

PATHFINDER[®]

PLAYER COMPANION[™]

Martial Arts Handbook

PIN
DUR
SKI

ALWAYS STRETCH BEFORE PHYSICAL ACTIVITY!



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KNEE TO CHEST



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WRIST STRETCH



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COW POSE



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NECK STRETCH

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ON THE COVER



Kess pulls no punches in a street fighting exhibition with Sajan while Quinn, Valeros, Yoon, and Zova cheer them both on from the crowd, in this dynamic depiction of an epic brawl by Hugh Pindur!



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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at pfrd.info.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Combat</i>	UC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Horror Adventures</i>	HA	<i>Ultimate Intrigue</i>	UI
<i>Occult Adventures</i>	OA	<i>Ultimate Wilderness</i>	UW

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Introduction



As long as there have been people, there have been wars, and as long as there have been wars, there have been martial arts. However, warfare is not the only reason to practice these combat traditions. Fighting styles that develop during times of peace have a different focus than those intended for the battlefield, and many people use such martial arts for dueling, entertainment, peacekeeping, self-defense, and physical and spiritual development. This book expands upon some of the many martial arts traditions practiced on Golarion.

The techniques and weapons of different martial arts styles can vary greatly. Some practitioners use martial arts to hone their own bodies as weapons, focusing on punching, kicking, and grappling. Other martial artists wield deadly weapons in combat as though they were extensions of themselves, focusing on a single weapon or even mastering a whole array of them. The weapons and techniques a martial artist uses are usually inextricably linked to the circumstances, culture, or region in which the style came into being; for example, a martial art developed by peasant warriors often incorporates weapons that double as agricultural tools, while a style developed for royal guards may focus on protecting allies. Some martial arts consist purely of combat techniques, while others incorporate spiritual elements that train students to harness ki, unlocking internal energy that allows a person to push her body beyond its limits and perform supernatural achievements.

The numerous different martial traditions, techniques, and styles all have a common goal: empowering their students to make the most of their bodies and their training. While arcane study and religious doctrine may promise great power to dedicated individuals, many martial artists scorn spellcasters for relying on power borrowed from the gods or the universe, rather than trusting their own inner and physical strength to overcome challenges. A spellcaster might run out of spells, but a martial artist can persevere as long as she can stand on her feet and maintain the will to fight.

Martial arts are usually passed down from a master, who might have an entire army to train and command, or just a few carefully selected disciples. Students practice with their master at a place of training, such as a war college, gladiatorial school, or dojo. Only the best martial arts stand the test of time, and the students of many fighting schools are eager to test their skills against rival schools to prove the superiority of their own styles.

FIGHTING STYLES OF GOLARION

Many famous and successful schools of martial arts have arisen in the nations and cultures of Golarion. The following are a few examples of some of the most famous martial arts styles.

Aldori Dueling Style: Established by the famous duelist Baron Sirian Aldori, the impulsive but honorable swordlords

of Brevoy are masters of the flashy and fluid Aldori dueling style. The style focuses on the use of the slightly curved Aldori dueling sword, which those with special training can wield as nimbly as a much smaller sword. The Aldori swordlord prestige class is detailed on page 4 of *Pathfinder Campaign Setting: Paths of Prestige*.

Bloodworks: The gladiators of the Bloodworks in the orc city of Urglin practice a variety of martial arts that focus on being deadly and showy at the same time, wounding and killing their foes in a gory and extravagant fashion. These martial arts combine techniques developed in the gladiatorial arena with those learned on the battlefield in the many wars that Urglin has waged against the neighboring Shoanti tribes. The gladiators train to fight with weapons traditionally used by giants, orcs, and the Shoanti, such as axes of different sizes, bolas, and klars. A few rules options well-suited for a Bloodworks gladiator are the pit fighter prestige class (*Paths of Prestige* 40) and the gladiator fighter archetype (*Pathfinder RPG Ultimate Combat* 47).

Houses of Perfection: These elite and fiercely competitive martial arts schools in Jalmeray seek to overcome the weaknesses of the mind and flesh and follow a path to perfection. Each of the three schools—the Monastery of Unblinking Flame, the Monastery of Unfolding Wind, and the Monastery of Untwisting Iron—is thematically tied to a species of genie, and the seemingly impossible trials for admission and the techniques taught within mimic the school's associated genie.

Monastery of the Seven Forms: This monastery and settlement, standing on the cliff face in the World's Edge Mountains, was originally founded by Tian monks some 2,000 years ago. However, during Taldor's war with Qadira, the monastery fell under Qadiran control many times and, as a result, the martial arts the monks teach today incorporate many Qadiran elements, such as dervish dancing, into the original Tian techniques.

Sisters of the Golden Erinyes: In Isgar, in the aftermath of the Goblinblood Wars, House Thrune established several monasteries sworn to Asmodeus. Girls raised by the monastic order grow up to become diabolical nuns known as the Sisters of the Golden Erinyes. They are masters of hamatulatsu, a deadly martial art that imitates the fighting style of barbed devils. They use rare and unusual weapons, such as the seven-branched sword, and learn techniques that make them capable of rending armor with their bare hands.

