\frac{1}{2}$ your character level plus your Strength modifier) or suffer from Stunned condition for one round. If your grapple check fails by 10 or more, your opponent escapes, your grapple and you fall prone in your current square.

Torment Opponent

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Once per round you can attempt not to kill your opponent but, instead, choose to deal the most amount of pain possible in place of a melee attack (for example by rather than stabbing a man in the heart you take your sword, and cut all the skin from his chest). If you do not have Improved Torment Opponent, or a similar ability, attempting to Torment Opponent provokes an attack of opportunity from the target of your maneuver. If your combat maneuver check is successful, your target takes half damage (full damage if the damage is nonlethal) from the attack and must make a successful Fortitude saving throw (10 + half your character level + your Strength or Dexterity modifier) or suffer a -4 circumstance penalty on attack rolls, skill checks, and ability checks for 1 minute. If your combat maneuver check exceeds the CMD of the target by 10 or more, the subject is inflicted with penalties for 1 hour. If your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a +5 circumstance bonus to its attacks against you for 1 round.

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Unbalance Opponent

You can attempt to hamper your opponent's reflexes in place of a melee attack. If you do not have the Improved Unbalance Opponent feat, or a similar ability, attempting to Unbalance Opponent provokes an attack of opportunity from the target of your maneuver. You can, with a successful combat maneuver, deny an opponent his Dexterity bonus to his Reflex save or inflict a -2 circumstance penalty to his Reflex save (whichever inflicts the greatest penalty) for one round. If your combat maneuver check exceeds the CMD of the target by 10 or more, the target's penalty to reflex saves is increased by 2. If your combat maneuver check fails by 10 or more, you if your combat maneuver check fails by 10 or more, you leave yourself open to a counterattack from the target of your maneuver granting the target a + 5circumstance bonus to its attacks against you for 1 round.

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Feats

Improved [Insert Combat Maneuver] (Combat)

You are skilled at performing a specific combat maneuver.

Prerequisites: Int 13, Combat Expertise. **Benefit**: You do not provoke an attack of opportunity when performing a [Insert Combat Maneuver] combat maneuver. In addition, you receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to perform this combat maneuver against you.

Normal: You provoke an attack of opportunity when performing a [Insert Combat maneuver] combat maneuver.

Designer's Note:

Rather than list 28 new feats that are all essentially the same I have opted to do one feat that covers all but a few of the preceding combat maneuvers, so when a combat maneuver says for example: If you do not have the Improved Blind Opponent, or a similar ability, attempting to Blind Opponent provokes an attack of opportunity from the target of your maneuver; It is referring to the

feat shown above. Armlock and Throw Opponent are part of the grapple combat maneuver and as such, they do not have an Improved or Greater feat version as they are covered by the feats that deal with grappling.

Greater Blind Opponent (Combat) You are skilled at blinding your foes. Prerequisites: Combat Expertise, Improved Blind Opponent, base attack bonus +6, Int 13. **Benefit**: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Blind Opponent. In addition, whenever you use Blind Opponent to cause an opponent to gain the Blinded condition, she gains that condition permanently.

Normal: A creature you Blind Opponent usually suffers the Blinded condition for 1 round or 1d3+1 rounds.

Greater Bypass Armor (Combat)

You are skilled at slipping past your opponent's armor.

Prerequisites: Combat Expertise, Improved Bypass Armor, base attack bonus, +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Bypass Armor. You can bypass armor as a move action, whenever you use Bypass Armor to cause an opponent to lose his Armor and/or Natural Armor bonus; he loses that bonus until the beginning of your next turn, in addition to losing that bonus against your next attack. Normal: You normally Bypass armor as a standard action. A creature you Bypass Armor loses its Armor and/or Natural Armor bonus against your next attack.

Greater Confuse Opponent (Combat)

You are skilled at confusing your opponents. Prerequisites: Combat Expertise, Improved Confuse Opponent, base attack bonus +9, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Confuse Opponent. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Create Opening

You are skilled at confusing your opponents. Prerequisites: Combat Expertise, Improved Create Opening, base attack bonus +6, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Create Opening. Once per round you can perform a create opening combat maneuver as a swift action.

Greater Cut Clothing

You are skilled at damaging the garments of your opponents.

