

THE COMBATANT

MIXED MARTIAL ARTS FOR THE
PATHFINDER ROLEPLAYING GAME



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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THE COMBATANT

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SECRET ORIGINS

The Combatant is a collaboration between John Picot and myself, both in terms of the new class' mechanics and its iconic flavor. We're both fans of kung fu movies and mixed martial arts (though John is more knowledgeable, and less of a couch potato than I when it comes to real techniques). We wanted to build a variant, non-supernatural Monk that works more like martial arts both real and cinematic.

The chief impetus for the class was John's desire to put out a special class PDF whose proceeds would go to pay for the training and travel expenses for a friend of his, a one time MMA fighter named Jimmy Chaikong wanting to get back in the ring. All John's proceeds from the sale of this PDF are going into Jimmy's fighting gloves and Creatine powder budget.

Jimmy Chaikong's been fighting for a while now, and seems like a rather unique fellow, as the bio he sent us can attest. Hopefully the Combatant sells well, and brings something different to your gaming table.

From Jimmy:

"I was born in the country, in the province Nakhon Ratchasima, my family has trained and studied Muay Thai since the great battles and my Great (6x) grandfather was a royal guard for the 1st Rama the 5th, Chaikong or Chaikang (Strong-Heart) I was brought to the U.S. as a child where I grew up in West Texas and learned how to be a Cowboy, Gymnast and All-Around Bad Ass Texan!! I have not seen my 2 older brothers who are still in Thailand for over 30 years and we all Play Guitar & Sing (which also runs in my family line) Life is Good and God is Great, Chai Yo!!!!

In 1991 I won American Gladiators as Seen on Tv, I went undefeated from 1992-1996 in NHB and fought for a world title against Ali Elias USWF, he went on to fight Hayato Sakurai, Who went on to fight Carlos Newton and the Great Mat Hues, I learned to play the guitar while attending the University of Oklahoma and eventually was signed by Ron Alexanburgh, President of CBS and Epic Records, I started fighting again 2008 after a ten year layoff from the sport and I have never been happier, my greatest accomplishments to this point are my Peace and my Happiness and All of the Wisdom I have gained in my short time. I presently teach at my own school in my hometown of Abilene, Texas: Jimmy Ninja Fight Club Chaikong Jiu Jitsu. (CJJ) BOYF :D"

Enjoy,
Chris A. Field, John Picot



THE COMBATANT

The Combatant is an explicitly non-supernatural hand to hand combat master. They excel in fighting single, powerful opponents. They can act as a human(oid) shield for their allies, tying up even the largest and most deadly monsters. Combatants defend their comrades by taking hits, spitting out teeth and snapping necks in retaliation.

Because the Combatant relies on training rather than supernatural talents, the Combatant is equally at home in *D20 Modern* campaigns, presenting a flavorful and highly competent alternative to Strong, Fast, Tough Heroes and Martial Artists. The Combatant is also a good choice for non-magical, low magic or sword and sorcery *Pathfinder Roleplaying Game* Campaigns, and is especially well suited to campaigns with a Greek or Roman gladiatorial flavor, well-representing an elite *pankraton* wrestler. Combatants have less access to magical weapons and armor than other characters, relying instead on their own innate skills.

Combatants have little or no ability to overcome damage reduction- they lack the silver and aligned unarmed strike of the monk- but at higher levels they gain the ability to inflict horrific close-quarters damage, purely via extraordinary means, not supernatural. Even if their strikes are hampered by the omnipresent damage reduction of high CR opponents, Combatants are still inflicting more than respectable damage each round, and unlike a fighter dependant on a magic sword, their lethality can never be stolen from them, disenchanting, sundered or nullified by an anti-magic field.

The Combatant easily fits into any of Otherverse Game's signature settings, and is a great, potent tactical choice for larger or stronger races. In *Heavy Future*, Urlok or Testorite Combatants are especially feared, while Steamer or Full Conversion cyborgs deal out massive



hand-to-hand damage in *Psi-Watch*. In *Otherverse America*, Full Conversion Cyborgs, Nanofeasters and Ubasti, not to mention other large and aggressive races, become Combatants to maximize their lethality. Otherverse America's Combatants are often military-trained, but young passionate Clinic Defenders might also learn the Combatant's abilities on their own initiative.

In *Black Tokyo*, many former Sumo wrestlers become Combatant heroes or villains,

and powerfully built races like Ironclub Oni or Daughters of Kirin excel in the role. Taru Tsuyoi's underground fighting league is composed primarily of especially greedy, violent and savage Combatants. Similarly, the Seven Moonlit Monasteries and the Eyrines Sisterhood both train heroic Combatants with exotic powers.

ALIGNMENT

Though individual dojos might have their own ethos, the art of unarmed combat itself holds no moral code. Combatants may represent any alignment, from lawful and disciplined athletes and to selfish pit fighters or wandering duelists, to chaotic drunken tavern brawlers who either protect the weak or bully them at their whim. Where Monks are required to maintain a lawful alignment, no such restrictions binds Combatants, though even chaotic Combatants tend to be fairly disciplined, at least as far as their own punishing training regimens are concerned.

ABILITIES AND MULTICLASSING

The Combatant is a variant Monk class, and multiclassing between the two variants should not be allowed. Similarly, multiclassing with the upcoming Brawler class (from Paizo's Advanced Class Guide) should be disallowed.

CLASS INFORMATION: THE COMBATANT

The following information describes The Combatant Base Class.

HIT DICE

D10. Combatants are elite athletes and unarmed warriors, who keep their bodies in peak physical condition.

CLASS SKILLS

The Combatant's class skills are: Acrobatics (DEX), Climb (STR), Escape Artist (DEX), Heal (WIS), Intimidate (CHA), Knowledge (local, nature) (INT), Linguistics (INT), Perception (WIS), Perform (CHA), Profession (WIS), Ride (DEX), Sleight of Hand (DEX), Stealth (DEX), and Swim (STR)

SKILL RANKS PER LEVEL

4 + INT Modifier

STARTING GOLD

1d6 x 10 gp (average 35 gp)

WEAPONS AND ARMOR PROFICIENCY

The Combatant is an unarmed fighter without equal, but their dedication to killing with their fists and mastery of joint-locks mean they disdain weapons.

Combatants are proficient only with the following weapons:

Blowgun, cestus, dagger, handaxe, kama, nunchaku, punching dagger, quarterstaff, sai, short spear, short sword, shuriken, spear.

Combatants are proficient with no armor. They are not proficient with any other ranged weapons, nor with shields.

When wearing armor, using a shield, or carrying a medium or heavy load, a Combatant loses his Armor Class bonus, as well as his fast movement, Graceful Grapple ability, and access to his Techniques.

