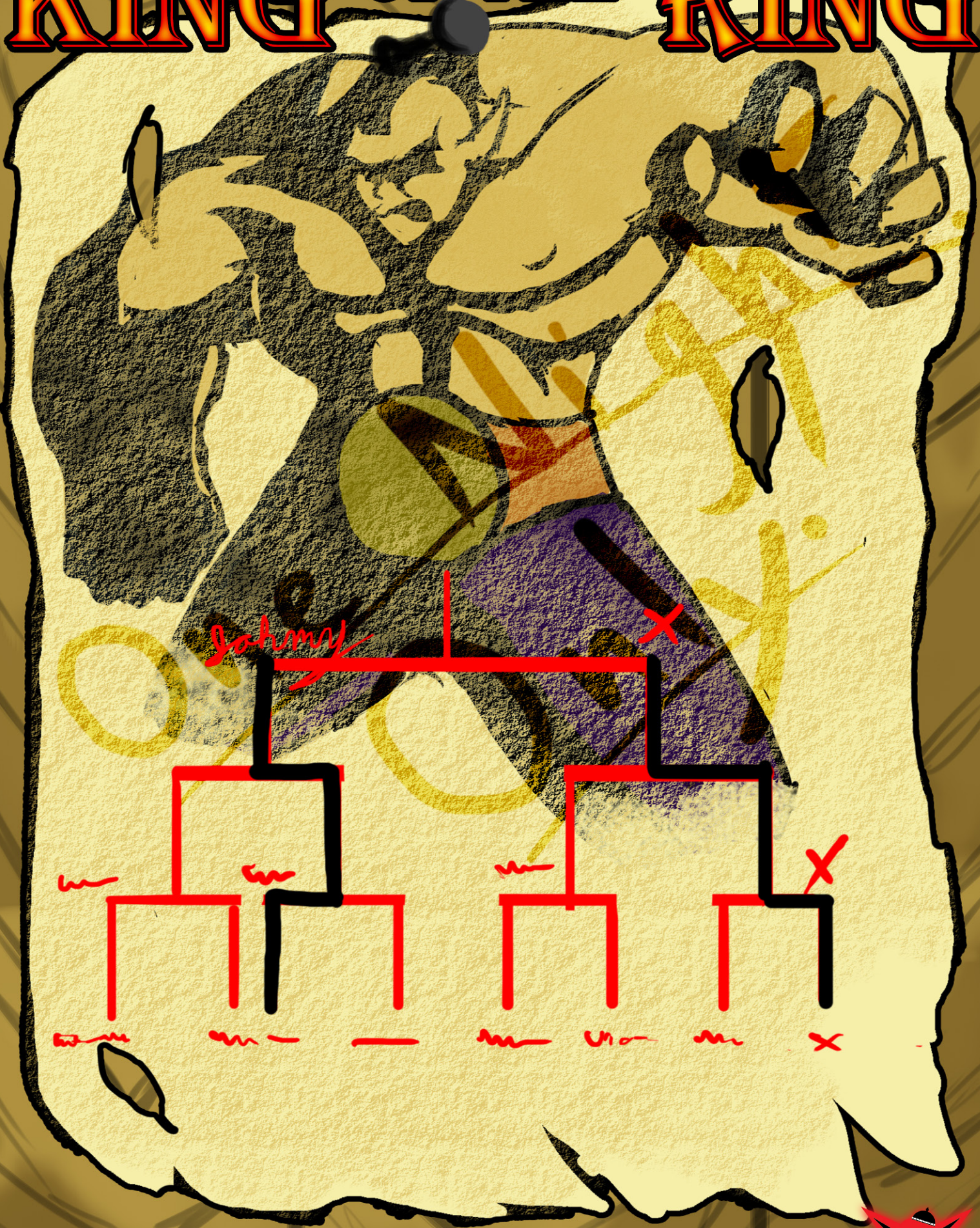


KING OF THE RING



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KING OF THE RING!

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IT'S GOOD TO BE THE KING...

Jigsaw McGraw stood, entire body tense, as the dragon landed before them. The half-orc licked his non-broken tusk as his friends tried to calm the wyrm from his chosen course of action. Something about burning down an entire village for not giving it a whole flock of sheep. That didn't matter to Jigsaw, he was more interested in this new challenge. The defiant roar of the dragon made him smile, as he knew it would soon be his time to shine. Their wizard loosed bolts of arcane power, their fighter launched a volley of arrows, their cleric prepared people for battle. Jigsaw ran, full tilt at the dragon. He brought his hands up briefly to cover his eyes, as he ran through the cone of flame the dragon spat forth from its gaping maw. He reached his arms out tightening across the front muscles of the great beast, his body's internal energy seeping into his skin and hardening it against the onslaught that would be awaiting him at the dragon's scything claws. His friends continued to batter the beast as it tore into him with tooth and nail. Jigsaw strained every muscle in his body as he lifted and lifted and lifted. He held the dragon over his head and brought him down hard behind him, laying it down on top of its own wings. He had done it, he had suplexed the dragon.



WRESTLER

Some warriors trust their weapons to strike their foe. Some trust their body to do the same. Then there are those whose bodies are nothing but a tool to trap and hold the enemy. The wrestler knows how to use every muscle to its greatest effect, holding enemies in place, locking them down, and sometimes crushing them or throwing them. Wrestlers are also masters of improvised weaponry. Anything from chairs, to ladders, to branches, to even the bodies of their enemies can be used as weapons.

ROLE:

Wrestlers are frontline fighters, they can be used to hold down key opponents and keep them out of the battle for a while. With proper training, wrestlers can hold their own against larger, scarier opponents and drive them into the ground with all the force of a sledgehammer. Wrestlers can also utilize random objects as weapons, usually to great effect.

ABILITIES:

Wrestlers benefit from having high Strength to augment their Combat Maneuver Bonus, to initiate their grapples, and to utilize their special abilities from the grappled condition. A high Constitution gives the wrestler the hit points needed to survive on the front lines. Luchadors and submissions experts may have high Dexterity as well instead of Strength as they gain damage from other sources.

ALIGNMENT:

Wrestlers can be of any alignment. Techniques care nothing for what a warrior believes. All that matters is his ability to grab, hold, and start hitting.

HIT DICE: d12

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

CLASS SKILLS:

The wrestler's class skills are *Acrobatics (Dex)*, *Climb (Str)*, *Craft (Int)*, *Diplomacy (Cha)*, *Escape Artist (Dex)*, *Heal (Wis)*, *Intimidate (Cha)*, *Knowledge (history) (Int)*, *Knowledge (local) (Int)*, *Perception (Wis)*, *Profession (Wis)*, *Perform (Cha)*, *Sense Motive (Wis)*, *Swim (Str)*.

Skill Points Per Level: 2 + Int modifier

CLASS FEATURES

The following are class features of the wrestler.

Weapon and Armor Proficiency:

A wrestler is proficient with all simple and martial weapons (including spiked armor). A wrestler is also proficient with light and medium armor but not with shields.

Uncomfortable Strength (Ex):

At 1st level the wrestler gets the Improved Unarmed Strike feat for free. Wrestlers suffer no off hand penalties for unarmed strikes. A wrestler may apply his full Strength bonus on damage rolls made from his unarmed strikes. A wrestler's unarmed strikes count as both a weapon and

a natural weapon for purposes of enchantment through spells. A wrestler's unarmed strikes also gains bonus damage as per the monk class table. His bonus is a die size higher than the monk's, but he applies his bonus damage only against a target he is grappling. A character's wrestler levels stack with monk levels for determining unarmed damage inside of a grapple.

Crushing Grip (Ex):

The wrester gains the Improved Grapple feat. While using the crush option after maintaining a grapple, the wrestler deals damage 1.5x his Strength modifier damage as though he were using a two-handed weapon instead of just his Strength modifier. This also applies to wrestling techniques which use the wrestler's unarmed damage. A wrestler gains this at 1st level.