Prerequisites: Combat Expertise, Improved Cut Clothing, base attack bonus +6, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Cut Clothing. Once per round you can perform a cut clothing combat maneuver as a swift action.

Greater Disorient Opponent (Combat)

You are skilled at disorienting your opponents. Prerequisites: Combat Expertise, Improved Disorient Opponent, base attack bonus +9, Int 13.

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Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Disorient Opponent. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

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Greater Entangle Opponent

You are skilled at entangling your opponents. Prerequisites: Combat Expertise, Improved Entangle Opponent, base attack bonus +6, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Entangle Opponent. Once per round you can perform a cut clothing combat maneuver as a swift action.

Greater Enemy Cover

You are skilled at using your opponents for cover. Prerequisites: Combat Expertise, Improved Enemy Cover, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Enemy Cover. You gain an addition 10' of movement when using this feet as you allow your opponents momentum to move your forward.

Greater Force Movement (Combat)

Enemies must dive to avoid your dangerous move. **Prerequisites**: Combat Expertise, Improved Force Movement, base attack bonus +6, Int 13. Benefit You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Force Movement. Whenever you force movement opponents, they provoke attacks of opportunity.

Normal: Creatures subject to force movement normally do not provoke an attack of opportunity.

Greater Garrote Opponent (Combat)

You are skilled at strangling and choking your opponents.

Prerequisites: Combat Expertise, Improved Garrote Opponent, base attack bonus +12, Int 13. **Benefit**: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Garrote Opponent. In addition, you add a +2 to the DC of the Constitution Check against the effects of this maneuver.



Greater Hinder Natural Attacks (Combat) You are skilled at hindering your opponent's natural attacks.

Prerequisites: Combat Expertise, Improved Hinder Natural Attacks; base attack bonus +6, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Hinder Natural Attacks. In addition, you deal full damage to the creature rather than half damage.

Greater Hinder Special Abilities (Combat)

You are skilled at hindering your opponent's special abilities.

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Prerequisites: Combat Expertise, Improved Hinder Special abilities; base attack bonus +12, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Hinder Special Abilities. In addition, you deal full damage to the creature rather than half damage.

Greater Impede Movement (Combat)

You are skilled at hindering your opponent's movement.

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Prerequisites: Combat Expertise, Improved Impede Movement; base attack bonus +12, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Impede Movement. In addition, you deal full damage to the creature rather than half damage.

Greater Strike Joint (Combat)

You are skilled at damaging your opponent's joints. Prerequisites: Combat Expertise, Improved Strike Joint, base attack bonus +9, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Strike Joint. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Low Blow (Combat)

You are skilled at striking your opponents loins. Prerequisites: Combat Expertise, Improved Low Blow, base attack bonus +9, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performin/g this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Low Blow. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Nauseate Opponent (Combat)

You are skilled at nauseating your opponents. Prerequisites: Combat Expertise, Improved Nauseate Opponent, base attack bonus +9, Int 13. **Benefit**: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Nauseate Opponent. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Paralyze Opponent (Combat)

You are skilled at paralyzing your opponents. Prerequisites: Combat Expertise, Improved Paralyze Opponent, base attack bonus +12, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Paralyze Opponent. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Parry Attack (Combat)

You are skilled at paralyzing your opponents. Prerequisites: Combat Expertise, Improved Parry Attack, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Parry Attack. If you riposte, you also gain a +1 bonus to your attack roll.

Greater Rope-A-Dope (Combat)

You are skilled at tiring out your opponents. Prerequisites: Combat Expertise, Improved Rope-A-Dope, base attack bonus +9, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Rope-A-Dope. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

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Greater Sacrificial Critical (Combat, Critical)

You are skilled at accepting an attack that leaves your opponent vulnerable.

Prerequisites: Combat Expertise, Critical Focus, Improved Sacrificial Critical, base attack bonus +17, Int 13.

Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Sacrificial Critical. Once per day when you perform this maneuver if you confirm the critical you opponent must make a successful Fortitude Saving throw or Die (DC 10 + $\frac{1}{2}$ your character level + your strength or dexterity modifier).