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Fast Moves	AC Bonus	Special
1 st	+1	+2	+2	+0	+0 ft	+0	AC Bonus, Graceful Grapple, Unarmed Strike
2 nd	+2	+3	+3	+0	+0 ft	+0	Bonus Combat Feat, Evasion, Technique
3 rd	+3	+3	+3	+1	+10 ft	+0	Fast Movement, Maneuver Training 1
4 th	+4	+4	+4	+1	+10 ft	+1	Counter Grapple, Superior Grapple, Technique
5 th	+5	+4	+4	+1	+10 ft	+1	Uncanny Dodge
6 th	+6/+1	+5	+5	+2	+20 ft	+1	Bonus Combat Feat, Technique
7 th	+7/+2	+5	+5	+2	+20 ft	+1	Maneuver Training 2
8 th	+8/+3	+6	+6	+2	+20 ft	+2	Improved Uncanny Dodge, Technique
9 th	+9/+4	+6	+6	+3	+30 ft	+2	Improved Evasion
10 th	+10/+5	+7	+7	+3	+30 ft	+2	Bonus Combat Feat, Technique
11 th	+11/+6/+1	+7	+7	+3	+30 ft	+2	Maneuver Training 3
12 th	+12/+7/+2	+8	+8	+4	+40 ft	+3	Technique
13 th	+13/+8/+3	+8	+8	+4	+40 ft	+3	Effortless Strike (1x/day)
14 th	+14/+9/+4	+9	+9	+4	+40 ft	+3	Bonus Combat Feat, Technique
15 th	+15/+10/+5	+9	+9	+5	+50 ft	+3	Maneuver Training 4
16 th	+16/+11/+6/+1	+10	+10	+5	+50 ft	+4	Technique
17 th	+17/+12/+7/+2	+10	+10	+5	+50 ft	+4	Effortless Strike (2x/day)
18 th	+18/+13/+8/+3	+11	+11	+6	+60 ft	+4	Bonus Combat Feat, Technique
19 th	+19/+14/+9/+4	+11	+11	+6	+60 ft	+4	Maneuver Training 5
20 th	+20/+15/+10/+5	+12	+12	+6	+60 ft	+5	Effortless Strike (3x/day) Technique, Ultimate Mastery

Class Level	Unarmed Damage Small Combatant	Unarmed Damage Medium Combatant	Unarmed Damage Large Combatant
1 st - 3 rd	1d6	1d8	1d10
4 th - 7 th	1d8	1d10	2d6
8 th - 11 th	1d10	2d6	2d8
12 th - 15 th	2d6	2d8	2d10
16-19 th	2d8	2d10	3d8
20 th	2d10	2d12	3d10

Armor Class Bonus (EX)

When unarmored and unencumbered, the Combatant adds his WIS bonus (if any) to his Armor Class and CMD. In addition, the Combatant gains a +1 bonus to AC and CMD at 4th level. This bonus increases by +1 per four Combatant levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply against touch attacks or when the Combatant 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. Gains Techniques which are similar to Rogue Talents and based on the marital arts feats I've done, along with feats from other sources.

Unarmed Strike (EX)

At first level, a Combatant gains Improved Unarmed Strike as a bonus feat. The Combatant's unarmed strikes may be made with fists, elbows, knees or feet. This means the Combatant can make unarmed strikes even with his hands full. There is no such thing as an offhand attack for a Combatant striking unarmed. A Combatant may thus apply his full STR bonus on damage rolls when attacking unarmed.

Usually a Combatant's unarmed strikes deal lethal damage, but he can choose to deal non-lethal damage instead with no penalty on his attack roll. He has the same choice when grappling.



A Combatant does increased damage with an unarmed strike, based upon his level and size, as shown on the chart below. A Combatant does slightly more damage than a standard Monk of similar size and level.

Evasion (EX)

Beginning at 2nd level, the Combatant can avoid damage from many area-effect attacks. If a monk makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a Combatant is unarmored; a helpless Combatant does not gain the benefit of evasion.

Bonus Combat Feat (EX)

At 2nd level, and again at 6th, 10th, 14th and 18th level, the Combatant can choose a bonus feat from the list of combat bonus feats, with some restrictions. The Combatant can not use these



bonus feats to gain additional weapon or armor proficiencies, nor may they select bonus feats that require a weapon, unless the feat also applies to unarmed strikes.

The Combatant's class levels counts as Fighter class levels when meeting the prerequisites of feats, such as Weapon Specialization (when applied to unarmed strikes).

New Feat: Extra Combatant Technique

Through constant practice, you have learned additional martial arts techniques.

Prerequisite: Combatant Technique class feature.

Benefit: You gain one additional Combatant Technique. You must meet all the prerequisites of the Combatant Technique.

Special: you can gain Extra Combatant Technique multiple times.

TECHNIQUES

As the Combatant gains experience, he learns a number of unique combat maneuvers, called Techniques. Starting at 2nd level, the Combatant gains one Technique. He earns an additional Technique every two levels obtained after 2nd level. The Combatant cannot select an individual Technique more than once, unless specifically noted.

The Combatant can use a number of Techniques equal to 3 + his WIS modifier per day, and must normally declare the use of a Technique prior to making a roll or taking action, though a few Techniques might be an exception to this general rule. A few Techniques are passive abilities that do not require a Technique expenditure to benefit from. The Combatant must meet all the prerequisites of a Technique to choose it.

Armed Combatant (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

Your fighting style incorporates weapons as well as empty hand strikes and kicks.

You may strike with any weapon you gain proficiency in as a result of membership in the Combatant class and use skills and abilities otherwise reserved only for Unarmed Strikes. For example, you could use your Intercepting Fist ability or Lethal Fists and Feet in conjunction with a pair of sai or nunchaku.

Armored Combatant (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

Requires: Light Armor Proficiency

You may use your class based Armor Class bonus, as well as fast movement, your Graceful Grapple ability, and Techniques while wearing Light Armor. You still lose access to these abilities when carrying a medium or heavy load, or using a shield, or if you wear heavier armor.

Arrogant Style (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

You taunt your opponent mercilessly as you fight, and your stance exudes arrogant confidence.

You may make an Intimidate check to demoralize an opponent as a move equivalent action.

Bee Stance (EX)

Action: not applicable

Your fists and feet sting like a bee, striking hard, fast and accurately.

Your unarmed strikes inflict an additional point of damage on a successful hit. You can take this Technique multiple times; its effects stack.



When fighting defensively or taking the total defense action, you receive a cumulative +1 competence bonus to Armor Class per four Combatant class levels. You lose this bonus when you are denied your DEX bonus to AC.

Copper Body (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure
Requires: 3rd level combatant

Your style has hardened your body and toughened your bones. You can endure pain and withstand injuries that would kill a lesser warrior.

You gain Damage Reduction 2/adamantine. This stacks with Damage

Reduction from other sources.

Break Free (EX)

Action: none; passive ability that is always active, without requiring a Technique expenditure

The Combatant adds his class level on combat maneuver or Escape Artist checks made to escape a grapple.

Butterfly Stance (EX)

Action: none; passive ability that is always active, without requiring a Technique expenditure

Requires: Dodge

You float like a butterfly when you fight, nimbly dancing on the balls of your toes, evading enemy blows with a laugh.

Combat Technique (EX)

Action: not applicable

You immediately gain a Combat feat you meet the prerequisites for, subject to the same limitations as your regular bonus feat choices.

Crab Cracker (EX)

Action: full round action

Requires: Improved Sunder

Combatants have no fear of even the most heavily armored opponents. Their steel-hard fists are the best tools available for destroying armor.

Rather than a typical sunder attempt, you may make a single touch attack at your full base



attack bonus against a target wearing manufactured armor or carrying a shield. If this attack hits, it deals no damage to the opponent directly, but inflicts double damage on a normal hit direct to the armor or shield's Hit Points. A confirmed critical hit made using this Technique has its critical multiplier increased by one instead. The armor or shield's Hardness applies as normal.

