



THE MASTER OF FORMS BASE CLASS



BRADLEY CROUCH
COMMISSIONED BY ALEX ROSS

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ROLEPLAYING GAME COMPATIBLE

The Master of Forms Base Class Interjection Games

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Credits

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Class Stats

Difficulty to Play (1-5): 3

Difficulty to Build (1-5): 2

Role: Full BAB "element-bending" monk

Playstyle: "Combo point" martial artist



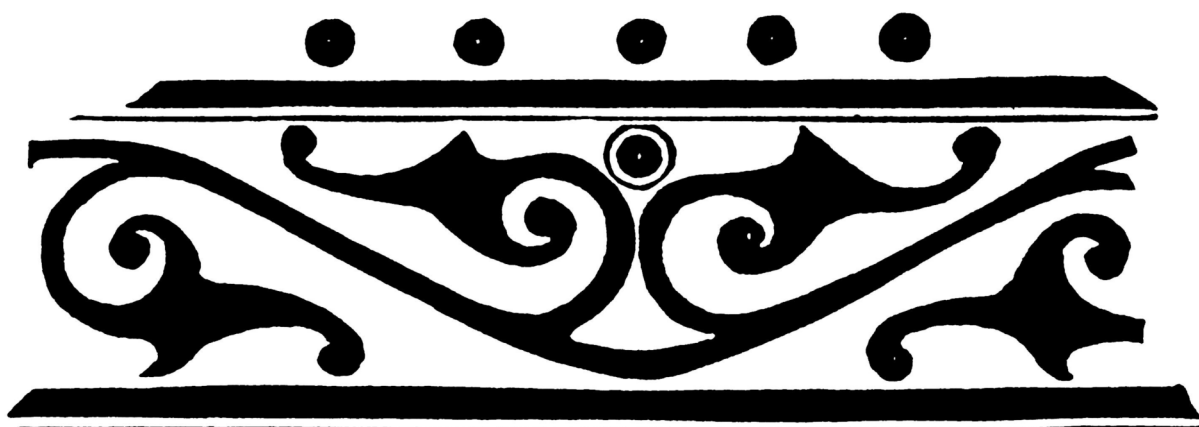
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Master of Forms

Monks strive to master themselves in order to obtain true enlightenment, but such a path tends to blind the practitioner to the outside world. Despite the mantras and teachings of these monks, other callings have proven time and again that the outside world is a potent source of power that can overwhelm even the most disciplined soul, and none of these rival callings hit as close to home as do the masters of forms. Martial artists who embrace a hybrid stance between perfection of the physical self and understanding the nature of the natural world, masters of forms believe that life should be experienced to its fullest. To become locked up in the self is a travesty! Their teachings preach an outward view, for to understand the primal elements that build the world is to understand the self. We are all cut from the same cloth, and learning these commonalities makes all the world an ally.

Role: A highly-adaptable melee brawler, the master of forms draws from the power of the primal elements to specialize his fighting style. Speed, power, both proactive and reactive defense, and even ranged abilities are available to those masters of forms who have the will to go out and learn their secrets.

Alignment: Any. Unlike the monk, whose discipline requires strict adherence to specific tenets to gain power, a master of forms has the power of choice. Any individual with the determination to learn the ways of the forms can find at least one elemental philosophy to embrace.

Hit Die: d10

Starting Wealth: 2d4 x 10 gp (average 50 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Table: The Master of Forms

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmed Damage
1st	+1	+0	+2	+2	AC bonus, <i>centered strike</i> , 3 forms, stances, unarmed strike	+0	1d6
2nd	+2	+0	+3	+3	Deep focus 1/day, evasion, form	+0	1d6
3rd	+3	+1	+3	+3	Form, slow fall 20 ft.	+0	1d6
4th	+4	+1	+4	+4	<i>Energetic fists</i> , form	+1	1d8
5th	+5	+1	+4	+4	Form, secret art	+1	1d8
6th	+6/+1	+2	+5	+5	Form, slow fall 30 ft.	+1	1d8
7th	+7/+2	+2	+5	+5	Deep focus 2/day, form, <i>primal meditation</i>	+1	1d8
8th	+8/+3	+2	+6	+6	Form, purity of body	+2	1d10
9th	+9/+4	+3	+6	+6	Form, secret art, slow fall 40 ft.	+2	1d10
10th	+10/+5	+3	+7	+7	Form, <i>mind over matter</i>	+2	1d10
11th	+11/+6/+1	+3	+7	+7	Diamond body, form	+2	1d10
12th	+12/+7/+2	+4	+8	+8	Deep focus 3/day, form, slow fall 50 ft.	+3	2d6
13th	+13/+8/+3	+4	+8	+8	<i>Center the mind</i> , form, secret art	+3	2d6
14th	+14/+9/+4	+4	+9	+9	Diamond soul, form	+3	2d6
15th	+15/+10/+5	+5	+9	+9	Form, slow fall 60 ft.	+3	2d6
16th	+16/+11/+6/+1	+5	+10	+10	Form, <i>greater energetic fists</i>	+4	2d8
17th	+17/+12/+7/+2	+5	+10	+10	Deep focus 4/day, form, secret art	+4	2d8
18th	+18/+13/+8/+3	+6	+11	+11	Form, slow fall 70 ft.	+4	2d8
19th	+19/+14/+9/+4	+6	+11	+11	Form, <i>harvest elements</i>	+4	2d8
20th	+20/+15/+10/+5	+6	+12	+12	Form, slow fall any distance, stance savant	+5	2d10

The Master of Forms Base Class

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The master of form's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the master of forms.

Weapon Proficiency: Masters of forms are proficient with the brass knuckles, cestus, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear and temple sword.

Armor and Shield Proficiency: A master of forms is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a master of forms loses his AC bonus and cannot gain focus points.

AC Bonus: When unarmored and unencumbered, the master of forms adds his Charisma bonus (if any) to his AC and his CMD. In addition, a master of forms gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every four master of forms levels thereafter, up to a maximum of +5 at 20th level. Class levels in other classes with AC Bonus stack, but only apply a the largest ability modifier to AC granted by the various AC Bonuses.

These bonuses to AC apply even against touch attacks or when the master of forms is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Forms: A traditional martial artist draws power from the self. Through discipline, he heightens his own prowess, turning sinews to steel through sheer willpower. Luckily for those who do not have the mindset for that sort of egregious self-worship, there are plenty of external sources of power that result in a fairly-similar endgame. Chief among these are the primal elements, unique among such sources of power in that they shape everything in the world, thus providing an external component - the rest of the world - as well as an internal component - the body of the practitioner. This unique duality allows those martial artists who subscribe to the primal elements to progress down the path of their calling both by learning to strengthen the harmony of self and by learning how to manipulate the surrounding environment.

At 1st level, a master of forms becomes proficient in his namesake: forms. Forms (see **Section: Forms Summary** and/or **Section: Forms List**) are various extraordinary and supernatural abilities that are linked to one of the primal elements. Each form has three special quantities unique to them: focus required, focus change, and element.

Focus Required - The number of points in the master of forms' focus pool must be equal to one of the numbers listed on this line in order for it to be performed.

Focus Change - When a form is performed, the master of forms' focus pool gains or loses focus points equal to the amount shown on this line. When focus is spent, it is an up-front cost and deducted before performing the form. When focus is gained, it is awarded after performing the form.

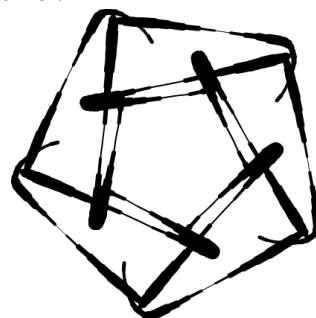
Forms can be used at any time; however, those forms with a focus change of +1 only generate focus while in the heat of combat. If in a situation that precludes fighting back or real stakes, such as punching a bag of kittens, beating on a bound goblin in the middle of an interrogation, or "playfighting" with allies without the intent to train, the master of forms does not generate focus.

Element - The element is the "subtype" of a form, and can be found under the form header. Many forms interact with subsequent forms of a particular element, and a master of forms can enter into an elemental stance (see the stances class feature) if he performs forms of the same element in sequence.

A master of forms begins play with 3 forms, and gains an additional form at each new master of forms level. He must meet all of the prerequisites of any form he wishes to gain. The Difficulty Class (DC) for a saving throw against a master of forms' form is 10 + 1/2 the master of forms' class level + the master of forms' Charisma modifier. Unless otherwise granted the ability to do so, a master of forms can only perform a single form each round.

Focus Pool (Su): A master of forms begins play with pool of focus points, a measure of the strength of his connection to the primal elements at any given time. The maximum number of points in a master of forms' focus pool is equal to 4. Unlike most pools, however, the focus pool begins play empty and does not replenish itself after a set period of time. Instead, whenever the master of forms performs a form, the number of points of focus in the pool increases or decreases as dictated by that form's focus change, detailed above.

The focus pool requires the trials only found in the heat of combat to function properly. As a result, focus points can only be gained in the heat of combat, and the number of focus points in the focus pool is set to 0 once the master of forms has been out of combat for minutes equal to his Charisma modifier.



The Master of Forms Base Class Interjection Games

Universal Forms: One does not run without learning how to walk, and crawling comes before walking. In the same vein, a master of forms does not learn how to start an earthquake before learning how to channel generic energy through his body. The logical conclusion to this truism is that there are a number of forms that are common knowledge to all masters of forms. At the indicated levels, a master of forms gains the following forms. Given their universal nature, these forms have no element.