Greater Sap (Combat)

You are skilled at knocking out your opponents. Prerequisites: Combat Expertise, Improved Sap, base attack bonus +12, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Sap. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Scar Opponent (Combat)

You are skilled at knocking out your opponents. Prerequisites: Combat Expertise, Improved Scar Opponent, base attack bonus +12, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Scar Opponent. Once per round you can perform a Scar Opponent combat maneuver as a swift action.

Greater Seize Massive Attack (Combat)

You are skilled at knocking out your opponents. Prerequisites: Combat Expertise, Improved Seize Massive Attack, base attack bonus +6, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Seize Massive Attack. Once per round you can perform a Scar Opponent combat maneuver as a immediate action.

Greater Taunt Opponent (Combat)

You are skilled at insulting and embarrassing out your opponents and enraging them.

Prerequisites: Combat Expertise, Improved Taunt Opponent, base attack bonus +9, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Taunt Opponent. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Torment Opponent (Combat)

You are skilled at inflicting extreme pain rather than attempting to kill your opponent.

Prerequisites: Combat Expertise, Improved Torment Opponent, base attack bonus +9, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Torment Opponent. In addition, you add a +2 to the DC of the saving throw against the effects of this maneuver.

Greater Unbalance Opponent (Combat)

You are skilled at hindering the reflexes of your opponent.

Prerequisites: Combat Expertise, Improved Unbalance Opponent, base attack bonus +6, Int 13. Benefit: You receive a +2 bonus to your Combat Maneuver Bonus when performing this combat maneuver against a foe. This bonus stacks with the bonus granted by Improved Unbalance Opponent. Once per round you can perform a unbalance opponent combat maneuver as a swift action.

The Masters of the Art

The practitioners of the Art predate the orders of holy soldiers and crusaders of Our War Marshal of the Heavens dating back long before the rise of the Cynmark Dynasty, before there was even a fishing village named Questhaven. Their gifts, which they call "the Art" according to their mythology, were first



taught to mortals and immortals alike by Our War Marshal of the Heavens when the deities and powers first began to teach the races during the Epoch of Trinity. When the first Holy Citadels of Our War Marshal were founded, the Masters of the Art were his first followers.

In the current Epoch of Heroes they are teachers of martial skills, they learn to use every weapon in every possible way, discovering old and new tricks and maneuvers, many of which remain secrets known only to the Masters of the Art. However, they will teach their ways to any who wish to learn, are prepared to pay the price (which sometimes is not simply gold), and can pass their tests as worthy students. The majority of their earnings go to the Holy Citadels though they also support themselves with these earnings; they tend to live rather modestly. The Art is, in essence, the study of every known form of armed and unarmed combat.

Like all followers of the Our War Marshal and King in the Heavens they follow a doctrine of status through merit, celibacy, exercise, tithing, and honesty. They do not cut their hair or adorn themselves with tattoos, knowingly imbue intoxicants, or eat unnatural foods (such as the body of an aberration or outsider). They always carry the five symbols of their faith: bracer, holy symbol [the shield and sword or the bundle of sticks], a lock of hair, a weapon, and unshorn hair (usually braided).

The majority of the Masters of the Art are either ex-monks who have discarded introspection and spiritualism for the arts of combat or they are martial combatants who find artistry and beauty in violence rather than embracing the brutality of blood and battle. The order, however, welcomes anyone who

worships their god and is interested in mastering their arts. There are a number of titles with the order of the Masters of the Arts, listed here in ascending order of importance: Master of the Arts, Master at Arms of the Arts, Master Instructor of the Arts, Master Virtuoso of the Arts, and Grandmaster of the Arts. These titles are never politically motivated and are always awarded based on merit, being awarded by a master of a higher importance.

Masters of the Art who have not joined the Questor's Society serve strictly as instructors at the Holy Citadel of Unshorn Locks. They are deadly serious about their obligations to their students and specifically the training of the streetwatch, navy, and army. They are extremely unlikely to travel except to train a special student or assist a member of the Questor's Society on an "adventure" other than perhaps train a member. There are Masters of the Way who are members of the Questor's Society who seek perfection of the Art through real battles against deadly foes.