Ulfen Guard: Best known as the elite bodyguards of the bearer of Taldor's Primogen Crown, Ulfen Guards have become desirable bodyguards wherever unquestioning loyalty is hard to come by; as outsiders, they are thought to have no secret agenda. Descendants of Ulfen raiders who once pillaged throughout Avistan, they fight at least as fiercely as any other Ulfen warrior, but their training focuses on protecting allies and defeating opponents through teamwork. The Ulfen guard prestige class is available on page 34 of *Pathfinder Campaign Setting: Inner Sea Combat*.

RULES INDEX

The following rules options in this book are detailed on the indicated pages. A number of new options are grouped by type or theme. For example, all of the feats associated with Octopus Style are simply listed under Octopus Style. Rules elements new to this book are marked with an asterisk (*).

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Unarmed Experts

Martial artists who rely on unarmed combat know they will never be without a weapon. Their ability to use their bodies as weapons lets them strike foes in unexpected ways.

BATTLE DANCER (BRAWLER ARCHETYPE)

Originating among the Mwangi tribes of Sargava, battle dancers practice a martial art that emphasizes constant motion, hiding their training from colonial oppressors by

presenting it as an acrobatic dance. Sargava's alliance with the Shackles has led to a proliferation of the art there, and battle dancers are often found among Mwangi-descended pirates.

Class Skills: A battle dancer gains Perform (all) as a class skill instead of Knowledge (dungeoneering).

This alters the brawler's class skills.

Armor Proficiency: A battle dancer isn't proficient with shields.

This alters the brawler's armor proficiencies.

Dancer's Cunning (Ex): A battle dancer can treat her Charisma score as her Intelligence score for the purpose of meeting the prerequisites of combat feats. In addition, she can attempt a Perform (dance) check instead of a Bluff check to feint in combat, and her unarmed strikes are considered to have the performance^{UC} weapon special quality.

This replaces brawler's cunning.

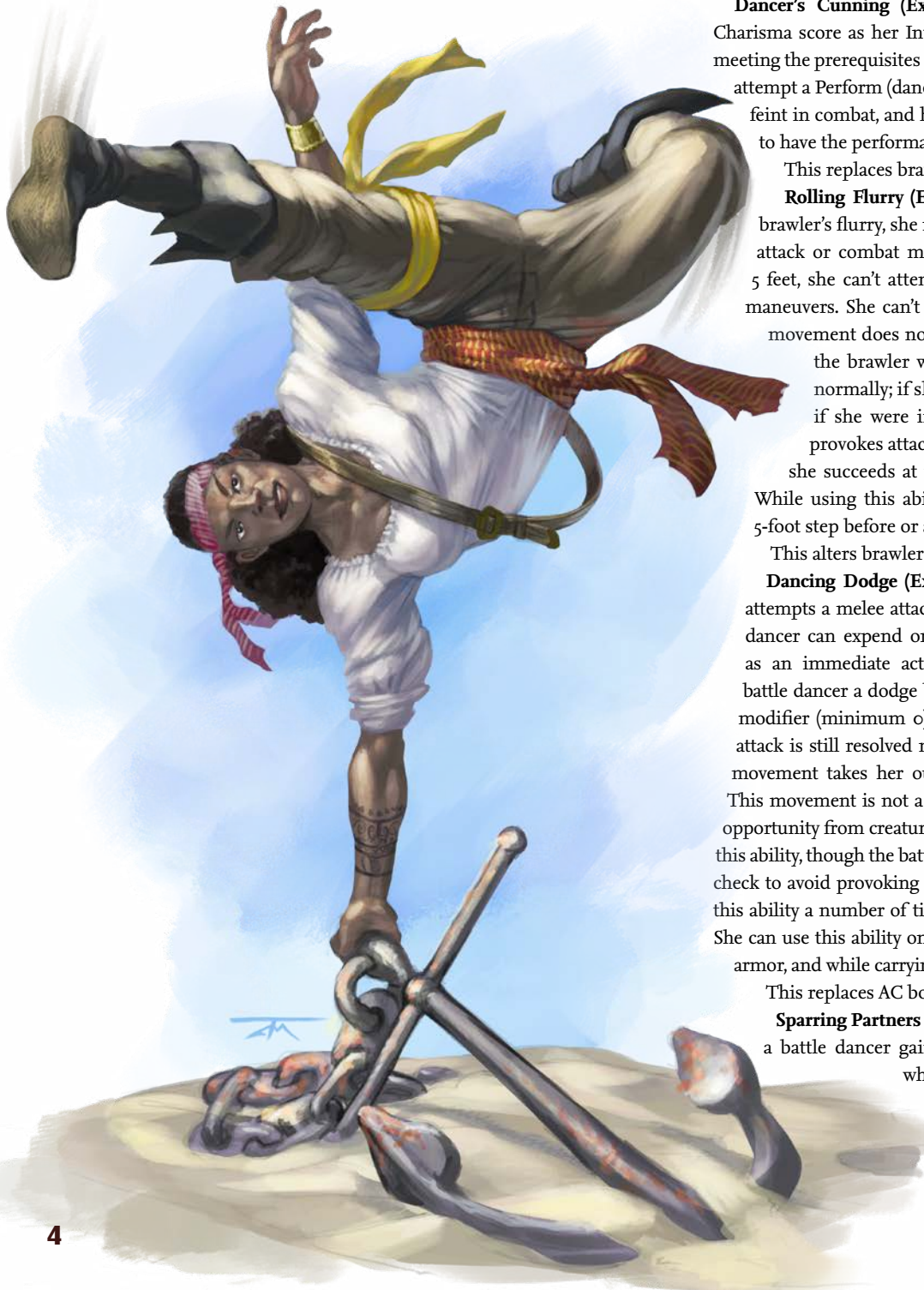
Rolling Flurry (Ex): When a battle dancer uses her brawler's flurry, she must move 5 feet before each melee attack or combat maneuver. If she is unable to move 5 feet, she can't attempt any further attacks or combat maneuvers. She can't exceed her maximum speed. This movement does not provoke attacks of opportunity if the brawler would be able to take a 5-foot step normally; if she would be unable to (for instance, if she were in difficult terrain), the movement provokes attacks of opportunity as normal unless she succeeds at the appropriate Acrobatics checks. While using this ability, she can still take her normal 5-foot step before or after making her attacks.