Crescent Moon Kick (EX)

Action: full round action

Requires 3rd level Combatant

You can flip head over heels, connecting with a kick of shocking force before landing in a nimble, ready stance.

As a full round action, you can make a Crescent Moon Kick. This is a special Unarmed

Strike attack. If the Unarmed Strike is successful, you also make a DC 15 Perform (dance) check as part of the attack. If you succeed, you inflict an additional 1d10+DEX modifier points of bludgeoning damage. If the Perform (dance) check fails, you can either inflict no additional damage, or inflict the additional damage, but fall prone at the end of the action, at your option.

Dead Man's Fist (EX)

Action: swift action

Requires: Punishing Elbow

This functions exactly as Punishing Elbow, save you can activate this talent without expending a daily use of a Technique if reduced to 0 HP or slain outright by a melee attack.

Extra Techniques (EX)

Action: not applicable

You may use two additional Techniques per day. You may take this Technique more than once, gaining two additional Technique uses per day each time.

Flashy Stance (EX)

Action: none (part of a full attack action)

Requires: 5th level Combatant, Arrogant Style

Your style is more flashy than pragmatic, incorporating beautiful sweeping kicks, nimble hops and a sense of almost playful lethality.

You may activate this stance as part of a Full Attack action. For one round after doing so, you add your CHA modifier as a luck bonus on melee attack rolls and your Armor Class.

Five Step Punch (EX)

Action: immediate action

Requires: 9th level Combatant

You strike an opponent so precisely that he will take five steps before feeling the pain of the blow.

When you activate the Five Step Punch Technique as an immediate action, you begin tracking damage inflicted against creatures individually. While in this stance, you roll damage after successful attack rolls normally, but this damage has no effect on the creature until you end the Five Step Punch technique. Additional abilities that activate on a successful hit do not take effect until you end the Technique.

You may maintain this Technique as long as you wish. When the Technique ends, the total damage inflicted a creature during the time the Technique was active (and any additional effects) is treated as a single attack's worth of damage



against the target, for the purpose of overcoming Damage Reduction.

During the time this Technique is active, the target's HP is not actually reduced. If the target is slain by damage from other sources before you deactivate this stance, the additional damage you were 'storing' for later use against the target is lost without effect. Similarly, if the Combatant, rendered helpless, unconscious, *charmed* or *dominated* is slain before deactivating this Technique, the stored damage is lost. The Combatant can end this Technique any time as a free action.

Example 1: Lei is battling an Iron Golem and wants to be sure he can overcome the monster's high Damage Reduction. He activates Five Step Punch at the beginning of the fight, and over the next several rounds, scores several hits against the Iron Golem, resulting in unarmed strike damage results of: 8, 11, 12, 7, and 14. When he ends the stance, he totals these results up, resulting in a cumulative attack that inflicts 52 points of damage against the Iron Golem, 37 points of which penetrate the construct's damage reduction

Example 2: Michelle is wearing magical wraps that add the *flaming* property to her unarmed strikes, meaning they inflict 1d6 Fire damage on a successful hit. Fire damage in this example is shown in parenthesis. Like Lei, she is fighting an Iron Golem with high Damage Reduction, and like him, activates this Technique at the start of combat. Over the next few rounds, she lands several hits on the Iron Golem, resulting in unarmed strike damage results of 7 (3), 8 (2), 10 (4) and 8 (6).

When she ends the Technique she inflicts 33 points of bludgeoning damage, of which 18 points get through the Golem's DR. She also inflicts 15 points of Fire damage to the creature.

Example 3: A much higher level Lei is battling a Balor...unfortunately for the fearsome

demon lord, Lei has mastered the Cobra Fang Strike technique, in addition to this one, giving his unarmed strikes the *vorpal* quality!

Activating this Technique at the start of combat, Lei scores hits that result in damage totals of 14, **22**, 15, 11 and 13. That **22** was the result of a confirmed critical hit, activating the punch's *vorpal* property.

The Balor's head does not drop, however, until Lei chooses to end this Technique.

Ground Fighter (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

You fight in a low stance, and are equally adapt fighting on your belly or from your back as you are on both feet.

You suffer no penalty on melee attack rolls when prone.

Ground Superiority (EX)

Action: none

Your strength is in your legs, and you're trained to resist grapple attempts.

At any time while grappled, you may activate Ground Superiority. For one round, you receive a +5 competence bonus to your CMD score. Should your opponent fail a Combat Maneuver check against you, you may either make a grapple check against your opponent or immediately escape the opponent's grapple.

Hardening (EX)

Action: not applicable

Requires: 5th level Combatant

Hours upon hours of hard practice, which consists mostly of fists, feet and weapons hitting your unprotected flesh, has toughened your hide and increased your ability to handle pain.

You receive a +1 natural armor bonus to AC, or your existing natural armor bonus



increases by +1. You can choose this Technique more than once; its effects stack.

Head Butt (EX)

Action: move-equivalent action

Though some call it a dirty move, a well-timed headbutt can provide an opening for another maneuver.

While grappling, you may make a head butt as a move-equivalent action at your full base attack bonus. If you succeed, you inflict unarmed strike damage, and your opponent must succeed at a DC 15 FORT Save, or suffer a -4 penalty to their CMD for the very next combat maneuver check you make against them, provided you make this check within one round.

Intercepting Fist (EX)

Action: swift action

Requires: 3rd level Combatant, Combat Reflexes

Your combat awareness allows you to read (and counter) your opponent's attacks almost before they decide to make them.

The Combatant can make an unarmed strike against an adjacent opponent as a swift

action, using his highest Base Attack Bonus. This attack counts as one of the Combatant's attacks of opportunity for the round.

Jujitsu (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

You fight in a soft style that turns the enemy's strength against it.

When making a Disarm, Drag, Grapple or Reposition combat maneuver, you use your opponent's STR modifier rather than your own if it is greater.

Lead Body (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

Requires: 5rd level combatant, Copper Body

Your Damage Reduction increases to DR 5/adamantine.

Lethal Fists and Feet (EX)

Action: none; passive ability that is

always active, without requiring a Technique expenditure

Requires: 8th level Combatant

Your punches or kicks can snap a man's spine or shatter his skull in a single blow!

Your unarmed strikes gain the *Deadly* weapon special property and coup de gras attempts made with your unarmed strike have their FORT Save DC increased by +4.

Parry (EX)

Action: immediate action

Requires: Combat Reflexes

You are trained to deflect incoming attacks, either by moving out of line with them or taking them off center with your body.



As an immediate action, you may attempt a Parry, giving up one of your attacks of opportunity for the round in an attempt to deflect an opponent's melee attacks. You must declare that you are attempting a Parry after your opponent rolls to hit, but before damage is rolled.

You make an opposed attack roll at your full base attack bonus. If you meet or exceed your opponent's attack roll, you successfully

parry the opponent's attack and suffer no damage or other ill effect from the attack. You must be aware of the attack and able to act in order to Parry an incoming melee attack.

Example: Lei is locked in battle with a spear wielding gnoll. The gnoll makes a

successful attack roll of 16 against Lei. Lei Parries the attack, making an opposed attack roll, scoring 19. He successfully parries the gnoll's spear; had Lei rolled 15 or lower, he'd of taken a spear to the liver instead.