Centered Strike (Ex)

Form: Universal
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: instantaneous
Requires: Master of Forms 1

As a standard action, or in place of an attack in a full-attack action, the master of forms makes a single melee attack. If it hits, it deals normal damage, plus additional damage equal to half his Charisma modifier, rounded up. Starting at 6th level, this form instead deals additional damage equal to the master of forms' Charisma modifier.

Energetic Fists (Su)

Form: Universal
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 1 round + 1 round/3 levels
Requires: Master of Forms 4

As a swift action, the master of forms channels energy into his fists, granting his unarmed attacks a +1 luck bonus to attack and damage rolls.

This form can be performed even if he has already performed exactly one form this round.



Primal Meditation (Ex)

Form: Universal
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: instantaneous
Requires: Master of Forms 7

As a move action, the master of forms meditates upon the truths of one of the primal elements. His current elemental stance, if any, ends immediately. Choose an elemental stance. It becomes active.

Mind over Matter (Su)

Form: Universal
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 1 round
Requires: Master of Forms 10

As a swift action, the master of forms gains a fly speed equal to his base land speed with perfect maneuverability.

Center the Mind (Ex)

Form: Universal
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 round
Requires: Master of Forms 13

As a standard action, or in place of an attack in a full-attack action, the master of forms centers his mind, gaining a +2 insight bonus to his choice of Fortitude, Reflex, or Will saving throws.

Energetic Fists, Greater (Su)

Form: Universal
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: 1 round + 1 round/3 levels
Requires: Master of Forms 16

As a swift action, the master of forms channels energy into his fists, granting his unarmed attacks a +2 luck bonus to attack and damage rolls.

This form can be performed even if he has already performed exactly one form this round.

Harvest Elements (Ex)

Form: Universal
Focus Required: 2 or 3
Focus Change: +1
Duration: instantaneous
Requires: Master of Forms 19

This form can only be performed if the master of forms is currently under the effects of an elemental stance granted by the stances class feature. As a swift action, the master of forms' current elemental stance ends immediately.

The master of forms may perform a second form this round.

Sidebar: Stances and Universal Forms

Universal forms are unique in that they have no element. As a result, performing a universal form does NOT disrupt an active stance. That said, given three consecutive forms of the same element must be performed to activate a stance, a universal form breaks the chain necessary to activate a stance in the first place.



The Master of Forms Base Class Interjection Games

Stances (Ex): Forms, divided as they are by their element of association, share a thread of commonality with their peers. As a result, masters of forms who continually perform forms of the same element find themselves settling into a stance without conscious thought. At 1st level, if a master of forms performs three consecutive forms of the same element within 1 minute, he slips into that element's stance and gains the corresponding bonus listed below. He remains in this stance until he performs a form of an element that doesn't match the stance's element or until his focus pool is set to 0 as a result of being out of combat.

Earth - The first time an attack made with a weapon hits the master of forms each round, he may expend 1 focus. If he does, roll dice equal to the base damage die of that weapon. The master of forms gains DR X/-, where X is the result rolled, against that attack.

This stance has no focus cost if the master of form's current health is less than half his maximum health.

Fire - When the master of forms performs a fire form that grants focus, he gains that focus immediately rather than after the form resolves.

Ice - The master of forms may perform an ice form with a focus change of +1 in place of an attack of opportunity. Doing so requires that the master of forms have at least 1 focus and sets the focus change of that form to -1. This ability can be used once per round.

Lightning - The master of form's base land speed increases by +5 feet per point of focus he possesses, minimum +5 feet.

Wind - Whenever the master of forms gains focus when his focus is equal to 0, he gains a temporary focus point in addition to the focus he normally gains. This temporary focus point can be used to pay for the focus cost of forms, but does not count toward the required focus to perform a form in the first place. Temporary focus points are always expended before actual focus points, and temporary focus points gained through the use of this stance can only be spent on wind forms.

Unarmed Strike: At 1st level, a master of forms gains Improved Unarmed Strike as a bonus feat. A master of forms' attacks may be with fist, elbows, knees, and feet. This means that a master of forms may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a master of forms striking unarmed. A master of forms may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a master of forms' unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

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

A master of forms also deals more damage with his unarmed strikes than a normal person would, as shown on **Table: Master of Forms**. The unarmed damage values listed on **Table: Master of Forms** is for Medium masters of forms. A Small master of forms deals less damage than the amount given there with his unarmed attacks, while a Large master of forms deals more damage; see **Table: Small or Large Master of Forms Unarmed Damage**.

Deep Focus (Ex): Starting at 2nd level, whenever a master of forms performs a form, he may grant himself the ability to perform a second form that round as a free action. This ability may be used once per day at 2nd level, plus an additional time per day at 7th level and every five levels thereafter.

Evasion (Ex): At 2nd level or higher, a master of forms can avoid damage from many area-effect attacks. If a master of forms makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a master of forms is wearing light armor or no armor. A helpless master of forms does not gain the benefit of evasion.



Slow Fall (Ex): At 3rd level or higher, a master of forms within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The master of forms' ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his master of forms level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

Table: Small or Large Master of Forms Unarmed Damage

Level	Damage (Small monk)	Damage (Large monk)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

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Secret Arts (Su): Most forms can be performed time and time again without risking the life and limb of he who performs them, but there are some few forms which lie near the heart of an element's identity that threaten to burn away even the most devoted disciples. These forms are known as secret arts. A secret art cannot be performed if another form has already been performed that round, even if the first form grants the ability to perform another one; they're simply too complex. If a secret art has a duration of greater than instantaneous, no other forms may be performed for the entirety of its duration, while if a secret art has a duration of instantaneous, no other form may be performed in the same round. In order to perform a secret art, the master of forms must be in the stance corresponding to that secret art's element. Secret arts do not have a required focus, though some consume focus to empower themselves.

At 5th level and every four levels thereafter, the master of forms selects a secret art from the list below. He may perform each secret art he knows once per day; however, secret arts can be selected multiple times. Each time, the number of times that particular secret art can be used per day increases by +1.

Aquatic Triad (Su; Ice) - Those who follow the path of ice have one toe in the water and their heads in steam, for it is all one and the same to a master of forms with sufficient control over his element. As a standard action, the master of forms expends all of his focus and envelops a 10-ft. burst within 60 feet in mist. He may choose to transform this mist into steam, leave it as aerosolized water, or deposit it as snow, drawing heat from or depositing heat into the vicinity of the burst in order to do so.

If transformed into steam, all creatures caught in the burst take 1d4 points of cold damage per master of forms level with a Fortitude save for half. If a subject is wearing metal armor, this damage is maximized.

If left as water, all creatures caught in the burst treat their armor, if any, as though it had a Maximum Dexterity Bonus of +0 for 1 minute. Creatures flanking a creature soaked in this manner gain an additional +2 bonus to attack rolls. A successful Fortitude save negates.

If deposited as snow, all creatures caught in the burst take 1d4 points of fire damage per master of forms level with a Fortitude save for half. If a subject is wearing combustible armor, this damage is maximized.

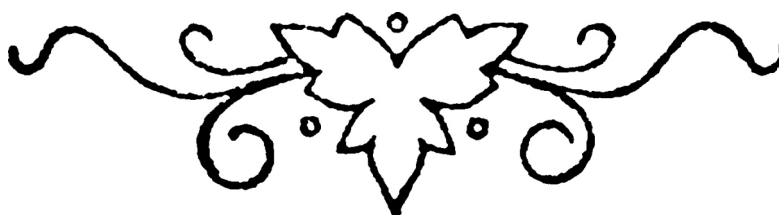
If the master of forms expends at least 2 focus performing this secret art, he chooses two of the above effects rather than just one. If he expends 4 focus, he chooses all three effects.

Bones of the Mountain (Su; Earth) - As a standard action, the master of forms expends all of his focus and slams his hands to the ground to draw forth an enormous earthen club. Treat this enormous club as a greatclub of the master of forms' size with which he is proficient, save that it increases the reach of its wielder by +15 feet. The club's enhancement bonus is equal to the number of points of focus expended on this secret art, and the master of forms treats the natural result of any attack rolls or critical threat confirmation rolls made with this weapon as though they were higher than shown by that same amount. As a free action, make a single melee attack with the club, albeit with a +10 circumstance bonus to the attack roll. On a successful hit, the club deals normal damage, plus an additional 1d6 points of bludgeoning damage per master of forms level. This additional damage is not multiplied on a critical hit. The club crumbles immediately after being used for one swing, hit or miss.

Dancing Winds (Su; Wind) - The wind is unpredictable and ephemeral, but also elegant in its chaos. As a swift action, the master of forms slips into such a state of mind. He gains a +2 dodge bonus to AC and may move up to 10 feet at the beginning of each of his turns as a free action. This movement does not provoke attacks of opportunity. Once per round as a standard action, or in place of an attack in a full-attack action, the master of forms launches a burst of air toward a creature within 30 feet. Make a ranged touch attack. If it hits, the master of forms chooses either to attempt a trip combat maneuver with a CMB equal to his master of forms level + his Charisma modifier or to slash the target with whipping winds, dealing slashing damage equal to his unarmed base damage die + his Charisma modifier. This secret art last for rounds equal to the master of forms' Charisma modifier or until dismissed.