This alters brawler's flurry.

Dancing Dodge (Ex): At 4th level, when an opponent attempts a melee attack against a battle dancer, the battle dancer can expend one use of an attack of opportunity as an immediate action to move 5 feet, granting the battle dancer a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. The attack is still resolved normally, even if the battle dancer's movement takes her out of the triggering attack's reach. This movement is not a 5-foot step and provokes attacks of opportunity from creatures other than the one that triggered this ability, though the battle dancer can attempt an Acrobatics check to avoid provoking the attacks. A battle dancer can use this ability a number of times per day equal to half her level. She can use this ability only while wearing light armor or no armor, and while carrying no heavier than a light load.

This replaces AC bonus.

Sparring Partners (Ex): At 4th level, once per day when a battle dancer gains a flanking bonus on an attack while using her rolling flurry ability, the ally providing the flank gains a flanking bonus on its next attack against that opponent, even if the battle dancer moves



out of a flanking position. If either the opponent or the ally moves more than 5 feet before the ally's attack, the flanking bonus is lost. This ability works only if the ally is on the opposite side of an opponent during the battle dancer's attack, not if a flanking bonus is gained in some other way, such as through Gang Up^{APC}. A battle dancer can use this ability one additional time per day at 10th level and at 16th level.

This replaces knockout.

IRON-RING STRIKER (MAGUS ARCHETYPE)

Practitioners of this martial art, powered by arcane magic, wear an iron ring on the finger of one hand. This legacy has been handed down from the tradition's Vudrani founders.

Weapon Proficiency: An iron-ring striker is not proficient with martial weapons.

This alters the magus's weapon proficiency.

Diminished Spellcasting: An iron-ring striker has one fewer spell slot of each level than a regular magus. If this reduces his number of spell slots of a particular level to 0, he can cast spells of that level only if his Intelligence allows bonus spells of that level.

This alters the magus's spellcasting.

Arcane Pool (Su): An iron-ring striker can use his arcane pool to enhance his unarmed strikes as if they were manufactured weapons. At 5th level, he can use these bonuses to add any of the following weapon special abilities to his weapons or unarmed strikes: *advancing*^{UE}, *cruel*^{UE}, *defending*, *guardian*^{UE}, *impact*, *invigorating*^{UE}, *mimetic*^{UE}, *negating*^{UE}, *speed*, and *vicious*^{UE}.

This alters arcane pool.

Unarmed Spellstrike (Su): An iron-ring striker gains the magus spellstrike class feature. However, an iron-ring striker can deliver spells with spellstrike with only unarmed strikes.

This alters spellstrike.

Unarmed Strike: An iron-ring striker gains Improved Unarmed Strike as a bonus feat. He deals unarmed strike damage as per a monk of his level. For the purpose of determining damage, these levels stack with levels from any other class that grants increased damage to unarmed strikes.

Bonus Feat: At 5th level, an iron-ring striker must select his bonus feat from this list: Improved Bull Rush, Improved Disarm, Improved Sunder, or Improved Trip. He doesn't need to meet the prerequisites normally required for these feats.

This modifies the bonus feat gained at 5th level.

Empower Combat (Su): At 7th level, an iron-ring striker learns to use magic to grant himself the power of a larger creature. As a standard action, he can expend one non-cantrip prepared magus spell to treat his size as if it were larger for the purposes of determining the size modifier to his CMB and CMD, as well as which creatures he can affect with combat maneuvers. For every level of the spell he sacrifices, his effective size increases by one step, up to a maximum of Colossal. For every two effective size increments he increases, he gains a +2 size bonus to Strength, to a maximum of +6. This does not change the iron-ring striker's actual size. This effect lasts for 1 minute per level of the spell sacrificed.