Master of the Art Prestige Class

Hit Die d10

Requirements

To qualify to become a Master of the Art, a character must fulfill all of the following criteria. Alignment: Any non-chaotic Ability Score: Int 13 **Base Attack Bonus** +5 Skills: Acrobatics 2 ranks, Profession (Teacher) 2 ranks Feats: Combat Expertise, Quick Draw, Weapon Focus, any 2 Combat Maneuver Feats and Unarmed

Strike (or a natural weapon)

Special: Masters of the Art are a holy order within the church of the deity of battle, physicality, physical struggle, valor, unity, and/or war. The Masters cannot pass on the deep arts to unbelievers. While they will teach anyone of any race or even other religions, the deeper arts of a Master of the Arts can only be taught to a dedicated worshiper of their deity. A prospective Master of the Arts must also pass ordeals of training as set down by their deity, these trials include tests of piety and loyalty to their temples, and often a donation of 1,000 gp per character level is customary (though not required).

Class Skills

The Master of the Art's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str) Bluff (Cha), Knowledge (Religion) (Wis) Perception (Wis), Perform (Cha), Profession (teacher) (Wis) and Sense Motive (Wis). Skill Ranks at Each Level: 4 + Int modifier.

Class Abilities

Weapon and Armor Proficiency: A master of arts is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Training Expertise (Ex): At 1st level, a master of the arts can deal nonlethal damage with any weapon at no penalty and can choose the amount of damage he deals when dealing nonleathal damage from a minimum of 1 point to the maximum amount of damage possible.

Bonus Feats (Ex): Starting at 2nd level, at every even level, a master of the arts gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Jable: Master of the Arts

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+1	+0	+0	Training Expertise
2nd	+2	+1	+1	+1	Bonus Feat
3rd	+3	+2	+1	+1	Assess Battle
4th	+4	+2	+1	+1	Bonus Feat
5th	+5	+3	+2	+2	Combat Virtuoso
6th	+6	+3	+2	+2	Bonus Feat
7th	+7	+4	+2	+2	Trained Reactions
8th	+8	+4	+3	+3	Bonus Feat
9th	+9	+5	+3	+3	Deflect Arrows
10th	+10	+5	+3	+3	Bonus Feat, Secrets of the Arts

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Upon reaching 4th level, and at 8th level, a master of the arts can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the master of the arts loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A master of the arts can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Assess Battle (Ex): At 3rd level, a master of the arts gains an insight bonus to his Initiative check equal to his Intelligence modifier.

Combat Virtuoso (Ex): At 5th level, you gain a +2 insight bonus to your combat maneuver bonus and your combat maneuver defense

Trained Reactions (Ex): At 7th level, if a master of the art delays his action he can respond to an allies or opponent's action as if he had readied an action to respond to it, though he must have been aware of the ally and/or opponent in order to be able to respond to that creature's actions.

Deflect Arrows (Ex): At 9th level, a master of the arts gains the benefit of the Deflect Arrows feat when armed or unarmed. The master of the arts does not need a free hand to use this feat.

Secrets of the Art (Ex): At 10th level, a master of the art never provokes an attack of opportunity when performing any combat maneuver, subject to GM adjudication the character can develop a new combat maneuver.

Glossary

Cynmark Dynasty: a 2000 year empire mared ruled in its entirety by the dread lich Korvak Cynmark the Dark Emperor; If you are not using the Questhaven campaign setting you can replace this with any fallen empire marked by an evil rulership.

Our Deities of Questhaven: The people of Questhaven believe referring to gods by their names is blasphemous, instead they refer to deities by titles. The most common titles start with "Our" as a deity regarded favorably by the speaker and "Their" as one regarded unfavorably.

Our War Marshal in the Heavens: god of battle, the body, physical struggle, unity, valor, and war. Also known as Our Valiant King in the Heavens, Our Bold and Mighty King and Their Fascist Warlord. If you are not using the Questhaven campaign setting you can replace him with any deity of valor or war.



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Questhaven: A major metropolis on the coast of a mystical sea. Freed from the rule of Korvak Cynmark the Dark Emperor two hundred years ago, it is currently ruled by the cities liberators an Oligarchy of Adventurers known as the Questor's Society, it is also known as The Evocative City and The City of Adventure, it is referred to in a derogatory fashion as The City of Bastards due to the lack of a hereditary nobility and for the high population of half-breeds and unusual races that reside in the city. If you are not using the Questhaven Campaign setting you can replace it with any major urban metropolis

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