Sidebar: The Science of Aquatic Triad

The *aquatic triad* secret art is an excellent example of how the master of forms operates. Though he can twist the laws of physics thanks to his personal relationship with the primal elements, he cannot break them. As a result, when *aquatic triad* changes water to steam or water to ice, that energy has to go somewhere. When changing from water to steam, energy is drawn in from the surrounding environment to facilitate the change, thus dealing cold damage. Similarly, when changing from water to ice, energy is dumped into the surrounding environment, thus dealing fire damage. In short, this is conjuration and transmutation trying to mimic evocation. Just flip the signs!



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Frozen World (Ex; Ice) - A liquid world is both chaotic, in that water carves away at the established norm, and lazy, in that water flows downhill to become less energetic. Ice is comparatively stable and unafraid to flaunt its ability to stand tall against the will of outside forces. Ice is a state of mind. As a swift action, the master of forms slips into such a state of mind. Each round, if he takes actions as though he were staggered, the master of forms gains a +1 insight bonus to AC, saving throws, and attack rolls for 1 round, and successful attacks made against the master of forms while in such a state provokes an attack of opportunity from the master of forms. This insight bonus increases by +1 for every six levels the master of forms possesses. In addition, there is no limit to the number of attacks of opportunity he can make each round. This secret art last for rounds equal to the master of forms' Charisma modifier or until dismissed.

Gaia's Embrace (Ex; Earth) - Though the wind scours it, the river runs through it, and the flame runs rampant over its surface, the earth endures, and even thrives. As a swift action, the master of forms slips into such a state of mind. He gains DR 3/- and fast healing 1. Both the damage reduction and the fast healing increase by +1 for every three master of forms levels he possesses. In addition, if the master of forms has at least 1 focus, he may perform the bound to the earth form as a swift action, albeit at a focus change of -1. This ability overrides the fact that a master of forms cannot perform any forms while maintaining a secret art with a duration of greater than instantaneous. This secret art lasts for rounds equal to the master of forms' Charisma modifier or until dismissed.

Gale Cannon (Su; Wind) - As a standard action, the master of forms launches a cohesive cylinder of air at a creature within 60 feet. Make a ranged touch attack. On a successful hit, the subject is blown 5 feet per master of forms level directly away from the master of forms in a straight line. This movement is so fast and so violent that it does not provoke attacks of opportunity. If the subject would collide with a solid obstruction or another creature that is one size category smaller than it or larger, then its movement stops immediately in a square adjacent to that which stopped it. The subject takes 1d6 points of bludgeoning damage for every 5 feet of movement remaining when it stops moving due to an obstruction. No damage is dealt to that with which the subject collides. A successful Fortitude save negates being blown away, but the subject takes 1d6 points of bludgeoning damage per master of forms level instead.

The Oncoming Storm (Su; Lightning) - The most terrifying storms tend to be the fastest, and even the swiftest horse is powerless to escape the thunderhead's wrath. As a swift action, the master of forms slips into such a state of mind. He gains the benefits of the *haste* spell. Further, his melee and thrown ranged attacks ignore 1 point of natural armor or armor bonus to AC, plus an additional point of natural armor or armor bonus to AC for every three master of forms levels he possesses. This secret art last for rounds equal to the master of forms' Charisma modifier or until dismissed.

Pyroclasm (Su; Fire) - As a standard action, the master of forms expends all of his focus and calls forth a column of flame from the depths of the earth itself, inundating a 10-ft. burst centered within 60 feet of himself in heat, light, and fury. Creatures caught in the burst take 1d6 points of fire damage per master of forms level with a Reflex save for half. Creatures that fail their Reflex save are blinded for rounds equal to the number of points of focus expended with a Fortitude save to negate.

Raging Immolation (Su; Fire) - When a man finds himself willing to throw his form into the grinder for a cause, that is passion, and where there is passion, there is fire. As a swift action, the master of forms slips into such a state of mind. His reach increases by +5 feet. Further, both creatures that he hits in melee and creatures that hit him in melee take 1d4 points of fire damage, plus an additional point of fire damage for every three master of forms levels he possesses. At 11th level, his reach increases by +10 feet instead. This secret art last for rounds equal to the master of forms' Charisma modifier or until dismissed.

Thunder Spear (Su; Lightning) - As a standard action, the master of forms expends all of his focus and hurls an immense bolt of electricity in a 60-ft. line, dealing 1d6 points of electricity damage per master of forms level, plus additional electricity damage equal to twice the number of points of focus expended, with a Reflex save for half. If at least 2 points of focus are expended, creatures that fail their Reflex save are dazed for 1 round with a Fortitude save to negate. If 4 points of focus are expended, the Difficulty Class of all saving throws called for by this secret art increase by +2.

Purity of Body (Ex): At 8th level, a master of forms gains immunity to all diseases, including supernatural and magical diseases.

Diamond Body (Su): At 11th level, a master of forms gains immunity to poisons of all kinds.

Diamond Soul (Ex): At 14th level, a master of forms gains spell resistance equal to his current master of forms level + 10. In order to affect the master of forms with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the master of forms' spell resistance.

Stance Savant (Ex): At 20th level, a master of forms has become incredibly adept in the use of his favored element. Determine which element is predominant among the forms the master of forms knows: that is, the element with the most forms known. If two or more elements tie for being predominant, the master of forms chooses one to be named predominant. This decision cannot be changed unless the master of forms changes his list of known forms. While conscious, the master of forms is always considered to have the stance corresponding to his predominant element active. This stance is not subject to the rules of stances class feature, thus allowing the master of forms to have two stances active at once. Multiple instances of the same stance do not stack.

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Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have masters of forms as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Every 2 times this bonus is selected, the master of forms has a +1 armor bonus to AC at all times, to a maximum of twice his current focus. This bonus stacks.

Drow – Add +1/5 to initiative checks.

Dwarf – Every 3 times this bonus is selected, the master of forms has DR 1/- at all times, to a maximum of his current focus. This bonus stacks.

Elf – Add +1/3 to the master of forms' CMD.

Gnome – Every 5 times this bonus is selected, choose a form. Whenever the chosen form is performed, the master of forms may expend 3 focus. If he does, he may perform a second form of the same element that round.

Half-elf – Add +1/6 to the master of forms' CMD, as well as +1/6 of a new form.

Halfling – Add +1/3 of a new form.

Half-orc – Every 3 times this bonus is selected, the master of forms has resistance 1 against acid, cold, electricity, fire, and sonic at all times, to a maximum of his current focus. This bonus stacks.

Hobgoblin – Treat the master of forms' class level as though it were +1/3 higher for the purpose of forms with a focus change of +1 used when his current focus is equal to 4.

Human – Add +1/3 of a new form.

Kobold – Add +1/4 to the Difficulty Class of all forms if the victim is a gnome.

Orc – Every 3 times this bonus is selected, the master of forms has resistance 1 against acid, cold, electricity, fire, and sonic at all times, to a maximum of his current focus. This bonus stacks.

Puddling – Every 5 times this bonus is selected, choose a form. Whenever the chosen form is performed, the master of forms may expend 3 focus. If he does, he may perform a second form of the same element that round.

Tiefling – Every 2 times this bonus is selected, the master of forms has a +1 armor bonus to AC at all times, to a maximum of twice his current focus. This bonus stacks.

Master of Forms Feats

Deeper Focus (General)

The ability to use form after form is an advantage not lost on you.

Prerequisite: Deep focus class feature

Benefit: You may use the deep focus class feature an additional time per day.

Elemental Focus (General)

You favor one element in particular.

Prerequisite: Forms class feature

Benefit: Add +1 to the Difficulty Class for all saving throws against forms from the element you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new element of forms.

Extra Forms (General)

Rather than focus on those forms you know, you have decided to go out and learn new ones.

Prerequisite: Forms class feature

Benefit: Choose two forms for which you meet all the prerequisites. You gain these forms.

Special: You can gain Extra Forms multiple times. Each time, select two new qualifying forms.

Overflowing Elements (General)

Your stances overwhelm your body, allowing you to corrode, burn, freeze, and shock with your fists.

Prerequisite: Stances class feature, master of forms level 9th

Benefit: Whenever an elemental stance is active, your unarmed attacks deal an additional 1d3 points of damage on a successful hit. The type of this additional damage depends on the stance.

Earth - acid
Fire - fire
Ice - cold
Lightning - electricity
Wind - slashing



The Master of Forms Base Class Interjection Games

Forms Summary

Earth

No Requirements

Ferrous Claws: -2 Focus. Grow a pair of iron claws that wear away as you use them.

Fibrous Lasso: +1 Focus. Summon a vine that entangles a single creature. Vines are barbed and deal 1d4 piercing damage each round at low health.

Granite Strike: +1 Focus. Make a single attack at +1 critical multiplier.

Home Among Fallen Rocks: +1 Focus. Earthen difficult terrain is not difficult.

Reborn in Spring: +1 Focus. Summoned plants deal 1d6 + Cha mod damage to a single square. Deal additional bleed damage at low health.

Rumbling Earth: -2 Focus. Attempt to trip all adjacent creatures.

Seismic Shock: -2 Focus. Punch a target in the face, stunning it.

Seismic Surge: -4 Focus. Deal 1d6 points of damage per level and trip in a 30-ft. line. Terrain remains difficult for 1 minute.

Shaleskin: -2 Focus. Gain a +2 or greater enhancement bonus to natural armor bonus.

Weight of the Boulder: +1 Focus. Become immobile, but gain +4 CMD.

Level 4

Dig Deep: +1 Focus. Gain Charisma modifier temporary hit points that last for 1 round. Gain additional temporary hit points at low health.

Nature's Specious Gift: -3 Focus. Grow a very toxic berry which can be used as a dose of injury poison.