Punishing Elbow (EX)

Action: swift action

Using the power of your upper body and raw strength, you drive an elbow into an attacker's limb, retaliating even as you are struck.

When you are injured but not slain outright by a melee attack, you can activate Punishing Elbow as a swift action. Make an attack against the opponent at your full Base

Attack Bonus. If this attack hits, you deal half normal unarmed strike damage, and your opponent suffers a -2 penalty on attack rolls with the limb for a number of rounds equal to ½ your Combatant level (rounding down in both cases). If you are one of attackers wielding two handed weapons, the Combatant chooses which arm is affected. This Technique has no effect on creatures immune to critical hits or stunning. In the case

This effect ends if the victim receives any amount of magical healing or a DC 15 Heal check.

Example: Lei, a 6th level Combatant, takes an Orc battle axe to the chest, but somehow survives. He activates Punishing Elbow and slams his elbow into the Orc's right wrist, successfully hitting it. The Orc takes damage and will suffer a -2 penalty on attack rolls with his right arm for 3 rounds.

Quicksilver (EX)

Action: swift action

The Combatant capitalizes on an opponent's mistakes to shift into a better position, moving like quicksilver. When a melee attack fails to hit the Combatant, the Combatant may use Quicksilver as a swift action. The combatant moves around or through the opponent's square to take a position in an adjacent square behind the opponent. This movement does not provoke attacks of opportunity.

Reckless Stance (EX)

Action: swift action

You practice a flashy, dangerous close-in fighting style, and don't care if you get hit or cut, so long as you can crowd your enemy and get a good solid hit in.

As a swift action you can activate the Reckless Stance Technique. For one round, your Unarmed Strikes inflict maximum damage (automatically inflicting 8 damage if your unarmed strike damage is D8, plus any

applicable damage bonuses). However, during this time, successful melee attacks against you also inflict similarly maximized damage.

Once a Reckless Stance is begun, you can maintain the stance into succeeding rounds by spending a swift action each round to do so, without requiring additional daily Technique expenditures.

Refocus (EX)

Action: move-equivalent action

Requires: Strength Surge

As a move equivalent action, you gain a new saving throw to shake off the *shaken*, *stunned*, *sickened* or *nauseated* conditions.

Rising Phoenix Stance (EX)

Action: none; passive ability that is always active, without requiring a Technique expenditure

Requires: Stand Up

You spring back to your feet with unbridled fury.

You do not provoke attacks of opportunity for standing up while threatened by a foe. You may make an unarmed strike at a -5 penalty against any adjacent foe as you rise.

Silencing Blow (EX)

Action: none (part of an attack action)

Requires: 5th level Combatant

With a painful jab to your opponent's throat, you render him incapable of speech.

You may activate this Technique prior to making an Unarmed Strike. If the attack is successful, the victim must succeed at a FORT Save (DC 10 + ½ the damage inflicted) or lose the ability to speak for 1d6 minutes, or until they receive any amount of magical healing. You must be able to easily strike your opponent's throat or mouth to use this ability; creatures immune to Critical Hits or stunning are also immune to Silencing Blows.

Stand Up (EX)

Action: none; passive ability that is always active, without requiring a Technique expenditure

You're quick to spring back to your feet.

You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Strength Surge (EX)

Action: move-equivalent action

You take a second to re-center and re-focus yourself, allowing you to overcome pain and keep fighting.

You regain a number of Hit Points equal to your STR modifier (minimum 1 HP) when you activate this Technique as a move-equivalent action. The Strength Surge is considered natural healing.

Tiger Paw (EX)

Action: none; passive ability that is always active, without requiring a Technique expenditure

Requires: 7th level Combatant

You slash with the edge of your hand, or with specially sharpened finger or toe nails, inflicting deep and painful gashes.

Your Unarmed Strikes inflict one point of ongoing Bleed damage. You may take this Technique multiple times; its effects stack. You may choose not to inflict Bleed damage, or inflict a lesser amount of Bleed damage than your maximum when making unarmed strikes if you so desire.

Tiger's Mouth (EX)

Action: immediate action

Requires: Parry

You grab the wrist of your opponent as he attempts to land a punch against you, using the momentum of his swing to pull him off balance.

When you use your Parry ability successfully, rather than merely negating the attack, you may make a combat maneuver check as an immediate action to trip your opponent. You receive a competence bonus on your combat maneuver roll equal to your opponent's STR modifier. If this trip attempt fails, you cannot be tripped in retaliation.

Using Tiger's Mouth is considered a continuation of the Parry, not a separate Technique expenditure.

Example: Continuing from the example listed in the Parry technique, Lei has successfully parried a spear thrust from a Gnoll. Now, he attempts a CMB check against the Gnoll, adding the Gnoll's STR modifier (+2) as a competence bonus on the check. Lei's combat maneuver check result is 22, more than beating the Gnoll's CMD of 13. End result- one Gnoll, face down in the dirt.

Versatile Fist (EX)

Action: immediate action

You know a myriad different types of blows that you can deliver with your unarmed strike.

As an immediate action, you can choose to inflict Slashing, Piercing or Bludgeoning damage with your unarmed strike. You may also choose to deal non-lethal damage of one of the above types, at no penalty. Your unarmed strike deals the chosen damage type until you decide to change it again.

ADVANCED TECHNIQUES

Starting at 10th level, the Combatant may choose an Advanced Technique instead any time he is eligible to choose a new Technique.

Adamantine Body (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

Requires: 15th level combatant, Copper Body, Lead Body, Brass Body

Your Damage Reduction increases to 15/Adamantine.

The Armor of God (EX)

Action: immediate action

Requires: 10th level combatant, Iron Will

Your incredible will power and nearly superhuman toughness allows you to focus your inner energies and shake off magical manipulation.

As an immediate action, you can activate The Armor of God to grant yourself Spell Resistance 10 + your Hit Die. This technique remains in place for one minute once activated.

Bicycle Kick (EX)

Action: none (part of an attack action)

Requires: 12th level Combatant

With a scream, you leap into the air and kick your opponent dozens of times, driving them back and pounding their head and chest mercilessly.

You may activate the Bicycle Kick after any successful unarmed strike delivered as a kick attack. The Bicycle Kick is considered part of the attack it enhances. You make an additional, immediate attack roll using the same modifiers as the initial attack -1. If this attack hits, make a second attack roll at the same modifiers -2, and

so on. You continue to make melee attacks until you miss, at which point the Bicycle Kick ends.

Roll damage for your unarmed strike once and multiply the result by the number of successful attacks you made during the Bicycle Kick. You cannot score a critical hit with either the first attack nor any bonus attacks provided by the Bicycle Kick. The damage from



a Bicycle Kick is considered to come from a single attack for the purposes of overcoming Damage Reduction.

Example: Michelle is a 13th level Combatant facing down a rabid Owlbear, and really needs to kill it quickly. She delivers a kick to the Owlbear with a total attack roll modifier of +15, hits, and begins a Bicycle Kick. Her second attack is at +14, and hits, her third at +13, and so on. She scores seven hits on the Owlbear before missing, so she rolls her unarmed strike damage (2d8 + 2 for strength), resulting in 9 points. She multiplies that times seven and ends up dealing 63 HP worth of damage to the poor, confused (and now very, very dead) Owlbear.