This replaces medium armor and heavy armor.

Spell Maneuvers (Su): At 7th level, as long as an iron-ring striker is wearing light armor or no armor, he can use his unarmed spellstrike ability as part of a combat maneuver check to bull rush, disarm, sunder, or trip an opponent.

This replaces knowledge pool.

Reflexive Spell Maneuver (Ex): At 16th level, when an iron-ring striker is the target of a combat maneuver check to bull rush, disarm, sunder, or trip, as an immediate action he can target his attacker with a magus spell he has prepared with a range of touch. If the spell would normally require a touch attack, an iron-ring striker can attempt a combat maneuver check for this attack instead. The iron-ring striker must be wearing light armor or no armor to use reflexive spell maneuver.

This replaces counterstrike.

MEDIUM OF THE MASTER (MEDIUM ARCHETYPE)

A medium of the master forgoes a connection with most spirits to form a bond with the spirits of great martial artists.

Class Skills: A medium of the master gains Acrobatics as a class skill, but does not gain Use Magic Device as a class skill.

This alters the medium's class skills.

Armor Proficiency: A medium of the master is proficient with only light armor.

This alters the medium's armor proficiency.

Unarmed Strike: A medium of the master gains Improved Unarmed Strike as a bonus feat.

Dedicated Spirit (Su): A medium of the master can channel only a champion spirit. A medium of the master can channel that spirit in places of quiet introspection, such as a Darklands grotto, peaceful glade, or windswept peak, in addition to a champion spirit's favored locations.

This alters spirit.

Dedicated Surge (Su): A medium of the master can use her spirit surge ability twice per day without incurring any influence (this stacks with any additional uses she gains from accepting a taboo, starting at 2nd level). In addition, when she uses spirit surge, the die she rolls is one step larger (1d8 at 1st level, 1d10 at 10th level, and 2d6 at 20th level).

This alters spirit surge.

Spirit Call (Su): The medium of the master's unique bond allows her to briefly call on a champion spirit without performing a seance. As a standard action, she can allow a spirit to gain 1 point of influence over her to channel it for a number of minutes equal to her level. This influence remains for 24 hours, stacking with any influence the medium gains by using this ability multiple times or by channeling a spirit in a seance during that time.

Master's Power (Su): When a medium of the master channels a champion spirit, she treats her unarmed strike damage as that of a monk of her level. For the purpose of determining damage, these levels stack with levels from any other class that grants increased damage to unarmed strikes.

This alters spirit power (lesser).

Shared Prowess (Su): At 2nd level, a medium of the master's spirit endows her with greater martial expertise. She gains a dodge bonus to AC equal to her spirit bonus as long as she is wearing light or no armor.

This replaces shared seance.

Master's Strike (Su): At 6th level, when a medium of the master gains the intermediate power granted by her champion spirit, she also learns one type of style strike (*Pathfinder RPG Pathfinder Unchained* 18). Whenever she gains an additional attack from sudden attack, she can designate one of the blows as a style strike as long as she makes it with an unarmed strike. She can select a different style strike each time she channels a champion spirit.

This alters spirit power (intermediate).

Ki Contact (Su): At 15th level, as a swift action, a medium of the master can allow her spirit to gain 1 point of influence over her in order to gain a ki power (*Pathfinder Unchained* 16) and a number of ki points equal to her Charisma modifier (minimum 1) until the spirit leaves her body. She uses her medium levels as monk levels for the purposes of meeting the ki power's prerequisites and any level-dependent benefits of the power. Multiple uses of this ability stack, allowing her to select one power to serve as a prerequisite for another.

This replaces trance of three.

Master's Style (Su): At 17th level, when a medium of the master channels a champion spirit, she gains a bonus style feat and the two feats in that style's feat path. She does not have to meet the prerequisites for these feats.

This alters spirit power (supreme).

SOFTSTRIKE MONK (MONK AND UNCHAINED MONK ARCHETYPE)

The practices of softstrike monks date back to the peaceful eras of Imperial Lung Wa. Still common among warriors today, softstrike monks employ a nonlethal but effective form of combat.

Weapon Proficiency: A softstrike monk is proficient with the aklys^{UC}, bolas^{UE}, club, light flail, light mace, nunchaku, quarterstaff, sap, sling, and any weapon with the monk special quality that can deal bludgeoning damage. He is considered proficient only with monk weapons that can deal multiple types of damage when dealing bludgeoning damage.

This replaces the monk's weapon proficiency.

Feather Touch (Ex): A softstrike monk does not take the normal -4 penalty on attack rolls for using a lethal weapon to deal nonlethal damage. In addition, he can use his stunning fist ability while making a nonlethal attack with a weapon.