Grappling Techniques (Ex):

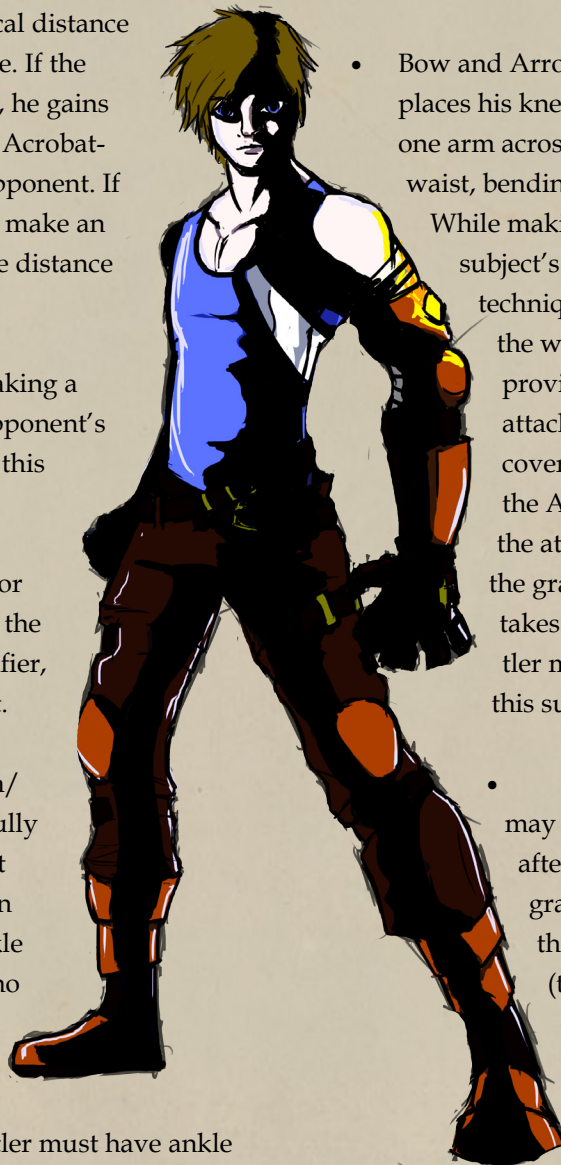
At first, second and every even level thereafter, the wrestler gets a grappling technique. Each of these modifies a grapple or another combat maneuver. Abilities that deal damage also deal damage to items, and as such creatures

TABLE 1-1: THE WRESTLER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+2	+0	+2	Crushing grip, uncomfortable strength, grappling technique
2 nd	+2	+3	+0	+3	grappling technique , wrestling path, versatile grip
3 rd	+3	+3	+1	+3	Belying strength (+1), gifted improviser
4 th	+4	+4	+1	+4	grappling technique, ki pool , squeeze
5 th	+5	+4	+1	+4	Uncommon power
6 th	+6/+1	+5	+2	+5	Belying strength (+2), grappling technique
7 th	+7/+2	+5	+2	+5	Awareness training
8 th	+8/+3	+6	+2	+6	Grappling technique
9 th	+9/+4	+6	+3	+6	Belying strength (+3)
10 th	+10/+5	+7	+3	+7	Grappling technique
11 th	+11/+6/+1	+7	+3	+7	Reversal
12 th	+12/+7/+2	+8	+4	+8	Belying strength (+4), grappling technique
13 th	+13/+8/+3	+8	+4	+8	Mountainous power (1/day)
14 th	+14/+9/+4	+9	+4	+9	Grappling technique
15 th	+15/+10/+5	+9	+5	+9	Belying strength (+5)
16 th	+16/+11/+6/+1	+10	+5	+10	grappling technique, mountainous power (2/day)
17 th	+17/+12/+7/+2	+10	+5	+10	One armed grapple
18 th	+18/+13/+8/+3	+11	+6	+11	Belying strength (+6), grappling technique
19 th	+19/+14/+9/+4	+11	+6	+11	Mountainous power (3/day)
20 th	+20/+15/+10/+5	+12	+6	+12	Counter grapple, grappling technique

that are immune to most effects that require Fortitude saves would still be subject to them. Unless specified otherwise, the DC of Fortitude saves to resist these techniques is equal $10 + 1/2$ wrestler level + the wrestler's Constitution modifier.

- **Alley Oop!:** After making a grapple check to maintain a grapple, the wrestler may spend a ki point to throw his opponent 10 feet into the air +5 feet per 3 points he beat their CMD by. The target is considered flat-footed while in the air, and he comes down at the end of the wrestler's turn, taking any falling damage necessary. The wrestler may also sacrifice height for distance. He may exchange 5 feet of vertical distance for 10 feet horizontal distance. If the wrestler has leaping grapple, he gains a +10 circumstance bonus to Acrobatics rolls to catch the flying opponent. If the opponent falls, they may make an Acrobatics check to lower the distance they were thrown by 10 feet.
- **Ankle Lock (Legs):** While making a submission attempt on an opponent's legs, the wrestler may apply this technique. In addition to doing ability score damage, the enemy moves at half speed for a number of rounds equal to the wrestler's Constitution modifier, after they escape the attempt.
- **Ankle Lock Takedown (Slam/ Legs):** After having successfully maintained a grapple against an opponent, the wrestler can simply transition into an ankle lock submission. This takes no additional action, the subject is considered pinned and takes the wrestler's unarmed damage. The wrestler must have ankle lock and be at least 10th level to take this technique.



- **Armbar (Arms):** While making a submission attempt on a target's arms, the wrestler may apply this submission, the wrestler may attempt to make a disarm attempt with a +2 circumstance bonus once per round as a free action after dealing unarmed damage, before the submission's damage is dealt.
- **Armor Training:** The wrestler has become accustomed to moving in his armor. He reduces the armor check penalty of his armor by 1, increases the maximum Dexterity bonus by 1, and may spend a point of ki to ignore the armor check penalty for 1 minute.
- **Bow and Arrow Stretch (Torso):** The wrestler places his knees against the subject's back, places one arm across the chest and another across the waist, bending the subject's spine like a bow. While making a submission attempt on a subject's torso, the wrestler may apply this technique. If he does, both the target and the wrestler become prone. The target provides cover to the wrestler. If an attacking unit would miss because of cover, the attack roll is compared against the AC of the grappled target instead. If the attack roll is sufficient to overcome the grappled target, the grappled target takes damage from the attack. The wrestler must be 4th level or higher to select this submission.
- **Bulldog (Double):** The wrestler may declare he is using this technique after successfully maintaining a grapple. The wrestler grabs ahold of the target's head and jumps forward (though not far enough to actually change spaces), dragging his target to the ground. The wrestler deals his unarmed damage, and the target becomes pinned.