Level 6

Bound to the Earth: -3 Focus. Summon a giant vine that continually attempts to grapple a creature within reach. Vines are barbed and deal bleed damage at low health.

The Stoic Boulder: -1 Focus. Gain immunity to fear. Spending an additional 2 focus allows use while frightened.

Level 8

Swimming through Stone: -3 Focus. Burrow through the earth without leaving a hole.

Fire

No Requirements

Cauterization: 0 Focus. End all bleed effects and grant temporary immunity to bleed.

Choking Knee: +1 Focus. Make an unarmed attack, then bull rush if successful. On a successful bull rush, may spend 2 focus to stagger for 1 round.

Dragon's Maw: -4 Focus. 20-ft. cone of flame deals 1d6 fire damage per level

Growing Inferno: +1 Focus. Make a single attack, shutting down fast healing and regeneration for 1 round on a successful hit. On a successful hit, may spend 2 focus to cause fast healing and regeneration to damage instead of heal.

Light the Candle: -1 Focus. Next two unarmed attacks deal additional fire damage.

Render to Ash: +1 Focus. Burst of flames directly attacks a piece of equipment for damage equal to level. On a successful hit, may expend 2 focus to ignore hardness if combustible.

Smoke Strike: +1 Focus. Unarmed attack dazzles on hit. If successful on an already-dazzled creature, may expend 2 focus to blind for 1 round.

Spark the Inferno: +1 Focus. Single attack deals base damage as fire damage. If successful, may spend 1 focus to maximize all fire damage dealt by that attack.

The Wildfire's Pursuit: -1 Focus. Move 5 feet, then attack.

Weeping Burns: -3 Focus. Single melee attack deals fire damage and bleed damage equal to base damage + enhancement bonus + half Charisma modifier, rounded down. You may perform a second form this round.

The Withering: -4 Focus. All weapons stagger for 1 round.

Level 4

Licking Flames: -1 Focus. Weapons are wounding for 1 round.

Walking over Hot Coals: -2 Focus. Movement leaves a trail of coals that deal 1d6 + level fire damage if crossed.

Level 6

Blazing Form, Honed Mind: +1 Focus. Deal damage to self, but perform a second form this round.

Level 8

Burning Backbreaker: -2 Focus. Slam down onto a creature's back, dealing twice level fire damage and tripping.



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Ice

No Requirements

The Calving Terminus: -2 Focus. Chunks of ice make autonomous attacks of opportunity at reach weapon range.

Cumulative Exposure: +1 Focus. Single melee attack applies -5-ft. penalty to all movement speeds, minimum 5 feet. Stacks.

Curse of the Frozen Mind: +1 Focus. Single melee attack forces target to make concentration checks to cast spells.

Freezing Pressure Points: -1 Focus. Single melee attack freezes joints momentarily, forcing target to act staggered this round or become staggered next turn as cartilage tears.

Frozen Surge: +1 Focus. Irate burst of ice, water, and steam deals 1d4 + level damage, half cold, half bludgeoning. Can only use when an ability was 'thwarted' in the last round; see full text

Icy Surface: +1 Focus. Slick ice acts as the grease spell, except frozen.

Meditations on the Glacier's Wake: +1 Focus. Your next ice form has +1 to DC, +1 to CMB, +1 to attack rolls, and deals +1 cold damage.

Snowball: +1 Focus. Summon deadly throwing weapons.

Snowblind: -1 Focus. Dazzle attackers and blind dazzled attackers.

Level 4

Encase: -2 Focus. Shell of ice grants damage reduction, and deals cold damage to adjacent melee attackers.

Shards of the Glacier: -3 Focus. Successful attacks made against you provoke attacks of opportunity from you.

Level 6

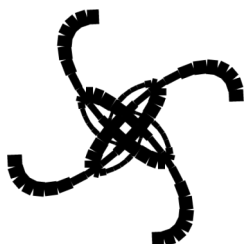
Avalanche: -4 Focus. Deal cold damage and stagger in a 20-ft. radius

Crystallize: -4 Focus. Deal cold damage and stagger a single target each round. Duration increased with focus investment as ice forms are focused upon the target.

Solid Water: -2 Focus. Walk across water as the water walk spell, and gain a +2 bonus to saving throws against polymorph effects and effects that alter the percent content of water in your body.

Level 8

Geysir: -3 Focus. 10-ft burst of water trips all targets.



Lightning

No Requirements

Body of the Storm: -4 Focus. Charge at an enhanced range, dealing 1 point of damage for every 5 feet traveled.

Chaining Blow: -1 Focus. Single melee attack deals damage to a second creature within 15 feet.

Flash: +1 Focus. Adjacent creature takes a -4 penalty to its next attack roll.

Flurry of Sparks: -3 Focus. Your melee attacks hit on a successful touch.

The Forking Bolt: +1 Focus. Charge in a zig-zag.

Greased Lightning: +1 Focus. Increase base land speed by +20 feet.

Sparking Touch: +1 Focus. Make an unarmed attack that hits on a touch and deals electricity damage based on Charisma.

Static Cling: +1 Focus. Deal additional damage if you move 20 feet or more each round.

Streaking Strike: -1 Focus. Melee attack or thrown ranged attack ignores hardness and damage reduction.

Level 4

Storm of the Century: -4 Focus. Strike creatures within 60 feet with 1 + 1/3 level bolts of lightning, dazing creatures struck multiple times for 1 round.

Level 6

Lancing Bolt: -2 Focus. Lightning strikes a creature within 60 feet for 1d6 + damage reduction electricity damage, then halves damage reduction for 1 round.

Storm of Sensations: -3 Focus. Gain three compulsory rerolls on failed Reflex saves. Rerolls can be rerolled.

Level 8

Follow the Current: -2 Focus. Teleport a short distance as the dimension door spell.

Leading Edge of the Storm: -1 Focus. Take an additional standard action this round, but become staggered next round. You may perform a second form.

Level 10

Charge Up: +1 Focus. Perform an additional form next round.



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Wind

No Requirements

A New Path: +1 Focus. Melee attack grants a +1 dodge bonus to AC against the creature struck. Can change focus to -1 to perform a second wind form.

Catch the Updraft: -1 Focus. Granted charges may be expended to gain a burst of speed.

Cohesive Cyclone: -1 Focus. Cyclone of air deals level bludgeoning damage to a creature within 60 feet and does performer's choice of additional damage, movement toward target, or movement away from target.

Dust Storm: -2 Focus. Vortex of dust grants concealment.

Fluid Offense: +1 Focus. The next failed attack made against you provokes an attack of opportunity. You may perform a second wind form.

Gale Force: -1 Focus. Perform the trip combat maneuver as a swift action. If successful, you may perform a second wind form.

Gusting Winds: -2 Focus. You may move 5 feet or bull rush your target for 5 feet whenever you make a successful melee attack.

Light Footwork: +1 Focus. Move 5 feet when damaged; usable as an immediate action at the cost of 1 focus.

Shearing Winds: +1 Focus. Make a single attack at -2 to hit. If it hits, attack again. Can change focus to -1 to perform a second wind form.

Wiffling Footwork: +1 Focus. The reach of your next attack increases by +5 feet. Can change focus to -1 to perform a second wind form.

Level 4

Howling Fury: -4 Focus. Move up to twice base land speed and attack all creatures adjacent to the path taken, then attack once more when movement ends.

Level 6

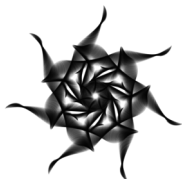
Cohesive Cyclone, Mass: -4 Focus. As cohesive cyclone, but an additional target per three levels.

Tornadic Whirl: -3 Focus. Perform a combat maneuver against each adjacent enemy.

Level 8

Sustained Gale: -3 Focus. Make a full attack when charging.

Whipping Willow Maneuver: -2 Focus. Attacks of opportunity made against you provoke preemptive attacks of opportunity from you.



Forms List

Earth

Bound to the Earth (Su)

Form: Earth

Focus: 4

Focus Change: -3

Duration: 1 round/level

Requires: Master of Forms 6

As a standard action, you strike one of your limbs against the ground, and an enormous vine bursts up around a creature within 30 feet. Make a melee touch attack with an attack bonus equal to your master of forms level + your Charisma modifier. If it hits, the vine initiates a grapple with the chosen creature. The vine's CMB is equal to your master of forms level + your Charisma modifier and its CMD is equal to 10 + your master of forms level + twice your Charisma modifier. The vine has a reach of 30 feet. Each round at the beginning of your turn, if the chosen creature is within range and not currently grappled by the vine, it makes a melee touch attack with the intent to initiate a grapple. If the vine is currently grappling its target, then it attempts to pin instead. If the vine is currently pinning its target, then it grapples to deal damage to the pinned creature (2d8 + your Charisma modifier bludgeoning damage) instead.

The vine has hit points equal to five times your master of forms level and hardness equal to your Charisma modifier. Its touch AC is 8 and its non-touch AC is 11.

When you perform this form, if your current hit points are less than half of your maximum hit points, then the vine produced is barbed, dealing bleed damage equal to your Charisma modifier whenever a grappled creature attempts to break free from the vine and fails.

Dig Deep (Ex)

Form: Earth

Focus Required: 0, 1, 2, or 3

Focus Change: +1

Duration: 1 round

Requires: Master of Forms 4

As a standard action, or in place of an attack in a full-attack action, you dig deep to find untapped reservoirs of resolve, gaining temporary hit points equal to your Charisma modifier. These temporary hit points last for 1 round.