Nonlethal Strikes (Ex): A softstrike monk focuses on blows that do not inflict deadly harm. When a softstrike monk deals nonlethal damage with his unarmed strikes, his monk level is treated as 4 levels higher for the purposes of determining the damage he deals (to a maximum of 4d8 at 20th level for a Medium monk). When dealing lethal damage with his unarmed strikes, his monk level is treated as if it were 4 levels lower (minimum 1st level) for the purpose of determining damage.

This alters unarmed strike.

Tenet of Life (Su): Though a softstrike monk accepts that death may happen in combat, he cannot abide killing in cold blood. If he slays an unconscious or helpless living foe, or merely stands by and allows such a killing to occur, he becomes shaken for 1 hour. In addition, the act disrupts the softstrike monk's ki; if he has a ki pool, he loses a number of ki points equal to half his level, as if they had been spent.

Life-Giving Blows (Su): At 6th level, a softstrike monk can force a piece of his life force into a nonliving creature to disrupt its animating essence. If he hits an undead foe with an unarmed attack, he can spend 1 ki point as a free action to remove the target's immunity to nonlethal damage for a number of minutes equal to his Wisdom modifier. If, during this time, the target's nonlethal damage exceeds its current hit points, it is destroyed. At 10th level, a softstrike monk can also use this ability against constructs.

This replaces the bonus feats gained at 6th and 10th levels.

Wholeness of Body and Spirit (Su): At 7th level, a softstrike monk can use wholeness of body on both himself and other creatures, though it heals only nonlethal damage. If he uses this ability on an unconscious foe, he can spend 1 additional ki point to force the creature to accept a pact of life. The creature must succeed at a Will saving throw (DC = 10 + half the softstrike monk's level + his Wisdom modifier) or the pact renders it unable to directly attack the monk and any allies within 60 feet, as per *sanctuary*, for a number of days equal to the softstrike monk's level.

This alters wholeness of body. (For an unchained monk from *Pathfinder Unchained*, this ability applies only if the monk selects the wholeness of body ki power.)

Incapacitating Palm (Su): At 15th level, a softstrike monk renders the target of his quivering palm unconscious instead of killing the creature. Upon failing its Fortitude saving throw, the target is knocked unconscious for a number of minutes equal to the softstrike monk's level.

This alters quivering palm. (For an unchained monk, this ability applies only if the monk selects the quivering palm ki power.)

Resilient Body (Su): At 19th level, a softstrike monk's mastery of nonlethal combat lets him apply his techniques to his defense. A softstrike monk converts any precision damage he takes to nonlethal damage.

This replaces empty body.

STYLE STRIKES

The following style strikes are available to unchained monks (*Pathfinder Unchained* 14) who meet the prerequisites.

Rabbit Punch: The monk gives a sharp blow to the back of a foe's head. The critical threat range and critical multiplier of this strike increase by 1, and the monk gains a +2 bonus on attack rolls to confirm a critical hit with this strike. This increase is not doubled by Improved Critical or similar effects. Creatures without a discernible head are unaffected by this style strike (subject to GM discretion). The monk must attack with a fist to use this style strike.

Throat Crush: The monk gives a sharp blow to a foe's throat, hampering its ability to speak for 1 round as if it had the caster croak spellblight (*Pathfinder RPG Ultimate Magic* 95). Creatures without a discernible throat, or with multiple vocal organs, are unaffected (subject to GM discretion).

Break: The monk combines a writhing twist with a violent strike against a foe that is grappling him. If the monk's attack is successful, he can attempt a grapple combat maneuver check or Escape Artist check as a free action to escape a grapple, adding the strike's damage as a bonus on his check.

UNARMED MASTERY

Martial artists can enhance their combat prowess using the following feats.

ONE-INCH PUNCH (COMBAT)

You combine the force of multiple blows into a single strike to potentially send a foe flying.

Prerequisites: Improved Unarmed Strike, base attack bonus +6, brawler's flurry class feature or flurry of blows class feature.

Benefit: When making a full attack against a corporeal foe, you can forgo multiple attacks to make one unarmed strike at your highest base attack bonus. For each attack you forgo, you can add half your Strength modifier (minimum +0) to your damage roll. If you hit with this attack, you can attempt a bull rush combat maneuver check as a free action, substituting your attack roll result for the combat maneuver check result and adding a bonus equal to half your Strength modifier for each attack you forgo. This bull rush does not provoke an attack of opportunity, and you do not move as a result of the bull rush.

STUPEFYING STRIKE (COMBAT)

Your batter your foes with such disorienting force that they can't exert their full abilities.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: When using this feat, in addition to dealing damage normally, you force a foe damaged by your unarmed attack to attempt a Fortitude save (DC = 10 + half your character level + your Wisdom modifier). If it fails, it loses its skill ranks and activated feats, such as Power Attack or Stunning Fist, for 1d4 rounds. You must declare you are using this feat before you make your attack roll; if you miss, the target is unaffected and your attempt is wasted. You can try to use Stupefying Strike once per day for every 4 character levels you have, but no more than once per round. Constructs, incorporeal creatures, mindless creatures, plants, undead, and creatures immune to critical hits can't be affected by this ability.