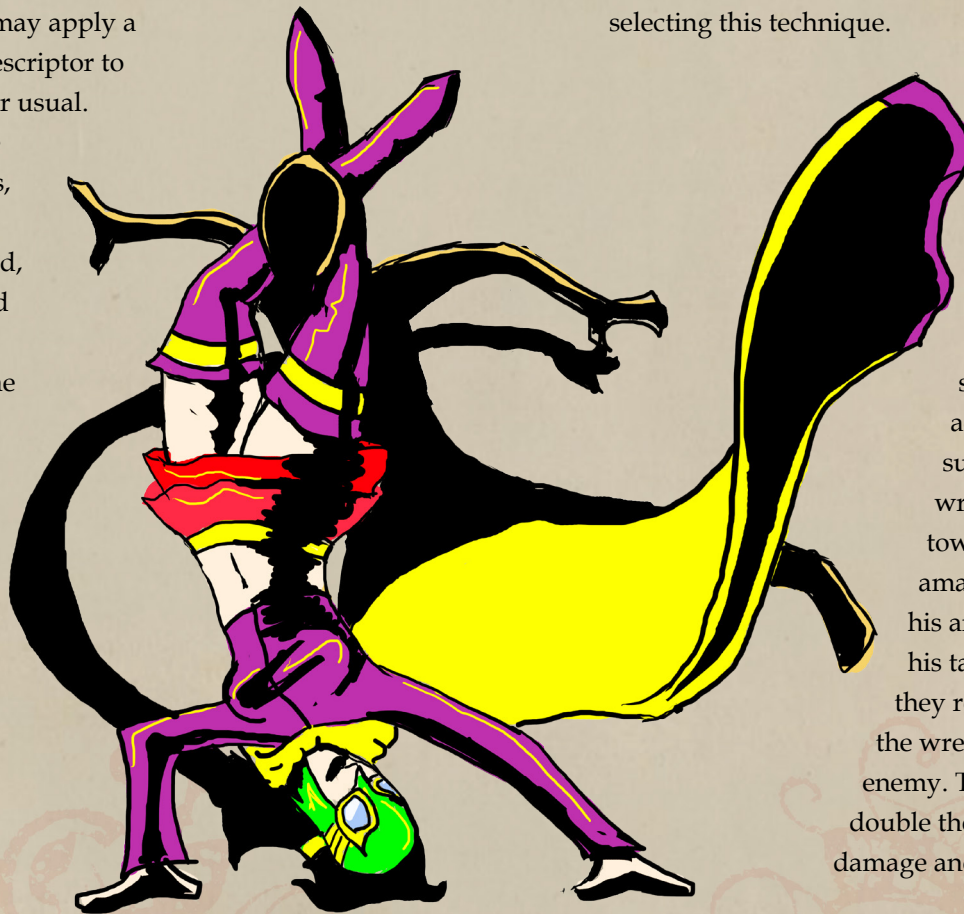
- Chokeslam (Double/ Slam): The wrestler can declare he is using chokeslam after successfully maintaining a grapple. The wrestler deals double his unarmed damage and releases the target. For instance, a wrestler who normally deals 1d8 unarmed damage would instead deal 2d8 unarmed damage. This additional damage is extra damage and will not be multiplied on a critical success from the uncommon power class feature.
- Clothesline (Double): The wrestler charges at a creature with his arm extended. The wrestler may declare this technique at the start of a charge. He gains an additional +1 to attack and damage rolls made as part of the charge. If he hits the opponent and does damage, the opponent must make a Fortitude save or be knocked prone. Creatures that are immune to being tripped are immune to this effect. The wrestler may use his unarmed damage for this as though he were grappling the target of his attack. The wrestler may also use clothesline to make an attack of opportunity, but he is not considered to be grappling the target for the purposes of his unarmed damage if he does so. If the wrestler succeeds on the attack of opportunity, the target must make the Fortitude save or be knocked prone and end his movement. The wrestler may also use this technique after having successfully maintained a grapple though doing so ends the grapple.
- DDT (Slam/Double): After making a grapple check to maintain a grapple the user may declare his use of DDT instead of the list of options. The wrestler drives the opponent's head into the ground by placing him in a headlock or a similar hold. The wrestler deals his unarmed damage plus an additional amount of damage depending on the surface of the floor. This bonus damage is not multiplied on a critical hit. The target is released once this technique has been used.
 - Water, freshly plowed field, sand, other cushioned areas: 1d6
 - Packed dirt, dry grass : 1d8
 - Stone, other hard substances: 1d10
- Dropkick (Aerial): The wrestler leaps into the air in a tight ball, and just as he is about to come into contact with the enemy, he unfolds into a sharp kick with both feet. He may use his unarmed damage for this attack, and if it hits, the enemy must make a Fortitude save or be pushed back 10 feet and knocked prone. This attack may only be accomplished if he makes an Acrobatics check to jump at least 10 feet as part of the charge. The wrestler must have the clothesline technique before selecting this technique.
- Giant Swing (Slam): Giant swing may be used as part of a combat maneuver check to grapple against a prone or pinned opponent. The wrestler then may sacrifice his normal maneuvers to instead make an attack against every creature within range, using the target as an improvised weapon. A separate attack roll is made for each creature in the area, but the wrestler cannot differentiate between friend and foe. The weapon's range depends on the size of the grappled creature. Small creatures have a 5 foot reach, medium creatures have a 10 foot reach, large creatures have a 15 foot reach and so on. The attack is made at a -4 penalty due to the target's struggling, but the improvised weapon penalty is removed. The wrestler may not enhance the target with his *ki*. The creature being used as a weapon takes damage equal to 1/2 the total damage dealt and may make a Fortitude save to halve the damage again. The wrestler must be at least 10th level to take this ability. If the wrestler has the alley oop! technique, he may use it after using this technique. After this ability is used, the target is released.
- Greater Crushing Grip: The wrestler may apply Power Attack to damage made in a grapple or submission, although it applies its penalty to his rolls to maintain grapples. A wrestler with this technique treats his fists as though they were two-handed weapons for the purpose of determining how much additional damage Power Attack grants.

- **Heel-Face Turn:** The wrestler's life is filled with twists and turns, and sometimes his alignments can shift as well. By spending 1 ki point, the wrestler can make himself or his weapons count as though they were of one alignment (chaotic, evil, good or lawful) for the purposes of overcoming damage reduction. This alignment must match an alignment the wrestler possesses. He may also spend 1 ki points to give off an aura of an alignment opposite his own; his aura counts as said alignment for purposes of being affected by smite alignment, spells that detect alignment, and for using weapons of that alignment. His actions don't need to reflect his new alignment. By spending 2 ki points, he may make himself and/or his weapons deal damage opposite his alignment. This ability only works on the good/evil axis. This aura lasts for a number of minutes equal to the wrestler's Constitution modifier. The wrestler must be at least 4th level to take this technique.
 - **Helicopter:** While using an improvised weapon with the long descriptor, the wrestler may take a full round action to use the Whirlwind Attack feat even if he does not possess that feat. The weapon can damage foes both 5 and 10 feet away, but the wrestler takes a -2 penalty to AC until the beginning of his next turn from dizzily spinning around.
 - **Hurricanrana (Aerial):** This head-scissor take-down can be used to attempt to grapple a target instead of making an attack at the end of a charge. The charge bonus is applied to the Combat Maneuver check made to grapple, and if it succeeds, the target takes the wrestler's unarmed damage. At the start of the wrestler's next turn, he may make a CMB check to pin the opponent as a free action.
 - **Joint Tap:** As standard action, the wrestler may declare an unarmed attack at any of an enemy creature's points that could be designated as the target of a submission. If the attack hits, it deals unarmed damage (unmodified by uncomfortable strength), and the creature must make a Fortitude
- save (DC=10 + 1/2 wrestler level + Strength or Dexterity modifier) or take 2 ability damage to their Strength, Constitution or Dexterity score (wrestler's choice). A creature may only be affected by this power three times per day, and a different ability score must be targeted each time. The wrestler must be at least 4th level to take this ability.
- **Leaping Grapple:** By spending a *ki* point, as a standard action the wrestler may make an Acrobatics check. The DC for the check is double the target's elevation. If successful, the wrestler may attempt to grapple a flying target. If the roll succeeds and the target is flying the target may attempt a Fly check to maintain altitude instead of an escape artist check to break free.
 - **Piledriver (Aerial/Slam):** This technique can be performed in the air or on the ground. The wrestler may apply this technique after maintaining a grapple. The wrestler deals his unarmed damage, and the enemy takes additional damage depending on the kind of ground that he is on. The enemy must make a Fortitude save to avoid being stunned for 1 round. The save is also modified by the type of ground that he is on.
 - Water, freshly plowed field, sand, other cushioned areas: 2d6; normal DC
 - Packed dirt, dry grass: 2d8; +1 to the DC
 - Stone, other hard substances: 2d10; +2 to the DC
- If used while in the air, the target also begins to fall and takes full falling damage which may not be reduced by damage reduction or other effects, and the damage based on the type of ground below the wrestler is doubled. The wrestler must be at least 8th level and have the DDT technique in order to take this technique, and he must have taken leaping grapple in order to use this technique in the air. If the target does not actually hit the ground as a result of the fall (due to being too high up to hit the ground in a single round, for instance), this ability does not deal falling damage or damage from hitting the ground. The target is

released from the grapple after this technique is used.