Blinding Strike (EX)

Action: none (part of an attack action)

Requires: 10th level Combatant, Tiger

Paw

Your strikes give your opponent just the right kind of cut above the eyes- the kind that bleeds.

Prior to making an Unarmed Strike, you may activate this Technique. If the attack is successful, in addition to the normal effects of the blow, the target must succeed at a FORT Save (DC 10 + Combatant class level + your WIS modifier) or be *blinded* for 1d6+1 rounds.

Creatures immune to critical hits are immune to this ability. You must be able to reach the eyes of the target to affect it with this ability.

Brass Body (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

Requires: 10th level combatant, Copper Body, Lead Body

Your Damage Reduction increases to DR 10/adamantine.

Breaking Glass Strike (EX)

Action: none; passive ability that is always active, without requiring a Technique expenditure

Requires: 13th level Combatant

You possess the physical strength and strength of will to punch straight through mystical armor, shattering protective barriers like fragile glass!

You ignore enchantment and deflection bonuses to Armor Class when attacking with an unarmed strike.

Cobra Fang Strike (EX)

Action: none, passive ability that is always active, without requiring a Technique expenditure

Requires: 17th level Combatant, Tiger Paw

With a straight finger jab of uncanny speed and power, you can decapitate an enemy!

Your Unarmed Strike gains the *vorp*al quality. This is a non-magical version of the property, gained as a result of training, anatomical knowledge and martial arts mastery. It functions identically to a standard *vorp*al weapon, except that it cannot be dispelled, suppressed in anti-magic areas or disjoined, and functions normally even if your Unarmed Strike inflicts bludgeoning damage.

Chakra Strike (EX)

Action: swift action

Requires: 15th level Combatant, Breaking Glass Strike

A sharp blow from the edge of your hand or the heel of your foot temporarily disrupts the magical energy flow binding your opponent to his magical crutches.

As a swift action, you can activate your Chakra Strike Technique. For one round, any successful Unarmed Strike disrupts a magic item slot on the victim's body of your choice. The



victim cannot use magic items equipped in that slot for 1d4 rounds.

For example, if you make a successful unarmed strike against an assassin wearing +2 *studded leather armor*, and negate her ‘armor’ body slot, she receives no benefit from the magic armor for 1d4 rounds.

On a critical hit with your unarmed strike, not only do you negate your chosen body slot, you also affect two body slots of the GM’s choice which are near the chosen slot. For instance, if you negate one of an enemy wizard’s ‘wrists’ slot on his hands, you might also negate

his ‘wrists’ slot and ‘shoulders’ slot, as the shock travels up the victim’s arm.

Conditioning (EX)

Action: not applicable

Requires: 10th level Combatant

Your style of unarmed combat includes grueling conditioning exercises that increase stamina, muscle mass or flexibility.

You receive a +1 inherent bonus to any one of your physical ability scores (STR, DEX or CON). You may select this Technique more than once, gaining up to a +5 inherent bonus to each ability score.

Eye of the Storm Wrestling (EX)

Action: none, passive ability that is always active and does not require Technique expenditure

Requires: 15th level Combatant

The Combatant no longer suffers the effects of a creature's aura while it is grappling or grappled by that creature, and the Combatant becomes immune to damage caused by the Constrict ability.

Ground and Pound (EX)

Action: immediate action

Requires: 10th level Combatant

Any time you pin an opponent or gain the pinned condition yourself, you may make an unarmed strike against your opponent as an immediate action.

Iron Master Strike (EX)

Action: swift action

Requires: 10th level Combatant

Your mastery of martial arts allows you to focus your will into your fists, making them hit harder than iron.

You may activate this Technique as a swift action. For one round after activation, you add your WIS modifier as a bonus on unarmed strike damage rolls.

Organ Destroying Strike (EX)

Action: none (part of an attack action)

Requires: 15th level Combatant, Tiger

Paw

Your blows can rupture organs within your target's body, killing them swiftly and agonizingly.

Your Unarmed Strikes inflict one point of ongoing CON Bleed damage. You may take this Technique multiple times; its effects stack. You may choose not to inflict Bleed damage, or inflict a lesser amount of CON Bleed damage than your maximum when making unarmed strikes if you so desire.

Shell Cracker (EX)

Action: full round action

Requires: 10th level Combatant, Crab Cracker

Your powerful hands can rip the scales off dragons.

You may use your Crab Cracker Technique against creatures with a Natural Armor bonus to Armor Class. Natural Armor has Hardness 5 or Hardness equal to the creature's CON modifier, whichever is greater. Creatures with especially stony or metallic bodies (such as golems, earth elementals, metallic dragons, robots and the like) have Hardness 10, or the creature's CON modifier, whichever is greater. Natural Armor has Hit Points equal to $\frac{1}{4}$ the creature's maximum Hit Points, rounded down.

Damage to a creature's Natural Armor does no damage to the creature itself. However, if the armor gains the broken condition, the creature's natural armor bonus is reduced to half; if the natural armor is destroyed, the creature's natural armor bonus is reduced to zero. Damage to a creature's natural armor remains until the creature next sleeps or rests, or receives at least 20 HP worth of magical healing.

A creature whose natural armor is broken or destroyed suffers intense pain, and is considered *shaken* until their natural armor bonus is restored. Creatures immune to critical hits or stunning are immune to this *shaken* secondary effect.

Step Between Raindrops (EX)

Action: swift action

Requires: 10th level Combatant

Arrows, bullets, shuriken and other ranged assaults hold little terror to an experienced Combatant.

You can activate this Technique as a swift action, gaining a +4 dodge bonus to AC against ranged attacks for one round.

Superior Strength Surge (EX)

Action: move-equivalent action

Requires: 10th level Combatant, Strength Surge

When you activate your Strength Surge technique, you recover Hit Points equal to ½ your Combatant class level plus your STR modifier.

Trip (EX)

Action: none; passive ability that is always active, without requiring a Technique expenditure

Requires: 10th level Combatant

You gain the Trip special quality with your Unarmed Strikes. You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with your

Unarmed Strike. If the attempt fails, the Combatant is not tripped in return.

Fast Movement (EX)

Beginning at 3rd level, the Combatant gains an enhancement bonus to his land speed as shown on the class table. A Combatant in armor or carrying a medium or heavy load loses his extra speed.

Maneuver Training (EX)

Starting at 3rd level, the Combatant can select one type of combat maneuver to receive additional training. He gains a +1 bonus to his CMB when attempting this combat maneuver

and a +1 insight bonus to his CMD when defending against this maneuver.

At 7th, 11th, 15th and 19th level, the Combatant becomes further trained in another combat maneuver, gaining the above +1 bonus to CMB and CMD. In addition, the bonus granted by previous maneuver training increase by +1 each. For example, when the Combatant reaches 7th level, he receives a +1 bonus on one type of combat maneuvers, +1 to his CMD against that combat maneuver, and the bonuses for the maneuver selected at 3rd level increases to +2.



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Counter Grapple (EX)

Starting at 4th level, the Combatant may make an attack of opportunity against a creature attempting to grapple him. This does not allow the Combatant to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability. At 6th level, he may use Counter Grapple even if his attacker has concealment or total concealment, at 8th level even if he is flat-footed, and at 10th level even if his attacker has exceptional reach.