If your current hit points are less than half of your total hit points, then you gain additional temporary hit points equal to half your master of forms level, rounded down, minimum 1.



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Ferrous Claws (Su)

Form: Earth

Focus Required: 2, 3, or 4

Focus Change: -2

Duration: permanent until destroyed; see text

As a standard action, you separate some of the hemoglobin from your very blood and use it to tip your fingers with razor-sharp claws. You gain two claws as natural attacks. These claws have hit points equal to 5 + twice your master of forms level and hardness 10. Whenever you successfully attack a creature with your claws, the claws take 1 point of hardness-ignoring damage.

Fibrous Lasso (Su)

Form: Earth

Focus: 0, 1, 2, or 3

Focus Change: +1

Duration: 1 round + 1 round/2 levels

As a standard action, you strike one of your limbs against the ground, and an enormous vine bursts up at the feet of a creature within 30 feet. Make a melee touch attack with an attack bonus equal to your master of forms level + your Charisma modifier. If it hits, that creature is entangled in the vine's grip, as the entangled condition. A creature that is entangled in this fashion can break free by making a DC $10 + \frac{1}{2}$ your master of forms level + your Charisma modifier Strength check or by dealing $10 +$ twice your master of forms level points of damage to the vines. The vine has hardness equal to your Charisma modifier. A creature trying to attack the vine, or another creature assisting, does not need to make an attack roll; hitting the vine is automatic, after which the creature that hit makes a damage roll to see how much of the vine was hacked away.

When you perform this form, if your current hit points are less than half of your maximum hit points, then the vine produced is barbed, dealing 1d4 points of piercing damage at the beginning of the entangled creature's turn.



Granite Strike (Ex)

Form: Earth

Focus Required: 0, 1, 2, or 3

Focus Change: +1

Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you make a single unarmed attack. If it hits, you deal damage as normal, but treat your unarmed critical multiplier as though it were +1 higher for the purpose of that attack.

Home Among Fallen Rocks (Ex)

Form: Earth

Focus Required: 1, 2, or 3

Focus Change: +1

Duration: 1 minute/level

As a move action, you gain the ability to glide around earthen obstructions for a short time. If terrain is considered difficult because of the influence of earth - that is, fallen rocks, mud, lava, and the like - you treat it as though it were not difficult. If such terrain deals damage as a result of occupying it or being near it, this damage still occurs should you approach or move through it.



Nature's Specious Gift (Su)

Form: Earth

Focus: 3 or 4

Focus Change: -3

Duration: instantaneous

Requires: Master of Forms 4

As a full-round action that provokes attacks of opportunity, you draw a simple circle in the ground, and a small plant begins to grow at its center. This plant quickly bears a single oversized berry, and once this berry is produced, the rest of the plant withers and dies as if it had put its all into the production of this fruit.

The berry yielded by the plant contains a cocktail of fairly potent poisons made all the more potent by the cooperative manner by which nature combines chemicals. Choose Strength, Dexterity, or Constitution. Treat the berry as a poison with the following profile. If not used within 1 hour, the contents of the berry denatures and becomes useless.

Type poison (injury);

Save Fortitude DC $10 + \frac{1}{2}$ master of forms level + Charisma modifier

Frequency 1/round for 3 rounds

Effect 1 point of ability damage of the chosen type + 1 point of ability damage per six master of forms levels;

Cure 1 save

Rumbling Earth (Ex)

Form: Earth

Focus Required: 2, 3, 4

Focus Change: -2

Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you stomp against the ground, producing a localized shockwave. Make a trip combat maneuver with a CMB equal to your master of forms level + your Charisma modifier, against all adjacent creatures. Performing the trip combat maneuver in this fashion does not provoke attacks of opportunity; however, you provoke an attack of opportunity from each creature you fail to trip in this manner.

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Seismic Shock (Ex)

Form: Earth
Focus Required: 3 or 4
Focus Change: -2
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you take a shot directly at the seat of your target's senses: the face. Make a single melee attack, dealing damage as normal. If it hits, the target is stunned for 1 round with a Fortitude save to negate.

Seismic Surge (Su)

Form: Earth
Focus Required: 4
Focus Change: -4
Duration: instantaneous

As a standard action, you slam a fist down against the ground, producing a rippling surge of earth in a 30-ft. line. Creatures caught in the surge take 1d6 points of bludgeoning damage per master of forms level with a Reflex save for half. Those that fail their Reflex save are subject to a trip combat maneuver with a CMB equal to your master of forms level + your Charisma modifier. In addition, all squares in the path of the surge become difficult terrain for 1 minute as the earth slowly settles back to normalcy.

Shaleskin (Su)

Form: Earth
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: 3 rounds + 1 round/level

As a swift action, a number of chips of shale grow in your skin, granting you a +2 enhancement bonus to your natural armor bonus to AC. This enhancement bonus increases by +1 for every six master of forms levels you possess, to a maximum of +5 at 18th level.

If your current hit points are less than half of your total hit points, then the duration of this form increases by rounds equal to your Charisma modifier.

Spring Resurgence (Su)

Form: Earth
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: instantaneous

The earth follows a cycle of rebirth, one that can be triggered more-or-less at will by those sufficiently in tune with the mother of all things. As a standard action, or in place of an attack in a full-attack action, you induce growth within the earth itself. Plants violently burst forth in a single 5-ft. square within 60 feet, dealing 1d6 + your Charisma modifier points of bludgeoning damage to all creatures occupying that square with a Reflex save to negate. In addition, that square is considered difficult terrain for 1 minute.

When you perform this form, if your current hit points are less than half of your maximum hit points, then creatures dealt bludgeoning damage by this form also take 1d3 points of bleed damage.

The Stoic Boulder (Ex)

Form: Earth
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 1 minute
Requires: Master of Forms 6

As a standard action, you become as stoic and unflinching as the face of a mountain, gaining immunity to fear.

If you have at least 3 focus and if you are already subject to a fear effect, you may set the focus change of this form to -3. If you do, you may perform this form even if a fear effect would normally not allow you to do so, thus ending all fear effects currently affecting you in addition to granting you immunity to fear.

Swimming through Stone (Su)

Form: Earth
Focus Required: 3 or 4
Focus Change: -3
Duration: 1 minute/level
Requires: Master of Forms 8

As a standard action, you momentarily tighten your attunement to the earth, gaining a burrow speed of 15 feet. While burrowing, you can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing you flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 16 + the caster's primary casting ability score Fortitude save.

Weight of the Boulder (Ex)

Form: Earth
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 round/level (D)

If you are standing on the ground, you may root yourself as a swift action. While rooted, your speed with all forms of movement is set to 0 feet, but you gain a +4 bonus to CMD.



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Fire

Blazing Form, Honed Mind (Ex)

Form: Fire
Focus Required: 0 or 3
Focus Change: +1
Duration: instantaneous
Requires: Master of Forms 6

As a swift action, you subject yourself to momentary immolation, focusing the mind in the way only pain can. You take fire damage equal to your master of forms level. Damage from this form cannot be prevented or resisted by any means, including natural immunities and spells like protection from energy.

You may perform a second form this round.

Burning Backbreaker (Su)

Form: Fire
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: instantaneous
Requires: Master of Forms 8

As a standard action, you perform an executioner's strike from high above, but aim for your target's back rather than its neck. Make a single attack that deals damage as normal. If it hits, you deal additional fire damage equal to twice your master of forms level and perform the trip combat maneuver as a free action. If you fail to trip in this manner, the target cannot make a retaliatory trip attempt.



Cauterization (Su)

Form: Fire
Focus Required: 2, 3 or 4
Focus Change: 0
Duration: see text

As a standard action, your touch heats the surface of the touched creature's body and cauterizes its wounds, ending all bleed effects immediately and granting immunity to bleed for rounds equal to your master of forms level.

Choking Knee (Ex)

Form: Fire
Focus Required: 0, 1, 2
Focus Change: +1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you drive your knee up into your target's body and push out. Make a single unarmed attack that deals damage as normal. If it hits, you perform the bull rush combat maneuver as a free action. You may not move with the target. If you successfully bull rush the target, you may expend 2 focus. If you do, the target is staggered for 1 round with a Fortitude save to negate.

Dragon's Maw (Su)

Form: Fire
Focus Required: 4
Focus Change: -4
Duration: instantaneous

As a standard action, you clasp your hands together and thrust the palms outward, producing a 20-foot cone of flame that deals 1d6 points of fire damage per master of forms level with a Reflex save for half damage.



Growing Inferno (Ex)

Form: Fire
Focus Required: 1, 2, or 3
Focus Change: +1
Duration: 1 round

As a standard action, or in place of an attack in a full-attack action, you lash out with the destructive fury of a flame reaching its peak. Make a single attack that deals damage as normal. If it hits, the target gains no benefit from fast healing or regeneration for 1 round. If you successfully hit, you may expend 2 focus. If you do, at the beginning of its next turn, the target takes fire damage equal to the amount of fast healing or regeneration it normally receives each round.

Licking Flames (Ex)

Form: Fire
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 1 round
Requires: Master of Forms 4

As a swift action, you momentarily become like the newly-sprung flame that licks along its fuel as though it were deliberating on how to consume it. Your unarmed strikes and weapons you wield gain the benefits of the wounding weapon special ability for 1 round. Bleeding caused by this form ends immediately if the subject takes fire damage.

You may perform a second form this round.