- **Powerbomb (Slam):** After making a grapple check to maintain a grapple, the wrestler may make an attack against an adjacent area using the target of the grapple as an improvised weapon. The size of the area affected is the same as the area occupied by the grappled creature, and the wrestler must be towards the center of at least 1 side of the affected area. This attack is made at a -2 due to the creatures struggling. The creature deals the wrestler's unarmed damage, or the damage of an improvised weapon 2 size categories higher than the creature itself, whichever is higher. Thus a large creature would do 4d6 damage (which may be modified by improvised weapon bonuses). Both the creature being used to attack and targets inside the area take damage. If multiple creatures are in the target area, resolve a different attack roll against each of them. The wrestler may not differentiate between friend and foe when making these attacks. The creature used as a weapon may not be enhanced by the wrestler's *ki*, but he may apply a weapon descriptor to them as per usual.

Should the attack miss, the damage is rolled, but applied only to the target of the technique, not the attacked target.



The target is released from the grapple after this ability is used. The wrestler must be at least 6th level to take this ability.

- **Powerslam (Slam):** This technique can be readied against a charge. The wrestler may make a CMB check against the CMD of the charging creature. If he succeeds, the target's attack resolves as normal, but he is grappled, prone, and takes the user's unarmed damage afterwards. If the creature the user targets is a mount, the rider may make a Ride or Acrobatics check with a DC equal to the wrestler's CMD to dismount rather than suffer the same damage.
- **Shining Wizard (Aerial):** The wrestler may use his improved unarmed damage for this attack, and on a critical hit it deals x3 damage. Additionally, the target must make a Fortitude save to avoid being stunned for 1 round or 1d4 rounds on a critical hit and knocked prone. This attack may only be accomplished if he makes an Acrobatics check to jump at least 10 feet as part of the charge. The wrestler must have the dropkick technique before selecting this technique.

- **Super Backdrop (Aerial):** If the wrestler has just grabbed an airborne opponent he may spend a swift action to activate super backdrop. The wrestler backflips towards the ground at amazing speed, with his arms firmly around his target's waist. As they reach the ground, the wrestler lands atop the enemy. The enemy takes double the user's unarmed damage and any falling dam-

age is doubled. The target may make a Fortitude save for half damage and to avoid being pinned. The wrestler takes 1/2 the normal falling damage. If the target does not actually hit the ground as a result of the fall (due to being too high up to hit the ground in a single round, for instance), this ability does not deal falling damage or damage from hitting the ground. The wrestler must be at least 8th level and have the leaping grapple technique before selecting this technique.

- **Suplex (Slam):** After making a grapple check to maintain a grapple, the user may declare his use of suplex instead of the list of options. The wrestler deals his unarmed damage and moves the enemy to the square opposite him. If that square is occupied, the creature in it may make a Reflex save. A successful save prevents it from taking the same damage dealt to the creature. Both the target and the wrestler are prone after using this technique. The target is released from the grapple when this ability is used.
- **Surfboard Stretch (Torso):** While making a submission attempt on a subject's torso, the wrestler may apply this technique. The subject may only make claw attacks or attack the wrestler with a light weapon at a -2 penalty. This penalty stacks with the penalty for attacking a creature while grappled. The wrestler does not lose his Dexterity bonus to AC while in this hold.
- **The Taste of Blood:** The wrestler may as a standard action, deal the damage of an improvised weapon he wields to himself in order to give it the vicious quality for a number of rounds equal to his Constitution modifier. The improvised weapon need not be enhanced by the wrestler's ki for this quality to take effect. The wrestler must be at least 4th level in order to take this technique.
- **Tiger Suplex:** The wrestler may choose to not become prone after he suplexes a creature. If the wrestler chooses to become prone he deals double his unarmed damage (so a wrestler who would deal 1d8 damage with a suplex would instead

deal 2d8). If he chooses not to become prone, he may choose to not release his opponent, although he loses his +5 circumstance bonus to maintain the grapple. The wrestler must be 10th level and have the suplex technique before selecting this technique.

- **Wrap-Up:** While using an improvised weapon with the flexible descriptor, the wrestler may use it to wrench his opponent in ways that cause unimaginable pain. He may use a weapon with the flexible descriptor to apply a submission with a successful hit, and subsequent rolls to maintain the submission are at a -2 penalty. This may only be a basic submission (meaning it may not be modified by other techniques), and it leaves the wrestler without the grappled condition.
- **Wristlock (Arms):** While making a submission attempt on a subject's arms, the wrestler may declare his use of this technique. The wrestler may move half his speed without breaking the grapple after dealing unarmed damage.

Wrestling Path (Ex):

At 2nd level, the wrestler begins following his version of the ideal form of grappling. He selects one wrestling path and follows its progression; he may not change the path once he has selected it. These paths along with the abilities they grant are detailed at the end of the wrestler's entry.

Versatile Grip (Ex):

At 2nd level the wrestler learns that there is more than one way to inflict damage against an opponent. He may apply either his Dexterity or his Strength to Combat Maneuver Bonus or grapple checks, and he may choose to add his Dexterity modifier instead of his Strength modifier to damage in a grapple. If he uses his Dexterity modifier, he multiplies it by 1.5x as though it were his Strength.

Gifted Improviser (Ex):

At 2nd level the wrestler gets Catch Off Guard as a bonus feat. As such, he takes no penalty for using an improvised weapon. Additionally, he may deal his unarmed damage instead of the weapon's damage if it is better than the weapon's damage. Furthermore, the weapon gains bonus

abilities depending on its shape. At 2nd level, the wrestler may apply 1 quality to an improvised weapon so long as it fits the shape and nature of the object.

- **Large:** The weapon must be held in two hands, and by taking a -2 to hit the wrestler adds double his Strength modifier to damage dealt with it instead of just 1.5 times his Strength modifier. Things like heavy rocks or branches fall under this category.
- **Long:** The weapon is longer than 4 ft. It has the reach and brace descriptors.
- **Flat:** The weapon has a large flat surface. It can be used for defense as well as offense. The weapon provides a +2 shield bonus when used in a full defense action or when fighting defensively. Small tables and similar objects fall under this category.
- **Thin:** The weapon is thin and lean like a switch. The wrestler may use his Dexterity on attack and damage rolls if it is better than his Strength but may not use the Power Attack feats if he does so.
- **Flexible:** The weapon may be used to make a trip attempt once per round after a successful attack. Furthermore, it ignores 2 points of a creature's shield bonus to AC when being used to attack.
- **Pointy:** The weapon has a pointed tip that punches into the flesh. Besides dealing piercing damage, such a weapon deals 1d3+1 bleed damage on a critical hit and 1 extra damage on a regular hit.
- **Edged:** The weapon has an edge like a blade. In addition to doing slashing damage, the weapon has a critical threat range of 19-20.
- **Weighted:** The weapon is weighted on one side giving strikes made with it more power. The weapon has a x3 critical multiplier.
- **Aerodynamic:** The weapon can float through the air fairly well. The wrestler takes no improvised penalty to throw it, and the weapon's range increment increases to 30 feet.

Belying Strength (Ex):

At 3rd level and every 3 levels after, the wrestler gets a +1 bonus on their CMB and CMD against targets who are larger than himself.

Ki Pool (Ex):

At 4th level the wrestler learns to focus his inner strength. He gets a ki pool equal to 1/2 his wrestler level + his Constitution modifier. Levels in this class stack with levels of other classes that grant a ki pool for the purposes of the size of his ki pool. A multiclassed wrestler with a ki pool that draws from a different stat (the monk uses his Wisdom score for example) can choose which stat he uses. Once the choice has been made, it cannot be changed. Unless otherwise stated, spending ki points is a swift action that does not provoke attacks of opportunity.

Starting at 4th level the wrestler may spend a ki point to temporarily power his body. He may spend 1 ki point to add a +4 ki bonus to his Strength or Dexterity for 2 rounds. At the end of the second round after he activates this ability, he must make a Fortitude save. The DC for this save is $10 + 1/2$ his level + his Strength or Dexterity modifier (whichever is higher) including the +4 bonus. If he succeeds, the wrestler is sickened for 1 round, if he fails he is staggered for 1 round. Spending another 2 ki points extends the technique for 3 additional rounds and delays the onset of the condition by one round, but increases the DC of the Fortitude save by 1 each time it is delayed.

The wrestler may also spend 1 ki point to give himself DR /- equal to his Constitution modifier against a creature that he is grappling for 1 round.