Superior Grapple (EX)

Starting at 4th level, the Combatant becomes a superior grappler. He suffers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled.

At 8th level, the Combatant gains the **grab special attack** when using unarmed strikes, and can use this ability against creatures his own size or smaller. At 10th level, the Combatant can use this ability against creatures one size category larger than himself; against two size categories larger than himself at 12th level, and against creatures of any size at 14th level.

At 15th level the Combatant gains the **constrict special attack**, inflicting his unarmed strike damage on any successful grapple check.

Uncanny Dodge (EX)

At 5th level, the Combatant gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his DEX bonus to AC if immobilized. A Combatant with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

If the Combatant already has Uncanny Dodge from a different class, he automatically gains Improved Uncanny Dodge (see below).

Improved Uncanny Dodge (EX)

At 8th level, the Combatant can no longer be flanked. This defense denies a rogue the ability to sneak attack the Combatant by flanking him, unless the attacker has at least four more rogue levels than the target has Combatant levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Improved Evasion (EX)

At 9th level, the Combatant's evasion ability improves. He still takes no damage on a successful REF Save, but henceforth he takes only half damage on a failed save. A helpless Combatant does not gain the benefit of improved evasion.

Effortless Strike (EX)

At 13th level, the Combatant gains Effortless Strike, allowing him to easily defeat even the toughest, quickest or most heavily armored enemies. Prior to making a melee attack roll, the Combatant can declare he is using this ability. The Combatant successfully hits the target on any result other than a natural 1 on the attack roll.

The Combatant can use Effortless Strike once per day at 13th level, twice per day at 17th level and three times per day at 20th level.

At 17th level, the Combatant automatically confirms critical hits scored with Effortless Strike. At 20th level, any attack with Effortless Strike is considered an automatic critical hit.

Ultimate Mastery (EX)

A 20th level Combatant unlocks the ultimate potential of his martial art. The Combatant chooses a single Ultimate Mastery from the following list. These are considered



Techniques and expend uses of Techniques per day.

Climbing Monkey Grapple (EX)

Action: immediate action

The Combatant can activate Climbing Monkey Grapple as an immediate action. Doing so allows the Combatant to automatically pin an adjacent creature, regardless of its size or Combat Maneuver Defense as an immediate action. This does not allow the Combatant to pin opponents normally immune to being grappled.

Iron Mountain Stance (EX)

Action: immediate action

As an immediate action, the Combatant can declare that a successful melee attack on himself is negated, inflicting no damage and causing no other effects. The Combatant may make an immediate unarmed strike as an immediate action against the creature that

launched the attack, adding the negated attack roll as a competence bonus on the attack's damage roll. This damage is not multiplied by a critical hit.

Example: A black dragon swipes at Lei, scoring a 43 on its attack roll. Lei activates the Iron Mountain stance, negating any damage that the dragon would have inflicted and making an immediate unarmed strike against the dragon. If Lei's punch connects, it will do an extra +43 points of damage.

Pulverizing Blow (EX)

Action: None (part of an attack action modified by Effortless Strike)

When the Combatant uses his Effortless Strike, he can activate this ultimate mastery. Doing so adds additional damage equal to the Combatant's WIS modifier x 10 to the damage; this bonus damage is not multiplied by a critical

hit. The target must succeed at a FORT Save (DC equal to total damage inflicted) or be knocked back 10 ft per 5 points of damage inflicted and be knocked prone.

COMBATANT MAGIC ITEMS

Combatants truly need no weapon other than their fists, but occasionally they augment their capabilities with magical weapons and wonders forged in strange dojos and beneath distant fighting arenas. Combatants seek simple magic weapons based upon the few death-dealing tools they practice with, such as the cestus or nunchuku. More common are magical wraps, vests, pearls and jewels that bring power and enlightenment, or allow Combatants to do the one thing they can not do purely by their own skill...overcome the ironclad damage reduction of the most horrific creatures.

MAGICAL WEAPONS

1. Elemental Cestus
2. Ghostfighting Gloves
3. Hundred Thunders Nunchuku
4. Lion's Paw Staff
5. Sparring Gloves

Elemental Cestus

Aura CL 10th

Slot weapon **Price** 124,500 gp (DC 34)

Weight 2 lbs

This rope and iron-shod glove fits tightly over the Combatant's fist, and these weapons are often wielded by the grand masters of particular fighting schools. These weapons are a symbol of

martial prowess and combat mastery, a tangible example of the power possessed by a particular school of martial arts.

The Elemental Cestus is a +2 **cestus** by default. The Elemental Cestus includes an aperture on the back of each palm, into which the wearer can set a gemstone, which symbolizes a particular school of martial arts and determines the Elemental Cestus' particular capabilities. This gem must be worth at least 500 gp; the owner can pry the gemstone from the Cestus and insert another with a successful DC 18 STR check; this requires at least one minute.

A similar slot just above the knuckles can accept an ingot (or coin) of precious metal, worth at least 100 gp. This ingot can be changed with a successful DC 18 STR check, requiring at least one minute.

A randomly placed Elemental Cestus includes no gemstone, nor ingot, though an Elemental Cestus carried by a warrior will have attachments that best complement his fighting style.

If the Elemental Cestus' wearer possesses the Effortless Strike class ability, he may use it one additional time per day. This does not give a wearer access to the Effortless Strike if he lacks the class ability.

Construction

Requirements Craft Magic Arms and Armor, *flaming aura, versatile weapon*

Cost 62,250 gp (DC 32)

Gemstone Inserted	Magical Property Gained
Obsidian, topaz or agate	Corrosive
Ruby	Flaming
Sapphire	Frost
Diamond	Keen
Emerald	Shock
Ingot or Coin Inserted	Special Material Property Gained
Cold iron or lead	Cold Iron
Silver or platinum	Silver
Adamantine or gold	Adamantine

Ghostfighting Gloves

Aura moderate conjuration **CL** 9th

Slot hands **Price** 6,000 gp (DC 24)

Weight negligible

These supple black leather gloves are stitched with grey and silver thread and include a complex protective *ofuda* (cloth prayer strip) sewn into the palm of the gloves.

When worn by a character with either the Improved Unarmed Strike feat or the class feature possessed by both Monks and Combatants, the Ghostfighting Gloves make the wearer's unarmed strike a **magical attack** for the purpose of overcoming damage reduction. The wearer's unarmed strike becomes a **ghosttouch, undead bane weapon**.

Construction

Requirements Craft Magic Arms and Armor, *plane shift, summon monster I*

Cost 3,000 gp (DC 22)

Hundred Thunders Nunchuku

Aura moderate evocation and transmutation

CL 8th **Slot** weapon

Price 22,000 gp (DC 28) **Weight** 2 lbs

These metal nunchuku are forged from the finest meteorite iron, alloyed with strange chemicals that seem to capture the elemental fury of the thunderstorm. The striking surfaces are etched with lightning bolt designs.

Hundred Thunders Nunchuku is a **+1 shocking burst nunchuku of speed**.

Construction

Requirements Craft Magic Arms and Armor, *haste, lightning bolt*

Cost 11,000 gp (DC 26)

Lion Paw Staff

Aura moderate evocation **CL** 10th

Slot weapons **Price** 21,500 gp (DC 28)

Weight 5 lbs

This long, iron fighting staff is topped with a black iron sculpture of an articulated

lion's paw. With a twist to the handle, the wielder can open the lion's paw, extending deadly steel talons.