Light the Candle (Su)

Form: Fire
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 1 round or until discharged

As a swift action, you rub your hands together quickly enough to turn flecks of dead skin into hot embers. Your next two successful unarmed attacks made this round deal additional fire damage equal to half your master of forms level, rounded down, minimum 1.

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Render to Ash (Su)

Form: Fire
Focus: 1, 2, or 3
Focus Change: +1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you fire a small jet of flame from an outstretched palm at a single visible piece of equipment within 30 feet, dealing fire damage equal to your master of forms level on a successful ranged touch attack. If unattended, roll against an AC of 5, modified by the size of the object. If worn by a creature, roll against that creature's touch AC, but treat all equipment other than actively-wielded items and armor as though it had partial cover. If you hit, you may expend 2 focus. If you do, this fire damage ignores the hardness of the item hit if that item is made of combustible materials.

Smoke Strike (Ex)

Form: Fire
Focus: 0, 1, 2, or 3
Focus Change: +1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you aim a strike right between the eyes with your knuckles held in such a way that they poke at your target's eyes. Make a single unarmed attack that deals damage as normal. If it hits, the target is dazzled for 1d4 rounds with a Fortitude save to negate. If you successfully dazzle the target, you may expend 2 focus. If you do, the target is blinded for 1 round with no saving throws allowed.

Spark the Inferno (Su)

Form: Fire
Focus: 0
Focus Change: +1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you focus the heat that resides in every living creature to a single point. Make a single attack that deals damage as normal; however, the base damage die of this attack deals fire damage, not physical damage. If it hits, you may expend 1 focus. If you do, all damage dice associated with this attack that deal fire damage granted by forms, weapon special abilities, and extraordinary or supernatural abilities deal maximum damage.

The Wildfire's Pursuit (Ex)

Form: Fire
Focus: 1, 2, 3, or 4
Focus Change: -1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you move 5 feet and make a single attack. This movement does not provoke attacks of opportunity, nor is it considered a "5-foot step". If performed as the first attack in a full-attack action, you may declare a full attack against a creature that does not occupy a square you threaten provided that it will be in a square you threaten after the movement.

Walking over Hot Coals (Su)

Form: Fire
Focus Required: 2, 3 or 4
Focus Change: -2
Duration: see text
Requires: Master of Forms 4

As a swift action, you concentrate your body heat in the soles of your feet. For the remainder of the round, you leave behind a trail of red-hot coals in all squares through which you pass. Creatures that step into a square occupied by these coals take 1d6 + your master of forms level fire damage with no saving throw allowed. These coals remain for 2 rounds before cooling.

Weeping Burns (Su)

Form: Fire
Focus Required: 3 or 4
Focus Change: -3
Duration: instantaneous

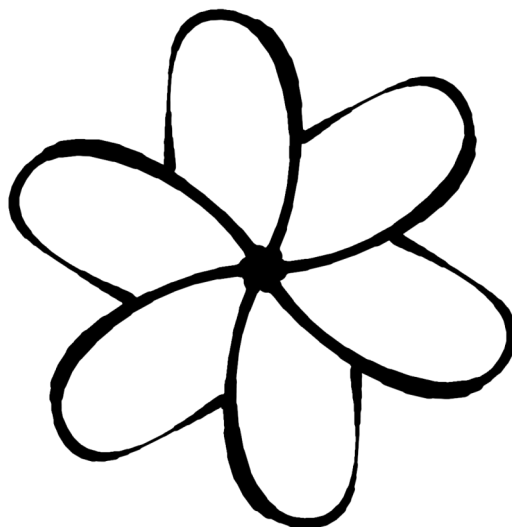
As a standard action, or in place of an attack in a full-attack action, you lash out with heated weaponry. Make a single melee attack that deals damage as normal. If it hits, it deals both additional bleed damage and additional fire damage equal to the base damage die of the weapon + the enhancement bonus of the weapon + half your Charisma modifier, rounded down. If you make an unarmed attack with this form, treat your unarmed damage die as the base damage die of the weapon used.

You may perform a second form this round.

The Withering (Su)

Form: Fire
Focus Required: 4
Focus Change: -4
Duration: 2 rounds

As a swift action, you invest your weaponry with life-sapping heat. All weapons you wield, as well as your unarmed attacks, stagger the subject for 1 round on a successful hit with a Fortitude save to negate.



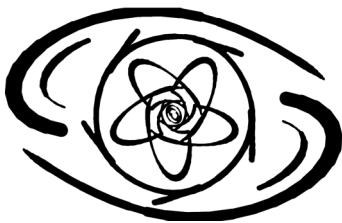
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Ice

Avalanche (Su)

Form: Ice
Focus Required: 4
Focus Change: -4
Duration: instantaneous
Requires: Master of Forms 6

A wave of wet energy pours forth from your body as a standard action, visible only to the naked eye as the surrounding air hisses and sputters in reaction to its arrival. All other creatures within 20 feet take cold damage equal to your master of forms level and are staggered for 3 rounds with a Fortitude save to negate the staggered condition, but increase the cold damage taken to 1d4 points of cold damage per master of forms level.



The Calving Terminus (Su)

Form: Ice
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: 2 rounds + 1 round/2 levels

When a glacier advances or retreats, it is wise not to walk right up to it, but is even wiser not to be anywhere near it. As a standard action, your forearms become covered in ridged and crevassed chunks of ice, much like those found at the terminus of a glacier. Whenever a foe moves through a space in such a way that it would provoke an attack of opportunity were you wielding a reach weapon, a chunk of that ice cleaves from your body and launches itself at that creature as a free action. Make a ranged touch attack, dealing 1d8 + your Charisma modifier points of piercing damage on a successful hit. Launching a chunk of ice in this manner does not consume one of your attacks of opportunity for the round, but you can only launch one such chunk of ice per round.

Crystallize (Su)

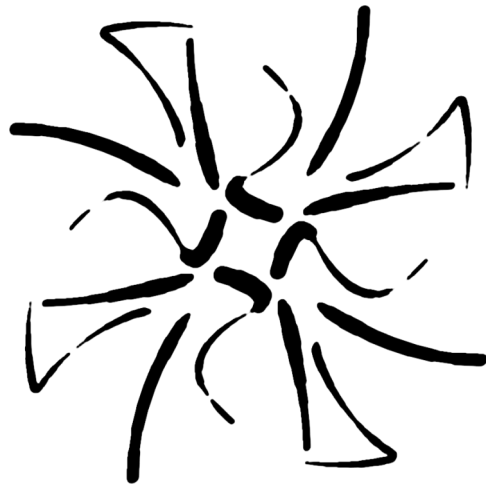
Form: Ice
Focus Required: 4
Focus Change: -4
Duration: 3 rounds
Requires: Master of Forms 6

As a standard action, you draw energy from the water molecules within the body of a creature within 30 feet, causing them to freeze. Each round, that creature takes damage equal to your master of forms level and is staggered for 1 round with a Fortitude save to halve the damage and negate the stagger effect. Whenever you perform an ice form that affects the subject of this form, you may expend 1 focus. If you do, the remaining duration of crystallize increases by +1 round, to a maximum of 3 rounds.

Cumulative Exposure (Ex)

Form: Ice
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 round/level

As a standard action, or in place of an attack in a full-attack action, you strike with the cloying grip of winter behind you. Make a single melee attack that deals damage as normal. If it hits, the target takes a -5-foot penalty to all forms of movement with a Fortitude save to negate. This penalty stacks, but no form of movement can be reduced below 5 feet in this manner.



Curse of the Frozen Mind (Ex)

Form: Ice
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 round + 1 round/4 levels or until discharged

As a standard action, or in place of an attack in a full-attack action, you sharply rap a creature on the forehead. Make a single melee attack that deals damage as normal. If it hits, you introduce a measure of needling cold into the subject's mind. Should the subject begin to cast a spell or spell-like ability, this needling cold grows to a fevered pitch, forcing the subject to make a DC 10 + 1/2 your master of forms level + the enhancement bonus of the weapon used to perform this form + your Charisma modifier concentration check or lose the spell. After forcing a concentration check in this manner, this form ends immediately.

Encase (Su)

Form: Ice
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: 1 round/level
Requires: Master of Forms 4

As a standard action, or in place of an attack in a full-attack action, you cover your chest in a thin shell of rime, granting you DR 1/-, increasing by +1 for every four master of forms levels you possess. Adjacent creatures that damage you with physical attacks take cold damage equal to the amount of damage prevented by this form.

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Freezing Pressure Points (Ex)

Form: Ice
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 1 round

As a standard action, or in place of an attack in a full-attack action, you take a shot at one of the target's pressure points and draw heat from the area. Make a single melee attack that deals damage as normal. If it hits, the target becomes aware of a momentary stiffness in its body. This stiffness is a universal signal to slow down, and any creature, from human to dire rat to zombie, understands the implications of pushing forward under such circumstances. If the target performs either a full-round action or a standard action and a move action on its next turn, it overtaxes its body and becomes staggered for 1 round with a Fortitude save to negate at the beginning of its following turn.

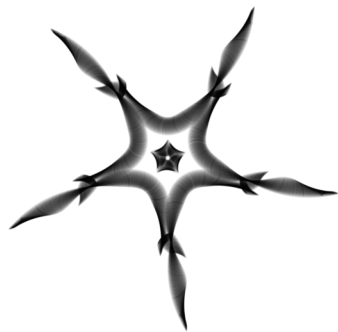
Frozen Surge (Su)

Form: Ice
Focus Required: 0, 1, 2, 3
Focus Change: +1
Duration: instantaneous

Special: This form can only be performed if one or more of the following criteria were met in the previous round.