Starting at 6th level the wrestler may push his ki outwards through anything he is holding currently. By spending 1 ki point the wrestler may give any improvised weapon that he is holding a +1 enhancement bonus. That weapon counts as magic for the purposes of overcoming damage reduction.

By spending additional ki he may also apply one of the following enhancements to it per additional ki point spent *ghost touch, flaming, frost, shock, thundering, throwing, returning, keen, impact, or mighty cleaving.*

At 9th level he may spend 1 ki point to make it a +2 weapon. At 12th level he may spend 2 ki points to make it a +3 weapon. At 15th level he may spend 2 ki points to make it a +4 weapon. At 18th level he may spend 3 ki points to make it a +5. The bonus applies only for the wrestler and

only works when he is holding the weapon or throwing the weapon. These bonuses and enhancements lasts for a number of rounds equal to the amount of ki points spent + his Constitution modifier.

Squeeze (Ex):

By sacrificing 1/2 his ability score bonus to damage, the wrestler may bypass the DR of any creature when using the damage ability after maintaining a grapple. A wrestler gains this ability at 4th level.

Uncommon Power (Ex):

The wrestler understands that he can get just as lucky as the next guy. At 5th level, when the wrestler gets a natural 20 on his combat maneuver check to maintain or start a grapple, he may roll again against the CMD to confirm. If he is successful he deals double damage any time he deals unarmed damage to the grappled creature that turn as though he had scored a critical hit. Creatures that are immune to critical hits are also immune to this ability.

Awareness Training (Ex):

At 7th level, the wrestler's grappling doesn't leave him unaware of the battle around him. He does not lose his dodge bonuses to AC while grappling and may make attacks of opportunity while he has the grappled condition.

Reversal (Ex):

At 11th level the wrestler may spend 2 ki points to automatically take control of a grapple that he is not currently in control of. He must be a grappled target to use this technique. If the wrestler would automatically fail to grapple the enemy, he automatically escapes instead.

Mountainous Power (Su):

At 13th level the wrestler can swell his muscles to imbue himself with great power as a standard action. The wrestler gain's +6 size bonus to Strength, and a +2 size bonus to Constitution. His hardened muscles also give him a +2 natural armor bonus, but they are bulky and give him a -2 penalty to Dexterity. He does not, however, increase in a size category. Furthermore, in this form the Wrestler does not automatically fail to grapple creatures that are more than 2 size categories larger than himself. He may use this ability once per day at 13th level and an additional time per day at 16th and 19th level. Starting at 16th level, the wres-

tlar may spend two uses of mountainous power to change the bonuses to a +8 size bonus to Strength and a +4 size bonus to Constitution.

One Armed Grapple (Ex):

At 17th level the wrestler may grapple 1 creature per usable arm he has. He takes a -2 penalty per creature after the first instead of a -4 for using less than 2 arms to grapple. The user makes 1 grapple check to maintain the grapple. This is compared against each creature's CMD individually. Any creatures that it fails against are not subject to any action taken by the wrestler that is dependent upon grappling. If the wrestler does not maintain a grapple against a creature he is holding, that creature escapes at the end of the wrestler's turn. The wrestler may use specific techniques against multiple creatures at the same time, these techniques are marked as "double".

Counter Grapple (Ex):

At 20th level, the wrestler may attempt to initiate or maintain a grapple as part of a standard attack action, or he may initiate multiple grapples (up to one grapple per arm he possesses) as a full attack action. He may also attempt to initiate a grapple as an attack of opportunity, although this ability does not give him more attacks of opportunity.



WRESTLER PATHS

LUCHADOR

You are the master of the skies, the high flying. You are the friend of gravity and the bane of those who defy it. Upon choosing the luchador path, the wrestler gains a bonus on Acrobatics and Climb checks equal to 1/2 his wrestler level. Additionally, he always counts as having a running start for the purposes of making a jump.

Leaping Charge (Ex):

Starting at 3rd level, when making a charge that involves a leap or a fall, the luchador gains a bonus on damage equal to his wrestler class level. The bonus to rolls for charging is also increased to +3, but the wrestler takes a -4 AC penalty against attacks of opportunity while in the air.

Running Grapple (Ex):

What the luchador lacks in strength he makes up in momentum. At 5th level, whenever he moves at least 30 feet he gets a +2 bonus to his CMB to grapple for the rest of the round. At 9th level, he instead gets a +1 bonus for every 15 feet he moves before making the grapple. At 13th level, he instead gets a +1 bonus for every 10 feet he moves before he makes a grapple.

Gifted Climber (Ex):

At 9th level, the luchador gains a climb speed equal to 1/2 their land speed. At 13th level the climb speed increases to 30 feet for medium creatures and 20 feet for small creatures. The luchador can also use the wall as a starting point for jumps.

Master of the Air (Ex):

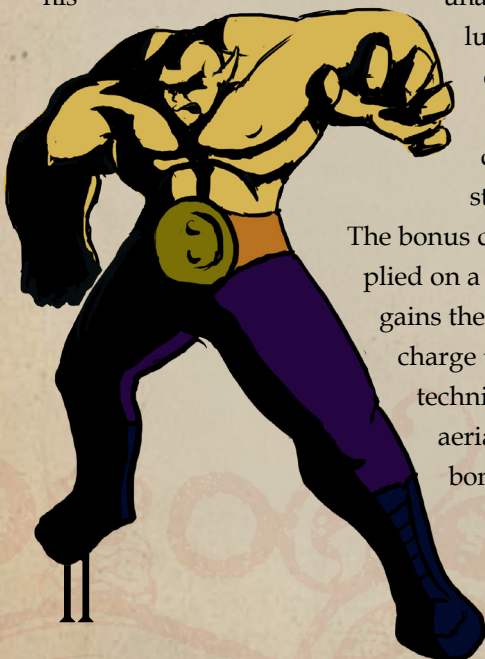
At 15th level, the luchador can utilize his skills in the air to temporarily grow wings of pure force. They give him a fly-speed of 60 with good maneuverability for a number of minutes per day equal to his wrestler level. This time does not need to be used all at once, but it must be used in one minute increments. These also give him wing attacks that deal 1d4 bludgeoning damage. These are secondary attacks with which he is proficient. At 20th level, he may manifest the wings as an immediate action. They become primary natural weapons, their damage goes up to 1d6, and he may use them an infinite amount of time per day.

What Goes Up (Ex):

At 20th level, when dealing unarmed damage with a technique with the aerial descriptor, the luchador deals double his

unarmed damage. So a luchador who normally deals 1d8 damage with his unarmed damage would instead deal 2d8 damage.

The bonus damage is not multiplied on a critical hit. He also gains the benefit of the leaping charge technique with all techniques that have the aerial descriptor. This bonus is not doubled.



SUBMISSIONS EXPERT

The submissions expert understands the first and only truth of grappling, "The enemy cannot train his joints." He targets the joints and the muscles that move them. The submissions expert whittles down the opponent until he cannot move. Upon choosing this path the submissions expert does not lose his Dexterity bonus to AC against his target while they are pinned. The submission expert gets Improved Submission as a bonus feat.

Concentrated Submission (Ex):

Starting at 3rd level the submission's expert gains the concentration to maintain his composure in the face of agony. He gains a bonus to his Fortitude save to resist losing his submission when attacked equal to 1/2 his wrestler level.

Damaging Submission (Ex):

Starting at 5th level the submissions expert may reroll any single roll of 1 that appears on his unarmed damage rolls when he is in a submission (this does not apply to rolls for ability damage). He may do this once per damage roll. At 9th level, he may apply an additional half of his relevant damage modifier to his unarmed damage while in a submission or while using a grappling technique that deals ability damage. For instance, a wrestler who would normally apply twice his Strength modifier to unarmed damage rolls with this power instead apply 2.5 times his Strength modifier to such rolls.

"You're Open!" (Ex):

Starting at 9th level, the Submissions expert may make a submissions maneuver check against a creature who just hit him with a primary attack. If this maneuver succeeds the creature is in a submission and loses any other attacks in his full attack action. This may be done once per day at 9th level, and an additional time per day at 15th and 20th level.