The Lion Paw Staff has the *disarm* mundane weapon property, and the wielder can switch between inflicting bludgeoning and slashing damage with the weapon as a free action. Only the top half of the quarterstaff can switch its damage type in this manner; the lower half only inflicts bludgeoning damage.

The Lion Paw Staff is a **+3 wounding quarterstaff**. This weapon only has the wounding property when the top portion of the quarterstaff is set to inflict slashing damage.

Construction

Requirements Craft Magic Arms and Armor, *bleed*

Cost 10,750 gp (DC 26)

Sparring Gloves

Aura faint conjuration **CL** 10th

Slot hands **Price** 4,000 gp (DC 23)

Weight negligible

These heavy brownish leather fighting gloves have hard leather wraps twined around the knuckles, and heavy sand filling out their inner spaces, giving the wearer a pretty impressive punch.

When worn by a character with either the Improved Unarmed Strike feat or the class feature possessed by both Monks and Combatants, the Sparring Gloves make the wearer's unarmed strike a **magical attack** for the purpose of overcoming damage reduction. The wearer's unarmed strike becomes a **merciful weapon**; however, unlike typical merciful weapons, the unarmed strike inflicts an additional +2d6 points of non-lethal damage on a successful hit.

On a confirmed critical hit with the Sparring Gloves, the victim must succeed at a

FORT Save (DC 15) or become unconscious for 1d6+1 rounds.

Construction

Requirements Craft Magic Arms and Armor, *cure light wounds, sleep*

Cost 2,000 gp (DC 20)

Armor of Many Blades

Aura moderate transmutation CL 10th

Slot armor **Price** 12,750 gp (DC 26)

Weight 20 lbs

This jet black, sleeveless set of combat leathers is augmented by silver studs, hide shoulder pads and bracers. Every inch of the suit is studded with razor sharp armor spikes, and even more blades lie concealed within hidden panels and pockets of the exactly assembled armor.

MAGICAL ARMOR

1. Armor of Many Blades
2. The Mane of the Iron Lion
3. Nemean Guard

The Armor of Many Blades is a set of **+1 studded leather armor**, fitted with a set of **+1 keen armor spikes**. A character with Combatant levels wearing this magic armor retains full use of all class abilities (though armor check penalties still apply).



Three times per day, the armor's wearer can conjure either a **+1 dagger** or **five +1 shuriken**, which appear in his hand; the wearer must have a free hand to conjure the weapons. The weapons remain for one minute before vanishing.

Construction

Requirements Craft Magic Arms and Armor, *greater magic weapon, keen edge*
Cost 6,375 gp (DC 24)

The Mane of the Iron Lion

Aura strong abjuration and evocation **CL** 18th
Slot armor **Price** 20,000 gp (DC 28)
Weight 25 lbs

Made from the manes of the dire lions that terrorized the Shu-Chin province, these hides have become symbols of strength and courage. When the wearer is struck, the mane's soft, golden fur becomes as hard as stone. The item may be worn by any warrior, but is especially prized by Combatants.

The Mane of the Iron Lion is a set of **+1 hide armor of invulnerability**. It confers Damage Reduction 5/magic upon the wearer. The Mane of the Iron Lion is specially designed for use by Combatants. A character with Combatant levels wearing this magic armor retains full use of all class abilities (though armor check penalties still apply).

Construction

Requirements Craft Magic Arms and Armor, *miracle, stonewood*
Cost 10,000 gp (DC 26)

Nemean Guard

Aura strong abjuration and conjuration **CL** 13th
Slot armor and wrist slots
Price 222,400 gp (DC 37) **Weight** 20 lbs

This armored sleeve and breastplate protects the weaker, left side of the body. Made of plates of bronze alloyed with copper to give a blood red tinge, the shoulder plate is crowned with a snarling lion's face. The shoulder guard's

edge is a serrated lion's mane; when the wearer calls upon the guard's powers both the sculpted lion's eyes and the edges of its mane ignite.

The Nemean Guard acts as a **+1 breastplate of light fortification**, and has the following additional properties.

Once per day, as a standard action, the wearer can summon a celestial lion to fight at his side. This functions as a Summon Monster IV spell cast by a 13th level wizard, and the celestial lion can only be summoned if the wearer has personally slain at least one living creature during the current encounter.

Additionally, once per day the wearer of the Nemean Guard can call upon the fiery energies of the armor to bestow the flaming property upon his melee and natural weapon attacks. Calling upon this ability is a move equivalent action, and the effect remains for 6 rounds after it is activated. The wearer of the Nemean Guard must have suffered at least 10 points of damage during the current encounter in order to activate the Nemean Guard's flames.

A character with Combatant levels wearing this magic armor retains full use of all class abilities (though armor check penalties still apply).

Construction

Requirements

Cost 111,200 gp (DC 34)

WONDROUS ITEMS

1. Akuma Beads
2. Combatant's Gi
3. Grappler's Girdle (various)
4. Healing Matcha (consumable)
5. Pearl of Enlightenment (silver/azure)
6. Periapt of Chi
7. Yokuzuna's Rope

Akuma Beads

Aura faint enchantment **CL** 5th

Slot neck **Price** 18,000 gp (DC 28) **Weight** 1 lb

These thick, wooden prayer beads are made from dark mahogany with a reddish undertone, and are as hot as coals to the touch, though this heat never harms the wearer or her property.

Three times per day, the wearer can cast *Rage* upon herself with a duration of one minute. During this time, the wearer also becomes immune to Fire and Cold damage.

Construction

Requirements Craft Wondrous Item, *endure elements, rage*

Cost 9,000 gp (DC 25)

Combatant's Gi

Aura moderate transmutation **CL** 10th

Slot body **Price** 13,000 gp (DC 27) **Weight** 1 lb

This simple white cotton *gi* (martial arts uniform consisting of a loose shirt and trousers) is tied with a black or brown rope.

When worn by a character with Combatant levels, his unarmed strike and AC bonus are treated as a Combatant of 5 levels higher. The Combatant may use his Graceful Grapple ability against creatures two size categories higher than normal.

If donned by a character who is not a Combatant, he gains the Graceful Grapple class feature, unarmed strike and AC bonus of a first level Combatant. The character is subject to the

same restrictions on these abilities as a Combatant.

Construction

Requirements Craft Wondrous Items, *righteous might* or *transformation*

Cost 6,500 gp (DC 24)

Grappler's Girdle

Aura strong transmutation **CL** 12th

Slot belt **Weight** 5 lbs

Champion Combatants travel across kingdoms, even across planes, to compete in grand tournaments, displaying their martial arts prowess. Often, a Grappler's Girdle is presented to a tournament's champion. This richly decorated belt augments the victor's already formidable power, and is the champion's to do with as they desire, at least for the year until a new grand tourney is held.

Several different styles of Grappler's Girdle exist, celebrating the victory in specific tournaments. All these belts are fine leather inlaid with golden and silver decorations, ostentatious and imposing in the extreme. Often, a belt displays the sculpted face of some viscous animal- a snorting bull, a snarling panther, or a fierce dragon, given the appearance of false life by animating magic.