UNBALANCING BLOW (COMBAT)

With a forceful strike, you throw your foe off-balance.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +4.

Benefit: When using this feat, in addition to dealing damage normally, you force a foe damaged by your unarmed

attack to attempt a Reflex saving throw (DC = 10 + half your character level + your Wisdom modifier). A creature that fails this saving throw is flat-footed, and if it is larger than Medium size, it loses any special size modifier to its CMD against effects or combat maneuvers that would move it until its next turn. It is also knocked out of any stance associated with a style feat. You must declare that you are using this feat before you make your attack roll; if your attack roll fails, the target is unaffected and your attempt is wasted. You can attempt to use Unbalancing Blow once per day for every 4 character levels you have, but no more than once per round. Creatures immune to tripping are immune to this effect.



Improvised Adepts

The versatility of improvised weapons makes them an attractive option, especially among adventurers in urban and social settings who may face restrictions on carrying traditional armaments. Such warriors can easily acquire or camouflage a weapon while maintaining more advantages than unarmed combat allows.

EXTEMPORANEOUS CHANNELER (OCCULTIST ARCHETYPE)

Extemporaneous channelers study the power of transformation and use items in unintended ways to awaken their potential.

Weapon Proficiency: An extemporaneous channeler is proficient with all simple weapons.

This alters the occultist's weapon proficiencies.

Improvisational Combatant (Ex): An extemporaneous channeler does not incur any penalties for using an improvised weapon. She is considered to have the Catch Off-Guard and Throw Anything feats for the purpose of meeting prerequisites.

Fleeting Focus (Su): An extemporaneous channeler's studies of the changing nature of objects give her more mental focus, which she learns to quickly invest in her implements throughout the day, but which she struggles to maintain. When an extemporaneous channeler refreshes her mental focus, she must spend 1 hour preparing her implements for spellcasting but does not immediately invest them with her generic focus, which is equal to her occultist level + twice her Intelligence modifier. At any point during the day, she can shift any amount of her generic focus to any number of her implements by concentrating for 1 round while touching her implements. After every 10 minutes, her invested implements each lose 1 point of mental focus, as if it had been expended on a focus power. If the extemporaneous channeler uses her withdraw focus ability (see below) to remove focus before a full 10-minute increment has elapsed, each implement still loses 1 point of mental focus as if it had been invested for that entire increment.

This alters mental focus.

Transformative Resonance (Su): An extemporaneous channeler can expend 1 point of generic focus as a swift action to allow her generic focus to resonate in her improvised weapons. For 1 minute, the extemporaneous channeler grants any item she uses as an improvised weapon a +1 enhancement bonus on attack and damage rolls for every 3 points of generic focus she has in her body. She can give it a maximum bonus of +1 at 1st level; the maximum bonus increases by 1 for every 4 levels after 1st, to a maximum of +5 at 17th level. The extemporaneous channeler can imbue the item with any one weapon special ability with an equivalent enhancement bonus less than or equal to her maximum bonus by reducing the granted enhancement bonus by the appropriate amount, such as reducing a +2 bonus to a +1 *flaming* enchantment.

She chooses the special ability when she activates this power, but she can spend 1 point of generic focus as a swift action to change it, which also resets the duration of the power. The item must have an enhancement bonus of at least +1 (either on its own or from her imbuing it) to gain a weapon special ability. This ability stacks with any other effect that grants an enhancement bonus to an improvised weapon, such as *gloves of improvised might* (*Pathfinder Player Companion: Adventurer's Armory* 2 23), to a maximum of +5.

Withdraw Focus (Su): At 4th level, an extemporaneous channeler can, as a standard action, shift any amount of focus from any number of implements back into herself as generic focus. Doing so costs her no loss of focus (other than what's lost due to her fleeting focus ability). Unlike expending focus normally, this shift can reduce the effect of a resonant power in the implement from which the mental focus was taken.

This alters shift focus.

Improvised Spell (Su): At 8th level, an extemporaneous channeler learns to use her implements to improvise a spell similar to one she already knows. Once per day, an extemporaneous channeler can cast an occultist spell from an implement school she knows as if it were one of her spells known, expending a spell slot of the same level and an amount of generic focus equal to the spell's level to cast the desired spell. A spell cast as an improvised spell always has a minimum casting time of 1 round, regardless of the casting time of the spell. At 12th level, an extemporaneous channeler can use this ability twice per day. At 17th level, she can use this ability three times per day.

This replaces magic circles, outside contact, binding circles, and fast circles.

IMPROVISED FEATS

The following new feats are useful for characters who prefer improvised weapons.

GRAB AND GO (COMBAT)

You can snatch up an item to use as a weapon in the blink of an eye.

Prerequisites: Catch Off-Guard or Throw Anything, base attack bonus +1.