Crippling Submission (Ex):

At 15th level, the submissions expert now better understands where the true pain in the joints lies. He deals 1 additional point of ability damage when dealing ability damage. Once per day, the submissions expert may reroll the damage for ability damage, although he must take the new result even if it worse.

Masterlock (Ex):

At 20th level, the submissions expert becomes the epitome of crippling pain. He only needs to deal damage while in a submission twice before he deals ability damage. He also may deal 1 ability damage by taking a -2 on his roll to maintain a submission, or to his attack. The ability damage is still based on the submission he is applying, and crippling submission has no effect on this ability.

HEAVYWEIGHT

Crushing weight, immense strength, unlimited power, this is the path of the heavyweight. Upon choosing the heavyweight path, the heavyweight gets +2 to his unarmed damage rolls while in a grapple.

Intimidating Strength (Ex):

Starting at 3rd level after using a technique with the slam descriptor, the heavyweight may make an Intimidate check to demoralize opponents who can see him within 20 feet of himself. At 7th level this extends to 30 feet, and at 11th level he gains a +5 bonus on this check.

Human Shield (Ex):

Starting at 5th level the heavyweight gains the ability to use his grappled target as a human shield. Once per round, the wrestler may make a grapple check opposing an attack roll of an attack that he is aware of. If the roll succeeds the heavyweight interposes a creature he is grappling between himself and the attack. The attacker must now choose to try to pull his attack and only deal 1/2 damage to the target, or he may press and deal full damage to the target and 1/2 that damage to the heavyweight. This maneuver works on ranged attacks as well, although the attacker cannot pull the attack it; always deals max damage to the target and half to the heavyweight.

Human Weapon (Ex):

Starting at 9th level when using a grapple technique that turns the grappled target into an improvised weapon, the penalty on attack rolls due to struggling is lowered by 1. At 13th level, it is lowered by 1 again. At 17th level the heavyweight may add half his Strength modifier to damage rolls again.

Impressive Strength (Ex):

Starting at 15th level, the wrestler may apply 1/2 of his

belying strength bonus to grapples not made against a larger opponent. This may be against creatures that are the same size or smaller. Furthermore when using mountainous power, the ability grants him +8 Strength instead of the listed value. While using the improved version it grants him +10 Strength.

Brute Force (Ex):

Once he reaches 20th level the heavyweight has mastered himself, his own power, and often times, his opponents. When spending ki to gain Strength, he may spend an additional point of ki, to increase the Strength Bonus to +6, get a Constitution bonus of +2, and while he is in this form, he gets DR 5/-. This additional ki is added to the cost to maintain the form as well. He gets an additional +2 to his unarmed damage while inside of a grapple, deals double unarmed damage to techniques with the slam descriptor, this does not count any damage bonuses, only the dice, and this additional damage is not multiplied on a critical hit.



THE HARDCORE

Only the hardcore can truly understand how powerful their environment is. They can use everything, and anything as a weapon and make it hurt. Upon selecting this path the heavyweight deals 1 extra point of damage with improvised weapons, and gets Throw Anything as a bonus feat.

“What’s in a Weapon?” (Ex):

The hardcore truly understands what makes a weapon. At 3rd level he can apply 2 descriptors from the gifted improviser class feature to an improvised weapon that its shape implies. At 7th level he can apply a third descriptor, and at 11th level he can apply a fourth. The item must still fit the requirements of the descriptor to receive it.

“I’d Feel Better Armed” (Ex):

At 5th level, when armed with an improvised weapon the hardcore gets a +1 morale bonus on attack rolls, damage rolls and saving throws. He also doesn’t receive the -4 to grapple maneuvers while armed with a one-handed improvised weapon. The bonus increases to +2 at 9th and to +3 at 13th level.

Hardcore Resurrection (Ex):

At 9th level, the hardcore simply refuses to go down. Once per day while the hardcore is at less than 1/2 his total hit points, he may use a hardcore resurrection as an attack action. The hardcore uses his improvised weapon against himself, hitting himself in the head, or cutting himself across the chest. Instead of damaging him, the weapon gives its damage in temporary hit points. However since there is no attack roll, he may not apply Power Attack or other bonuses that accrue due to penalties on the attack roll. These hit points will last a number minutes equal to the hardcore’s Constitution modifier. At 15th level the hardcore may use this ability a second time per day, and he may use it a 3rd time at 20th level.

Powerful Improvisation (Ex):

At 15th level, the hardcore learns how to more effectively use his improvised weapons. When attacking with an improvised weapon, the improvised weapon now deals its base damage a second time and the hardcore’s unarmed damage. All of this damage is multiplied on a critical hit.

Improvisation Master (Ex):

At 20th level the hardcore may take a move action to shape an improvised weapon to grant it a new trait that it would not normally have, whether he sharpens it into a point or tears off protrusions to make a flat surface. The hardcore should describe how he is modifying the improvised weapon, and the GM must agree that this modifications are reasonable. The hardcore also has his critical threat-range

and critical multiplier increased by 1 with improvised weapons. It costs him 1 less *ki* to empower his weapons (to a minimum of 1 *ki*).

WRESTLER FAVORED CLASS OPTIONS

Dwarf: Get a + ½ bonus to CMD to keep creatures with the giants, orcs, and goblins from escaping your grapple or submission.

Elf: Get a +1 bonus on Acrobatics checks made to jump or resist falling damage.

Half Elf: Add 2 feet to the distance you and any creature you are grappling fell when using a technique with the aerial, slam, or falling descriptor. Every 5 levels that this is selected adds 1d6 to the falling damage dealt by those techniques.

Halfling: Get a +½ bonus to AC against the target of your grapple.

Half Orc: Get a +1 bonus to Intimidate checks made to demoralize after delivering a slam technique.

Human: Get 1/3 of a new wrestling technique.

NEW COMBAT MANEUVER: SUBMISSIONS

A submission is a new combat maneuver. As a standard action, the user may make a submission check against an opponent’s CMD. A submission can deal stat damage to those targeted by it. Upon initial success, the enemy takes the user’s unarmed damage and may make a Fortitude save with a DC equal to 5 + the user’s base CMB or take 2 ability score damage depending on the area that was targeted with the submission. When the user deals unarmed damage 3 times (either by using the damage action after controlling a grapple or by using a technique), he deals 1d4+1 ability score damage to the targeted area. The areas are as follows Arms (Str) Legs (Dex) Torso (Con). If the user declares a submission, he no longer receives a benefit from Improved Grapple or Greater Grapple. Although if the enemy is pinned, the user gets a +4 on his rolls. Upon

successfully maintaining a grapple or a pin, the user may declare his intention to move the enemy into a submission. The enemy may attempt to escape with a CMD check against the user's CMD, or an Escape Artist check with a DC of the user's CMD.

Arms: The target takes Strength damage from submission and cannot use arm-based claw attacks.

Legs: The target takes Dexterity damage and cannot rake or use leg-based claw attacks.

Torso: The user takes Constitution damage.

Both the user and an enemy who is the target of a submission gains the grappled condition, and cannot use the limb being targeted with natural weapons. This maneuver can be attempted on creatures more than two size categories larger than the user, although they do not gain the grappled condition. The user must maintain the submission on his turn as a standard action, although after doing so he may perform one of the following actions.

Damage: The enemy takes the user's unarmed damage or natural weapon damage.

Twist: The enemy makes a Fortitude save with a DC equal to 5 + the user's CMD or take 2 ability score damage.

Pin: The enemy gains the pinned condition, although the user does not. The user still loses his Dexterity bonus to defense.

When being dealt damage from a source outside of the grapple, the user may lose his submission. He must make a Fortitude save = 10 + 1/2 damage dealt. If he fails, both he and the enemy lose the grappled condition. If the enemy was pinned, he is grappled instead.

RIKISHI (SUMO WRESTLER)

An archetype for the Monk in the Pathfinder Roleplaying Game

The tradition of Sumo dates back several centuries in Japan and has many traditional, ceremonial and religious facets. Life as a *rikishi* (a "sumo wrestler") is strict, tough, and training intense. This strict adherence to tradition and special lifestyle makes them some of the greatest wrestler the ring has ever seen!