All Grappler's Girdle provide the wearer with a competence bonus on Combat Maneuver Checks and their CMD. The competence bonus determines the item's cost and construction cost. The item's secondary powers do not affect its cost, as these are all subsumed in the use of the very versatile spell *polymorph* in the Girdle's creation.

Each belt has an additional power that it bestows upon the user. In addition, individual belt provides immunity to one specific Combat Maneuver (such as trip, bullrush, overrun, sunder, disarm, ect). Some of the known Grappler's Girdles include:

Belt of the Horse: when rolling REF

Saves, the wearer rolls 2d20 and takes the better result; provides immunity to Overrun attempts.

Belt of the Water Oxen: provides a +4 enhancement bonus to the wearer's CON score; provides immunity to Drag attempts.

The Mandarin's Girdle: all wearer's melee attacks gain the flaming property; provides immunity to Disarm attempts.

The Emperor's Girdle: wearer gains Damage Reduction 2/epic or their existing Damage Reduction becomes bypassed only by epic damage; provides immunity to Sunder attempts.

Girdle of the Cobalt Panther: the wearer inflicts an additional +1d6 points of slashing damage with any successful melee attack- this bonus damage is not multiplied on a critical hit; provides immunity to Dirty Trick attempts.

Girdle of the Crane: wearer gains a Flight speed of 30 ft (average) or their existing flight speed increases by 10 ft and one step; provides immunity to Disarm attempts.

Girdle of the Golden Lizard: increases wearer's landspeed by 10 ft; provides immunity to Steal attempts.

Girdle of the Northern Bear: provides a +4 enhancement bonus to the wearer's STR score; provides immunity to Grapple attempts.

Construction

Requirements Craft Wondrous Item, creator must be a Combatant, *polymorph*

Competence Bonus Granted	Purchase Price	Construction Cost
+1 (brass or iron belt)	120,500 gp (DC 34)	60,250 gp (DC 32)
+5 (bronze belt)	132,500 gp (DC 35)	66,000 gp (DC 33)
+8 (silver belt)	152,000 gp (DC 35)	76,000 gp (DC 33)
+12 (golden belt)	192,000 gp (DC 36)	96,000 gp (DC 34)
+15 (adamantine or platinum belt)	232,500 gp (DC 37)	116,250 gp (DC 34)

Healing Matcha (consumable)

Aura conjuration CL 1st

Slot none **Price** 50 gp (DC 7) **Weight** ½ lb

This fragrant green tea is kept in a tiny black metal box. Healing Matcha is the same type of green tea used in traditional tea ceremonies, enchanted with curative power.

When Healing Matcha is stirred into any healing potion, the effects of the potion are maximized. Stirring in Healing Matcha requires a small ritual similar to the tea ceremony, which requires a minute.

Construction

Requirements Brew Potion, *cure light wounds*
Cost 25 gp (DC 5)

Pearl of Enlightenment

Aura faint transmutation CL 5th (silver) 15th (azure)

Slot none **Price** Silver: 8,000 gp (DC 25) Azure: 16,000 gp (DC 28) **Weight** negligible

This perfect, finger-nail sized pearl is worn on a black leather strap. Two types of pearls are used in the construction of this wonder- silver pearls and pearls of an almost luminous blue hue. Of the two, azure pearls are more highly sought after.

A Pearl of Enlightenment takes up no item slot, but must be worn around the neck, wrapped around a hand, carried in a pocket or otherwise in close proximity to the recipient's body.

A Combatant who bears a Pearl of Enlightenment learns either a Technique (silver) or Advanced Technique (azure) stored within the pearl. The Combatant must meet all the requirements for the stored Technique or

Advanced Technique, save for level. A character without Combatant levels cannot benefit from this wondrous item. A Pearl of Enlightenment must be worn for 24 hours before its powers activate.

Construction

Requirements Craft Wondrous Item, Creator must be a 5th level Combatant (silver), or 15th level Combatant (azure) and know the Technique imbued into the pearl

Cost Silver: 4,000 gp (DC 23) Azure: 8,000 gp (DC 25)

Periapt of Chi

Aura faint abjuration

CL 6th

Slot neck **Price** 4,000 gp (DC 23) **Weight** negligible

This simple cord necklace is woven with a concealed gold and copper thread that channels the body's energy. While wearing the Periapt of Chi the character receives a +2 resistance bonus on FORT Saves.

Construction

Requirements Craft Wondrous Items, *resistance*

Cost 2,000 gp (DC 20)



Yokuzuna's Rope

Aura strong transmutation **CL** 9th

Slot belt **Price** 36,000 gp (DC 30) **Weight** 25 lbs (does not count against encumbrance when worn)

This extremely heavy hemp robe is hung with zig-zagging white cloth streamers that dangle from the front when worn as a belt. It is tied with a simple but durable knot, worn at the back.

While the *yokuzuna's rope* is worn, the character becomes immune to Trip and Bull Rush attacks. The wearer is considered to be a Gargantuan creature for determining whether special attacks based on size (such as Swallow Whole) or environmental effects (such as wind speed) affect him. A worn Yokuzuna's Rope does not count against a wearer's encumbrance when worn.

Construction

Requirements Craft Wondrous Items, *enlarge person*, creator must either be a Combatant or former/current *sumo* wrestler (see Expanded Occupations: Sumotori)

Cost 18,000 gp (DC 28)

ARTIFACTS

1. The Iron Fists (major artifact)

The Iron Fists

Aura overwhelming evocation CL 36th

Slot permanently occupies the hands, wrists and rings slots

Weight 20 lbs (does not count against encumbrance once attached)

These iron prosthetics are as cunningly articulated as human fingers, though heavy and containing barely constrained power. The metal of the gauntlets is always hot to the touch, and smolders like a blacksmith's forge. Short iron spikes on the knuckles give the wielder a lethal punch that can buckle steel.

In order to wear these fists of solid iron, the wielder must have his arms amputated below the elbow and the Iron Fists pressed to the stumps. The Iron Fists will magically attach, which is an agonizing process- the wielder feels the iron hands burn into their flesh, and attach themselves to the jagged stumps of bone with iron nails. A prospective wielder must succeed at a DC 30 FORT Save to bond with the artifact; failure means the wielder dies from sheer agony. Combatants receive a luck bonus on this saving throw equal to their Combatant class level.

Once attached, the Iron Fists become part of the wielder's body and cannot be removed while he lives. The Iron Fists cannot be taken from their owner until after he dies, at which point the Iron Fists release themselves and fall away from the former wearer's stumps.

While wielding the Iron Fists, the wielder's unarmed strikes become far deadlier. The wielder's Unarmed Strikes are considered **+5 flaming burst, ghosttouch keen weapons**, and his Unarmed Strikes are considered **adamantine and epic** for the purpose of overcoming damage reduction.

The wielder receives the **Greater Sunder and Grater Vital Strike feats** as bonus feats. When attempting to Sunder an object, the wielder of the Iron Fists ignores the item's Hardness and inflicts damage direct to Hit Points. The Iron Fists cannot be sundered themselves.

Destruction

The Iron Fists can only be destroyed while removed from a wearer's body. The fists might be shattered if they are first exposed to extreme cold (such as from epic ice magic or an elder wrym White Dragon's breath weapon) and then exposed to similarly intense heat within one minute.

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