- 1: You performed an ice form, but failed to hit with the attack roll meant to deliver it.
- 2: You performed an ice form (other than this one), but the subject made its saving throw.
- 3: You performed an ice form, but failed to meet the subject's CMD with your combat maneuver check.

While ice changes, it does so slowly, and such change tends to be the result of very deliberate decisions. When ice is made to change quickly, it does so with great protest and violence. Such violence is nothing compared to what happens when ice decides to change and that change is denied it. As a standard action, or in place of an attack in a full-attack action, your hands begin to spurt a bizarre combination of steam, frigid water, and chunks of ice. All creatures within 5 feet, including yourself, take 1d4 + your master of forms level points of damage with a Reflex save to negate. Half of this damage, rounded up, is bludgeoning damage, while half of this damage, rounded down, is cold damage.



Geyser (Su)

Form: Ice
Focus Required: 3 or 4
Focus Change: -3
Duration: instantaneous
Requires: Master of Forms 8

Ice is cold, stable, and really quite easy to control, but a true master of ice can take its liquid form and bend it to his will just as easily. As a standard action, you press your hands against the ground and draw forth a momentary gush of water in a 10-ft. burst centered within 60 feet of you. Creatures caught in the burst of water are subject to the trip combat maneuver with a CMB equal to your master of forms level + your Charisma modifier.



Icy Surface (Su)

Form: Ice
Focus Required: 1, 2, or 3
Focus Change: +1
Duration: 1 round/level

As a standard action, your icy influence causes a 10-ft. burst patch of ground to become icy and slick, as the grease spell, save that it cannot be cleaned up and any amount of fire damage dealt to a square removes the effect from that square immediately.

Meditations on the Glacier's Wake (Ex)

Form: Ice
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 2 rounds or until discharged

As a swift action, you take a moment to steel your mind, effectively making it as regimented as a perfectly clear block of ice. The next ice form you perform gains a +1 bonus to the Difficulty Class of any saving throw or concentration check it calls for, gains a +1 bonus to any combat maneuver checks it makes, and any attack made to deliver the form, if any, deals an additional point of cold damage.

Shards of the Glacier (Ex)

Form: Ice
Focus Required: 3 or 4
Focus Change: -3
Duration: see text
Requires: Master of Forms 4

Those who seek to shatter the glacier would do well to remember that avalanches are indeed a thing that can happen. As a standard action, you slide into a cold, meditative state. Until the beginning of your next turn, all successful attacks made against you provoke attacks of opportunity. If you perform no attacks of opportunity before the beginning of your next turn, you may immediately make a full-attack action at the beginning of your next turn as a swift action.

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Snowball (Su)

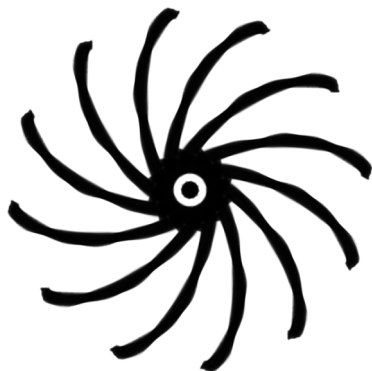
Form: Ice
Focus Required: 2, 3, or 4
Focus Change: +1
Duration: see text

As a swift action, you rub your hands together and create a perfectly-formed snowball. This is not a fluffy, powdery snowball, but rather the sort that the school bully throws around to make his peers cry. When performing this form, you may expend any amount of focus. If you do, you produce an additional three snowballs for each point of focus expended. Treat a snowball as a simple thrown weapon with a range increment of 20 feet that deals 1d6 + the thrower's Charisma modifier bludgeoning damage on a successful hit with a critical profile of 18-20/x2. Those critically hit by a snowball are dazzled for 1d4 rounds and shaken for 1 round. Snowballs have an enhancement modifier equal to one-third your master of forms level, rounded down, maximum +5, and deal cold damage rather than bludgeoning damage to creatures with the fire subtype. Snowballs persist for 1 minute before melting, though this duration may be increased or decreased by GM fiat depending on surroundings.

Snowblind (Su)

Form: Ice
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 2 rounds

As a swift action, your skin begins to sparkle like snow beat upon by the noonday sun. Creatures that attack you are dazzled for 2 rounds with no saving throw allowed. Dazzled creatures that attack you are blinded for 1 round with a Fortitude save to negate.



Solid Water (Su)

Form: Ice
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: 1 minute/level
Requires: Master of Forms 6

As a standard action, you force regimented structure on surrounding water, making it behave in a manner somewhat similar to its solid form. You gain the benefits of the water walk spell, as well as a +2 luck bonus to saving throws against spells and abilities that alter your form or alter your body's water weight, such as *baleful polymorph* and *horrid wilting*.

Lightning

Body of the Storm (Su)

Form: Lightning
Focus Required: 4
Focus Charge: -4
Duration: instantaneous

As a full-round action, a peal of lightning shoots from your back, propelling you forward at an awe-inspiring speed, and with great speed comes either a caved-in abdomen or a broken fist. You charge a creature that is no greater than 20 feet + 10 feet per master of forms level away from you. You ignore all difficult terrain when charging in this manner, but since you are still effectively running along the ground, walls and other obstructions can still render a creature an illegal charging target. If you can fly, this restriction may not apply to you based on the trajectory to your target. If you have any abilities that grant you additional attacks on the charge, you do not gain benefit from them; however, the attack you make on the charge ignores hardness and damage reduction, and also deals an additional point of damage for every 5 feet you moved while performing this charge. This additional damage is multiplied on a critical hit.



Charge Up (Su)

Form: Lightning
Focus Required: 0
Focus Change: +1
Duration: see text
Requires: Master of Forms 10

As a standard action, or in place of an attack in a full-attack action, you take a moment to fill your every fiber of you with electricity. You may perform an additional form next round; however, next round, all forms with a focus change of +1 have their focus change set to 0.

Ninja FAQ: "Additional" versus "Second"

The *charge up* form represents the only place where the master of forms is allowed to perform an "additional" form as opposed to a "second" form. This single word has far-reaching consequences, namely in that it doesn't force a cap of two forms. As such, if a master of forms performs *charge up*, and if the first form he performs in the following round allows for a second form that round, he may perform that second form and then follow it up with the additional form allowed by *charge up*, all in one round.

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Chaining Blow (Su)

Form: Lightning
Focus Required: 1, 2, 3, 4
Focus Change: -1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you make a single melee attack. If it hits, it deals normal damage, but also produces a burst of energy that strikes another enemy within 15 feet. Make a ranged touch attack against this other creature. If it hits, it deals electricity damage equal to the damage dealt to the first target.

Flash (Ex)

Form: Lightning
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 round or until discharged

As a standard action, or in place of an attack in a full-attack action, you produce a cascade of sparks, imposing a -4 penalty to an adjacent creature's next attack roll.

Flurry of Sparks (Ex)

Form: Lightning
Focus Required: 3 or 4
Focus Change: -3
Duration: 1 round

As a swift action, you invest your body with the speed and ferocity of the storm itself. Even the slightest touch can crumple plate at such a speed! As a result, all melee attacks you make hit on a successful touch attack.



Follow the Current (Su)

Form: Lightning
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: instantaneous
Requires: Master of Forms 8

Lifted up on currents of electricity, you teleport as the dimension door spell. The distance traveled in this manner is dependent upon whether you perform this form as a swift action or as a standard action.

If performed as a swift action, you teleport up to 5 feet + 5 feet for every four master of forms levels you possess.

If performed as a standard action, you teleport up to 5 feet for every master of forms level you possess.

The Forking Bolt (Ex)

Form: Lightning
Focus Required: 0 or 2
Focus Change: +1
Duration: see text

As a swift action, you become much like a bolt of lightning, energetic and violent, yet always seeking the path of least resistance. The next time you charge this round, you may halt your movement exactly once, change the angle of your movement, and continue moving in a straight line toward your target. This allows you to declare a charge even if there is an obstruction between you and your target, but, as with a normal charge, you must be able to see your target to declare a charge against it.



Greased Lightning (Su)

Form: Lightning
Focus Required: 0, 1, 2 or 3
Focus Change: +1
Duration: 1 round/level

As a swift action, you tap into the endless energy of the storm, granting yourself a +20-foot enhancement bonus to your base land speed.

Lancing Bolt (Su)

Form: Lightning
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: instantaneous
Requires: Master of Forms 6

As a standard action, a peel of lightning springs from your body and strikes a single creature within 60 feet. That creature takes electricity damage equal to 1d6 + the amount of damage prevented by its most potent form of damage reduction with a Reflex save for half. If it takes damage, the subject's damage reduction is halved for 1 round with a Fortitude save to negate.

Leading Edge of the Storm (Su)

Form: Lightning
Focus Required: 3 or 4
Focus Change: -1
Duration: see text
Requires: Master of Forms 8

As a swift action, you push yourself hard enough to touch the near future. You may take an additional standard action this round, but are staggered the following round. This staggered effect cannot be prevented or removed in any way; it is literally the result of you spending some of that round in the previous round.

You may perform a second form this turn.

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Sparkling Touch (Su)

Form: Lightning
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you reach forward and swat your target on the neck, or what passes for a neck, with your index finger and middle finger. Make a melee touch attack. If it hits, you deal bludgeoning damage equal to your base unarmed damage die, as well as electricity damage equal to your Charisma modifier.