Benefit: As a free action, you can pick up an unattended item as part of a movement. Picking up the item does not provoke an attack of opportunity. If you have Throw Anything, you can pick up a number of closely gathered items that could be held in one hand (such as dishes from a stack of plates) equal to your Dexterity modifier (minimum 1). You must have a hand free to use this feat.

IMPROVISATIONAL FOCUS (COMBAT)

A makeshift weapon in your hands is as dangerous as any other instrument of violence.

Prerequisites: Catch Off-Guard or Throw Anything, base attack bonus +1.

Benefit: You gain a +1 bonus on attack rolls you make using an improvised weapon. You are considered proficient with the improvised weapon and are considered to have Weapon Focus with improvised weapons for the purpose of meeting the prerequisites of feats that specifically select a weapon, such as Weapon Specialization.

Special: Thrown splash weapons are not considered improvised weapons for the purposes of this feat.

IMPROVISED DEFENSES (COMBAT)

You can deftly defend yourself with makeshift weapons.

Prerequisites: Catch Off-Guard or Throw Anything, base attack bonus +1.

Benefit: You gain a +1 shield bonus to AC when you are wielding an improvised weapon and have your other hand free.

MAKESHIFT MANEUVERS (COMBAT)

Your skill with improvised weapons allows you to use them to hamper your opponents.

Prerequisites: Catch Off-Guard or Throw Anything, base attack bonus +1.

Benefit: When you wield an improvised weapon, it gains the disarm and trip weapon properties.

IMPROVISED STYLE

Style feats were introduced in *Pathfinder RPG Ultimate Combat*. The style feat path in this section is for those who transform everyday items into their weapons, mimicking a shikigami's respect for the power of minor works of civilization and its ability to catch foes unawares.

SHIKIGAMI MANIPULATION (COMBAT)

You channel a magic item's power to enhance its improvised attacks, even though it was never meant to be used as a weapon.

Prerequisites: Catch Off-Guard or Throw Anything, Shikigami Mimicry*, Shikigami Style*, Use Magic Device 5 ranks.

Benefit: While using Shikigami Style, you can treat any magical item you're using as an improvised weapon as if

it granted an enhancement bonus on attack and damage rolls equal to the item's caster level divided by 4 (minimum +1), to a maximum bonus of +5.

Special: A character with this feat and Equipment Trick (*Pathfinder Player Companion: Adventurer's Armory 22*) who uses magical equipment to perform a trick can add a bonus equal to the item's caster level divided by 4 (minimum +1) on skill or combat maneuver checks attempted as part of the trick.

SHIKIGAMI MIMICRY (COMBAT)

Your unique understanding of improvised tools enables you to turn the intrinsic form of all manner of objects to your advantage in combat.

Prerequisites: Catch Off-Guard or Throw Anything, Shikigami Style*.

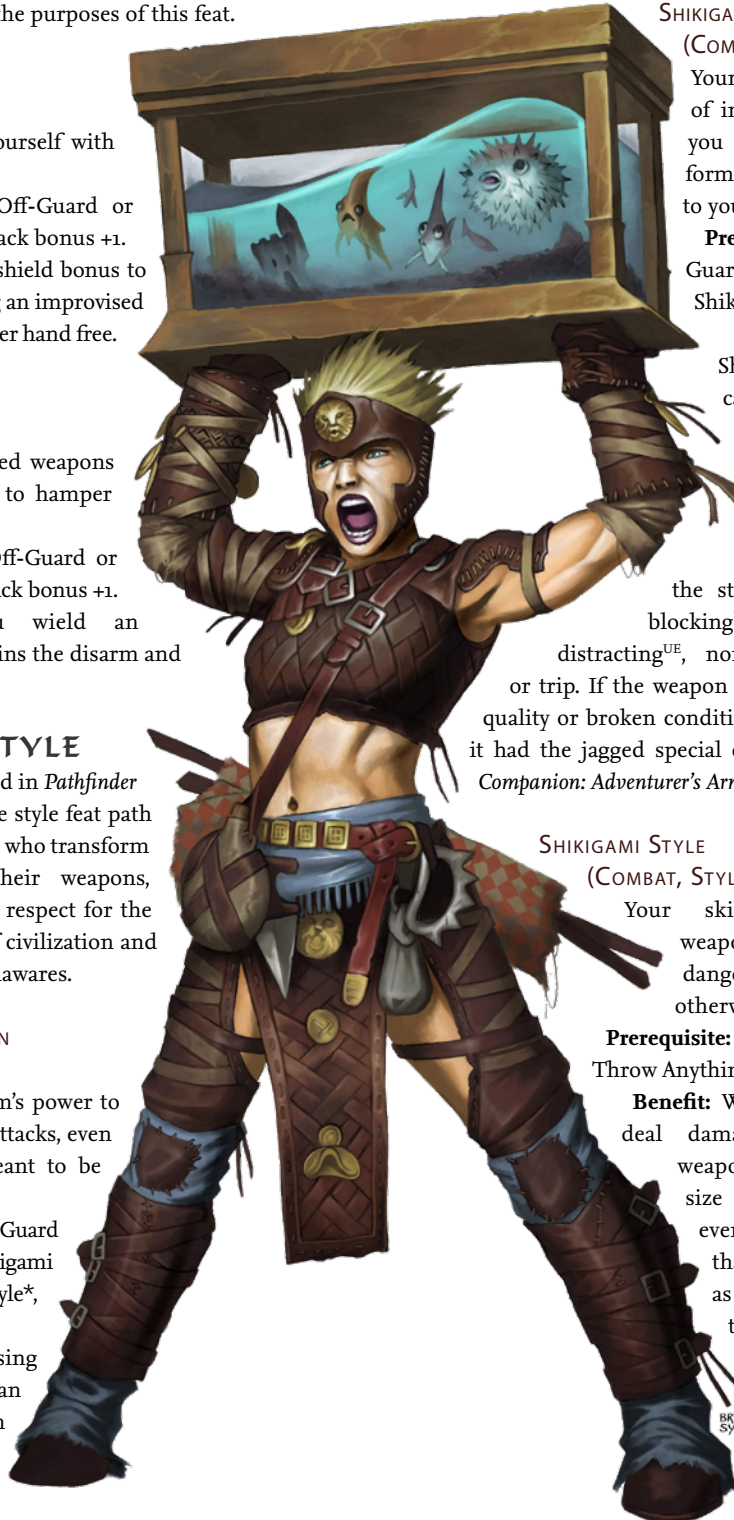
Benefit: While in Shikigami Style, you can take a -2 penalty on attack rolls to treat an improvised weapon as if it had one of the following weapon special qualities until the start of your next turn: blocking^{UE}, brace, disarm, distracting^{UE}, nonlethal, performance^{UE}, or trip. If the weapon has the fragile^{UE} special quality or broken condition, you can treat it as if it had the jagged special quality (*Pathfinder Player Companion: Adventurer's Armory 2 22*).