Kimarite (Ex):

A rikishi learns to harness this devastating power, augmented by his *ki*, to repel even the most stubbornly entrenched opponent. When the rikishi makes a flurry of blows, he may choose to move the enemy 5 feet away provided he hits with at least 1 attack. By spending one *ki* point as part of the flurry of blows action, a rikishi may choose to push the target five feet for each successful attack in the flurry. This ability replaces the monk's evasion class features.

"Kimarite" roughly translates to "winning move" and describes the kind of move a rikishi uses to win a sumo match.

AC Bonus (Ex):

Many people incorrectly assume that a rikishi is obese. A morbidly obese person gains what is called "visceral fat". A rikishi follows a strict and specially designed diet that instead puts on what is called "subcutaneous fat", which is stored beneath the skin and pads out the skeleton. The average human rikishi weighs somewhere between 250 lbs and 500 lbs with the average sitting somewhere around 350. For comparison, the "average" human weight is approximately 180 lbs. This can be used for scale when determining the weight of a rikishi of another race. (They are approximately twice as heavy as the average of the race)

When unarmored, a rikishi adds 1/2 his Constitution bonus (if any) as a natural armor bonus and a bonus to his CMD. In addition, a rikishi gains a +1 natural armor bonus and CMD bonus at 4th level. This bonus increases by 1 for every four rikishi levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to natural armor apply when the rikishi is flat-footed. He loses these bonuses when he wears any armor, or when he carries a shield.

A rikishi requires an increased caloric intake (up to ten times the normal amount consumed by an average human being). A rikishi must consume at least 5x the normal amount of food per day (more if possible). This means a minimum of 5 trail rations per day. If he fails to consume that much food he loses access to their AC Bonus until they make up the lost rations (If he only eats 3 one day, they

must eat 7 the next day to account for the 2 they missed the previous day). If he misses 10 rations he cannot progress in this class until he dedicates his time to physical training and weight gain for 6 hours per ration missed (not including sleep).

Sanyaku Movement (Ex):

At 1st level a rikishi has his base speed is reduced by 10 feet, but his speed is never modified by armor, encumbrance, or difficult terrain. If he already benefits from the slow & steady racial trait, he instead calculates his maximum carrying capacity as if his Strength score was 4 higher. He then progresses with fast movement as a monk.

The term "sanyaku" refers to a member of the top 4 ranks of sumo and generally implies that you are a skilled rikishi.

Bonus Feats:

At 2nd level, a rikishi gains the Improved Bull Rush feat even if he does not meet the prerequisite and the Greater Bull Rush feat (regardless of prerequisites) at 6th level. At 10th level, the rikishi adds his Constitution modifier to combat maneuver checks made to bull rush a target or resist being bull rushed. At 14th level, he does not automatically fail to bull rush creatures more than 2 size categories larger than himself. These replace the monk's normal bonus feats.

Ki Pool (Su):

When the rikishi gains a *ki* pool, his *ki* pool is based off of their Constitution modifier rather than his Wisdom modifier.

Immoveable Sekitori (Ex):

At 4th level, a rikishi becomes nearly impossible to move when he stands his ground. If the rikishi starts and ends his turn in the same space, he cannot be knocked prone or forcibly moved until the start of his next turn, except by mind-affecting or teleportation effects or by a creature who possesses at least 4 more HD than the rikishi. At 16th level, he is immune to any attempts to force him to move, even mind-affecting and teleportation effects.

A sekitori is a member of the top two divisions and is considered a professional who is no longer in training.

Tachi-ai (Ex):

The force of a charging rikishi has been measured at approximately 2 tons. This is on par (if not surpassing) the forceful blow of the punch from a trained martial artist. The result is not aimed at bone shattering or striking vital areas however- it is more generally aimed at pushing the opponent backwards.

At 4th level, a rikishi adds his Constitution modifier, in addition to his Strength modifier, to any unarmed damage delivered during a charge. This ability replaces the slow fall ability.



At 16th level a rikishi may spend 2 ki points and add his Constitution modifier to unarmed attack rolls made that round.

The "tachi-ai" is the term of the opening charge and resulting clash between two rikishi in a sumo match.

Shiko (Ex)

At 5th level, a rikishi may perform a shiko (or "stomp") as a standard action. This causes all opponents in an adjacent square to make a Reflex save with a DC of 10 + ½ rikishi level + Strength modifier or be knocked prone; creatures immune to being tripped are immune to this ability. This ability does not provoke an attack of opportunity. This ability replaces the high jump class feature.

"Shiko" is the term for the famous stretching "stomp" that sumo are known for.

Ozeki Stance (Su)

At 9th level, a rikishi can adopt the ozeki stance. A rikishi stands in a wide stance and expands his body to present a bigger barrier to his enemies. Entering this stance is a swift action and costs 2 ki points. He takes up the area of a large creature (10 feet by 10 feet). His reach remains 5 feet (beyond the edge of his square). Once entered, the rikishi may stay in this stance for a number of rounds equal to his Constitution modifier. If a rikishi is of a size category other than medium, he takes up space equal to that of a creature one size category larger. This replaces the improved evasion class feature of the monk.

"Ozeki" is the 2nd highest rank in all of sumo and this stance implies that the character is adopting the stance of a very skilled sumo.

Purification Ritual (Ex):

At 12th level, a rikishi can purify a "ring" around himself with a handful of salt and a ceremonial ritual. A rikishi can cast hallow as a spell like ability. It requires the expenditure of 1,000 gp worth of special salt purchased at a shrine or temple (often found at temples associated with kami). Using this ability is a full round action that consumes 2 points from his ki pool. His caster level for this effect is equal to his rikishi level.

The spell is cast in a 20ft. radius (rather than a 40ft.) and has the remove fear or dimensional anchor spell fixed to it (chosen at the time of casting). The duration of the hallow effect only lasts as long as the rikishi stays within the circle. If he is driven out (or chooses to leave), the spell ends immediately. This replaces the monk's abundant step ability. *Rikishi often have a complex ritual involving a shiko display, the drinking of water to cleanse oneself, and the ceremonial spreading of salt to ward off spirits.*

Yokozuna:

At 20th level, a rikishi grows one size category larger and becomes an outsider with the kami or oni subtype (which ever is more appropriate). In gaining this increase in size, he gains a permanent +4 size bonus to Strength, +2 size bonus to Constitution, and a -2 to Dexterity. This replaces the monk's perfect self ability.

Yokozuna is the highest rank in all of sumo and is achieved by very few.



NEW MAGIC ITEMS

MAGIC MASKS

To a masked wrestler, the mask is more of an identity than his natural face. The wrestler is a symbol, a character. As such, the masks have themes to better define who a wrestler is. Changing the wrestler's identity is a dramatic shift and should not be taken lightly; it is more in character to upgrade the character's mask than to just purchase a new one. Rather than simply purchasing a new magic item to replace a previous mask, a player may spend the listed gold cost to grant the mask new abilities reflecting the practice and experience a wrestler has gained with that mask's persona. The masks retain the old abilities as well as gaining the new abilities purchased. Some abilities are of a nature that only a wrestler truly understands. This is represented by requiring a certain level of skill in the belying strength class feature.

MASK TYPE	FALCON	TIGER	DRAGON
Tier 1: 3,000 gp	Gives +5 competence bonus on Perception checks. If the character has the belying strength class feature, reduce falling damage taken by 5.	Gives +5 competence bonus on Intimidate checks. If the character has the belying strength class feature they gain a +2 to damage on shaken targets who are grappled.	Gives +5 competence bonus on Appraise checks. If the character has the belying strength class feature they deal 1d6 energy damage (type determined at item's creation) while in a grapple. This is additional damage and is not multiplied on a critical hit.
Tier 2: 20,000 gp (23,000 gp)	Gives darkvision 60ft. If the character has the belying strength +2 class feature, they may fly as per the fly spell for up to 3 minutes per day, in 1 minute increments.	Increases base movement speed by 20 feet. If the character has the belying strength +2 class feature, they gain a rake attack that deals 2d6 + ½ Strength modifier slashing damage as a free action once per round after maintaining a grapple.	Gives energy resistance 10 to the energy type selected. If the character has belying strength +2, the energy damage they deal in a grapple increases to 2d6 and once per day they may breathe a 30 ft cone of energy. The cone deals 6d6 energy damage which can be halved with a Reflex save (DC 10+1/2 character level + Charisma modifier).
Tier 3: 60,000 gp (83,000 gp)	Allows the user to see as though under the effect of true seeing for 3 minutes per day used in 1 minute increments. If the character has belying strength + 3, increase the falling damage dealt by the wrestler's techniques by 2d6.	Allows the character to attempt a grapple after hitting with an unarmed strike once per day. If the character has belying strength +3, they gain the ability to use their rake up to twice per round.	Increases energy resistance to 20. If the character has belying strength +3, the energy damage in a grapple increases to 3d6, and the breath weapon damage increases to 10d6. They may use the breath weapon 3 times per day. Creatures grappled by the wearer do not benefit from evasion or improved evasion against the breath weapon.