Static Cling (Ex)

Form: Lightning
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 minute

As a standard action, you shuffle your feet against the ground. If you move 20 feet or more on any given round, your attacks made before the beginning of your next turn deal an additional 1d3 points of electricity damage. At 6th level, this increases to 1d6 points of electricity damage, and to 1d8 points of electricity damage at 11th level.

Storm of the Century

Form: Lightning
Focus Required: 4
Focus Change: -4
Duration: instantaneous
Requires: Master of Forms 4

As a full-round action, your body releases a mass of dark stratus clouds, which swirl above your head and produce a miniscule storm that crackles with more electricity than any cloud that size should possess. Storm of the century contains one lightning bolt, plus an additional lightning bolt for every three master of forms levels you possess. Choose a target within 60 feet for each lightning bolt, dealing 3d6 points of electricity damage with a Reflex save to negate. Creatures damaged by two or more lightning bolts are dazed for one round with a Fortitude save to negate.

Storm of Sensations (Ex)

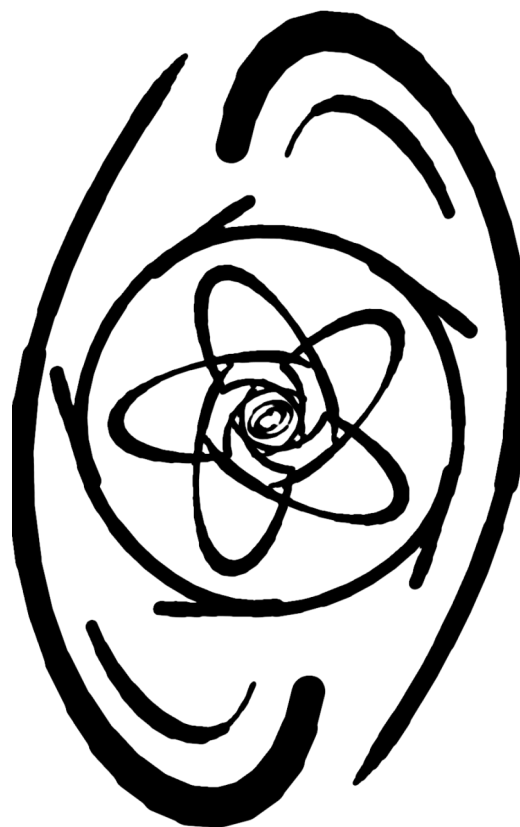
Form: Lightning
Focus Required: 3 or 4
Focus Change: -3
Duration: 1 round/level or until discharged
Requires: Master of Forms 6

As a standard action, you focus your senses to the point where they essentially become a roiling tempest of sensation. You gain 3 tempest charges. Whenever you fail a Reflex save, you must expend a tempest charge and reroll that Reflex save. If your rerolled Reflex save would result in a successful save, then your save is retroactively considered to be successful. If your reroll still results in an unsuccessful save, you must expend another tempest charge and reroll that Reflex save again. Once you expend your last tempest charge, this form ends immediately.

Streaking Strike (Ex)

Form: Lightning
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you strike faster than the eye can see. Make a single melee attack or thrown ranged attack. If it hits, it deals damage as normal, but ignores points of hardness hardness or damage reduction equal to the 5 + your master of forms' class level.



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Wind

A New Path (Ex)

Form: Wind
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 round + 1 round/2 levels

When the wind finds an obstacle, it moves around it, but first, it must run headlong into it to know it's there. As a standard action, or in place of an attack in a full-attack action, you make a single attack against a target creature. If it hits, you deal damage as normal and gain a +1 dodge bonus to AC against attacks made by that creature.

Whenever you perform this form, if you have at least 1 focus, you may choose to set its focus change to -1. If you do, you may perform a second wind form this round.

Catch the Updraft (Su)

Form: Wind
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: 1 minute/level or until discharged

As a standard action, your body becomes charged with puffs of wind, which can be expended to gain bursts of speed. You gain boost points equal to your master of forms level. Whenever you run, charge, or perform a move action, you may expend any number of boost points not to exceed half your master of forms level, rounded up. The total distance you may move with that action increases by +5 feet for each boost point you expended on it. When the last boost point is expended, this form ends immediately. Whenever you gain a point of focus while under the effects of this form, you lose 1 boost point.

Whenever you perform this form, if you have at least 2 focus, you may choose to set its focus change to -2. If you do, you may perform a second wind form this round.

Cohesive Cyclone (Su)

Form: Wind
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: instantaneous

As a standard action, you launch a cylinder of twisting wind at a single creature within 60 feet, dealing bludgeoning damage equal to your master of forms level with a Fortitude save to negate. If this form deals damage, choose to do one of the following:

- 1: Deal additional bludgeoning damage equal to your master of forms level.
- 2: Move 10 feet directly toward the subject or 10 feet directly away from the subject as a free action. This movement provokes attacks of opportunity, but you gain a +4 dodge bonus to AC against attacks of opportunity in response to it.

Cohesive Cyclone, Mass (Su)

Form: Wind
Focus Required: 4
Focus Change: -4
Requires: Master of Forms 6

This form functions as cohesive cyclone, save that it affects one target, plus an additional target per three master of forms levels, and has a different focus profile as detailed above. You may only choose to move toward or away from a single subject; all other subjects must take additional damage.

Dust Storm (Su)

Form: Wind
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: 1 round/level

As a swift action, you whip up a small vortex of dust that moves as you do, granting yourself concealment. Starting at 13th level, you grant yourself total concealment instead.

Fluid Offense (Ex)

Form: Wind
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: see text

As a standard action, or in place of an attack in a full-attack action, you fall into a defensive stance. The next time a creature attacks you in melee and misses this round, it provokes an attack of opportunity from you. When taking this attack of opportunity, your target is considered flat-footed.

You may perform a second wind form this round; if the focus change of your second wind form performed this round is equal to +1, it is set to 0 instead.

Gale Force (Ex)

Form: Wind
Focus Required: 1, 2, 3, or 4
Focus Change: -1
Duration: instantaneous

As a swift action, you perform the trip combat maneuver. If you successfully trip your target, you may perform a second wind form this round.



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Gusting Winds (Ex)

Form: Wind
Focus Required: 2 or 3
Focus Change: -2
Duration: 1 round

As a swift action, your body becomes as nimble as a violent gale. Until the beginning of your next turn, whenever you hit with an attack, you may choose either to perform the bull rush combat maneuver against your target as a free action or move 5 feet as a free action. You may only choose to bull rush a creature if it is in a square that you threaten with a non-reach weapon. If the bull rush combat maneuver is successful, you must move with the target, but cannot push the target more than 5 feet in this manner. Movement performed with this form does not provoke attacks of opportunity.

Howling Fury (Ex)

Form: Wind
Focus Required: 4
Focus Change: -4
Duration: instantaneous
Requires: Master of Forms 4

As a full-round action, you surge to action, moving up to twice your base land speed. This movement does not provoke attacks of opportunity. You may choose to make a single melee attack against each creature that is adjacent to the path of your movement, and at the end of your movement, you may make one final melee attack as a swift action. Each of these attacks deals an additional point of damage for every four master of forms levels you possess.

Light Footwork (Ex)

Form: Wind
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you prepare to weave with your opponent's attacks. The next time you take damage from an enemy, you may move 5 feet. This movement does not provoke attacks of opportunity.

Whenever you take damage from a foe, if you have at least 1 focus, you may choose to set this form's focus change to -1 and perform it as an immediate action.

Shearing Winds (Ex)

Form: Wind
Focus Required: 0 or 2
Focus Change: +1
Duration: instantaneous

As a standard action, or in place of an attack in a full-attack action, you begin to billow about your target like a dust devil. In less-flowery terms, the pummeling commences. Make a single attack with a one-handed melee weapon or while unarmed at a -2 penalty. If it hits, you do not apply an ability modifier to the subsequent damage roll and attack a second time at the same attack modifier. If it hits, this second attack deals damage as normal.

Whenever you perform this form, if you have at least 1 focus, you may choose to set its focus change to -1. If you do, you may perform a second wind form this round.

Sustained Gale (Ex)

Form: Wind
Focus Required: 3, or 4
Focus Change: -3
Duration: instantaneous
Requires: Master of Forms 8

Whenever you make a charge, you may perform this form as a swift action. If you do, you can make a full attack.

Tornadic Whirl (Ex)

Form: Wind
Focus Required: 3 or 4
Focus Change: -3
Duration: instantaneous
Requires: Master of Forms 6

As a standard action, you make a single melee touch attack against each enemy adjacent to you. If you hit, you perform the combat maneuver of your choice against that creature. These combat maneuvers do not provoke attacks of opportunity. You cannot move while performing this form, including moving with the target while performing the bull rush combat maneuver.

Whiffling Footwork (Ex)

Form: Wind
Focus Required: 0, 1, 2, or 3
Focus Change: +1
Duration: 1 round or until discharged

As a swift action, your footwork becomes nimbler than usual for a brief instant, increasing the reach of your next melee attack by +5 feet.

Whenever you perform this form, if you have at least 1 focus, you may choose to set its focus change to -1. If you do, you may perform a second wind form this round.

Whipping Willow Maneuver (Ex)

Form: Wind
Focus Required: 2, 3, or 4
Focus Change: -2
Duration: 2 rounds
Requires: Master of Forms 8

As a swift action, you limber up and become even more fluid than your grace normally allows. Whenever a creature elects to take an attack of opportunity against you, it provokes an attack of opportunity from you. You must still threaten a square that creature occupies to make an attack of opportunity against it. Your attack of opportunity comes first.



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