MASKS

Aura Moderate Transmutation; **CL** Tier 1 (5) Tier 2 (9) Tier 3 (13)

Slot Face; Price 3,000 gp (Tier 1), 20,000 gp (Tier 2), 60,000 gp (Tier 3)

Construction Requirements Craft Wonderous Item, Belying strength +1 (Tier 1), belying strength +2 (Tier 2), belying strength + 3 (Tier 3) Cost 1,500 gp (Tier 1), 11,500 gp (Tier 2), 41,000 gp (Tier 3)

SPECIAL

Falcon: Perception 3 ranks, *feather fall* (Tier 1); *darkvision*, *fly* (Tier 2); *true seeing*, *lead blades* (Tier 3)

Tiger: Intimidate 3 ranks, *magic fang* (Tier 1); *haste*, *greater magic fang* (Tier 2); *Greater Grapple*, (Tier 3)

Dragon: Appraise 3 ranks, *burning hands* (Tier 1); *energy*


resistance (Tier 2); *fire breath* (Tier 3)

Oni: Intimidate 3 ranks, *bane* (Tier 1); *greater magic weapon* (Tier 2); *death ward* (Tier 3)

Lion: Diplomacy 3 ranks, *magic vestment* (Tier 1); *channel energy* 4d6, *shout* (Tier 2); *stoneskin*, *searing light* (Tier 3)

Vampire: Knowledge (religion) 3 ranks (Tier 1) *energy resistance*; *undead anatomy I* (Tier 2) ; *beast shape II*, *dominate person*, *charm monster* (Tier 3)



MASK TYPE	ONI	LION	VAMPIRE
<p>Tier 1: 3,000 gp</p>	<p>Gives +5 competence bonus on Intimidate checks.</p> <p>If the character has the belying strength class feature they may make an Intimidate check as a standard action to stop a creature from moving. The DC of the Intimidate check is 10 + target's HD + targets Wisdom modifier, or 10 + Sense Motive, whichever is better. This is a mind affecting effect. If successful the enemy cannot willingly leave his square.</p>	<p>Gives +5 competence bonus on Diplomacy checks.</p> <p>If the character has the belying strength class feature they gain a natural armor bonus equivalent to their belying strength bonus against creatures they are grappling</p>	<p>Gives +5 competence bonus on Knowledge (religion) checks.</p> <p>If the character has the belying strength class feature, they gain energy resistance 5 cold and electricity.</p> 
<p>Tier 2: 20,000 gp (23,000 gp)</p>	<p>The wearer gains a +4 bonus on saves against fear.</p> <p>If the character has the belying strength +2 class feature they count as 5 levels higher for the purpose of channeling ki into a weapon.</p>	<p>Once per day, the wearer may bathe an area in healing light. This functions as channel positive energy but heals 4d6 damage + the wearer's Charisma modifier.</p> <p>If the character has the belying strength +2 class feature, they may cast shout 1 time per day per bonus of belying strength with their character level as their caster level as a spell-like ability.</p>	<p>Gives damage resistance 3/silver.</p> <p>If the character has belying strength +2, they gain the ability to gain 5 temporary hit points after successfully maintaining a grapple if they deal damage. This can happen once per round. These temporary hit points last for 1 hour.</p>
<p>Tier 3: 60,000 gp (83,000 gp)</p>	<p>The wearer gains a +4 bonus on saves against negative energy and death effects.</p> <p>If the character has the belying strength + 3 class feature, they gain a third eye and the ability to fire a dart that deals 4d6 points of energy from it as a swift action. Energy type selected on upgrade to this tier. This can be done as a free action when maintaining a grapple once per round.</p>	<p>The character gains DR 3/cold-iron.</p> <p>If the character has belying strength +3, they gain the ability to cause a burst of searing light with a radius of 20 feet from any corner of their space as a standard action. It deals 5d8 points of damage to affected creatures. Those damaged must make a Fort save (DC 10+ ½ character level + Charisma modifier) or be blinded for 1 round. This can be done once per day. The wearer is unaffected by this ability.</p>	<p>The wearer may turn into a dire-bat or a dire-wolf 3 times per day as per beast shape II.</p> <p>If the character has belying strength +3, they may cast dominate person or charm monster on a creature they have pinned as a free action after they maintain the pin. The Will save to negate this affect has a DC is 10 + ½ character level + Charisma modifier. This functions once per day.</p>

OTHER MAGIC ITEMS

RING OF THE RING

Aura Moderate Conjunction; CL 11th

Slot ring; **Price** 15,000gp (small), 25,000gp (medium), 35,000gp (large); **Weight** -

Description

This simple silver ring has 4 posts that stand out in a squared shape as though there was supposed to be a stone in the setting. As a standard action, the wearer of this ring can use it to summon a square-shaped arena with 3 ropes underneath the wearer. The arenas come in different sizes based on the version of the ring. Although the ropes appear to be a simple way to escape the arena, anyone attempting to leave must spend a standard action and make a Will save or decide not to escape the arena. This is a mind-affecting effect.

Small Ring: 20 ft across: Will Save DC 17

Medium Ring: 40 ft across: Will Save DC 19

Large Ring: 60 ft across: Will Save DC 21

Construction

Requirements Forge Ring, consecrate, suggestion; **Cost** 7,500 gp (small), 12,500gp (medium), 17,500gp (large)



RIKISHI DIET

By way of a special diet, you are able to put on a great deal of weight. This diet is not for the feint of stomach.

Prerequisites: Con 15

Benefit: You count as one size category larger for the purposes of grappling and resisting forced movement.

Special: A you must increase your caloric intake (ten times the normal amount consumed by an average human being). A character with this feat must consume at least 5x the normal amount of food per day (more if possible). This means a minimum of 5 trail rations per day. If you fail to consume that much food you loses access to the benefits of this feat until you makes up for the lost rations (If he only eats 3 one day, they must eat 7 the next day to account for the 2 they missed the previous day). If he misses 10 rations he cannot benefit from this feat until he dedicates his time to physical training and weight gain for 6 hours per ration missed (not including sleep).

WRENCHING SUBMISSION (COMBAT)

You have learned how to better twist and pull on your enemy's joints in order to deal damage.

Prerequisites: BAB +10, Greater Submission

Benefit: Whenever you deal stat damage from unarmed damage in a submission you deal 1d6+1 damage. This does not change the initial or twist damage from a submission.

Normal: You deal 1d4+1 damage.

EXTRA TECHNIQUE (COMBAT)

You have learned a new technique for your grappling and submitting needs.

Prerequisites: Wrestling Technique Class Feature.

Benefit: You may select an additional wrestling technique for which you meet the requirements.

Special: You may take this feat multiple times.

IMPROVED SUBMISSION

You have learned how to snatch at your opponent's weak points with great efficiency.

Prerequisites: Str 13 or Dex 13, Heal 1 rank.

Benefit: You no longer provoke attacks of opportunity when targeting your enemy with a submission maneuver and receive a +2 bonus to do so.

Normal: You provoke an attack of opportunity when targeting an enemy with a submission maneuver.

GREATER SUBMISSION (COMBAT)

Maintaining a submission comes more naturally to you.

Prerequisites: BAB +6, Improved Submission

Benefit: You receive a +2 bonus to submission maneuvers that stacks with Improved Submission. Once you are in a submission, you may maintain the submission as a move action.

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VERSION 1.0A

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