SHIKIGAMI STYLE (COMBAT, STYLE)

Your skill with improvised weapons makes them more dangerous than they would otherwise be.

Prerequisite: Catch Off-Guard or Throw Anything.

Benefit: While in this style, you deal damage with improvised weapons as if they were one size category larger. For every style feat you have that lists Shikigami Style as a prerequisite, treat the improvised weapon as an additional size category larger, to a maximum of three sizes larger than its actual size.



Weapon Specialists

Most warriors can use many different types of weapons with deadly efficiency, but some dedicate their whole lives to studying just one. A weapon specialist treats her weapon as an extension of herself, and moving and attacking with it becomes as natural as breathing. This section presents options for characters who use weaponry as part of their martial arts techniques, using distinctive styles that focus on specific arms.

BLACK POWDER VAULTER (GUNSLINGER ARCHETYPE)

While firearms were designed to allow combatants to fight their foes from a distance, some gunslingers like to get into the thick of the battle, maneuvering among the fray to find



the most advantageous positions from which to kill their enemies. The daredevil fighting style of the black powder vaulter has arisen simultaneously in two places—among Mana Wastes gunslingers inspired by the graceful fighting styles of Mwangi tribes, and among pirates from Tian Xia and the Shackles who encountered and inspired one another.

Deeds: A black powder vaulter gains the following deeds.

Mobile Reload (Ex): If a black powder vaulter has at least 1 grit point, she can reload a firearm as part of a move action to move, provided that the action to reload that firearm with that type of ammunition would normally take only a move action or swift action. At 3rd level, she can use this deed while also using the shot on the run deed.

This deed replaces the deadeye deed.

Daring Vault (Ex): A black powder vaulter can spend 1 grit point as a swift action to increase her land speed by 20 feet (gaining the appropriate bonus on Acrobatics checks to jump) until the end of her turn. If the black powder vaulter jumps while affected by this deed, she can make a second jump while midair if she is adjacent to a wall, column, or other solid, permanent structure. The second jump counts as having a running start even if the direction is different from the first jump.

This deed replaces the gunslinger's dodge deed.

Shot on the Run (Ex): At 3rd level, if the black powder vaulter has at least 1 grit point, she gains the benefits of the Shot on the Run feat. She gains this benefit only when making an attack with a firearm with which she is proficient. At 7th level, she can use the targeting deed as part of the same full-round action as using Shot on the Run.

This deed replaces the gunslinger initiative deed.

Art of the Gun (Ex): At 7th level, if the black powder vaulter has at least 1 grit point, she doesn't provoke attacks of opportunity when attacking with a firearm or reloading a firearm. Additionally, whenever she is wielding a firearm, she counts as threatening an area around her as though she were wielding a melee weapon. If an opponent provokes an attack of opportunity from her, she can use the pistol-whip deed as her attack of opportunity, spending 1 grit point as normal. Alternatively, if her firearm is loaded, she can spend 1 grit point to fire her gun as her attack of opportunity.

This deed replaces the startling shot deed.

Dual Shot on the Run (Ex): At 11th level, the black powder vaulter can make two attacks with firearms while using the shot on the run deed.

This deed replaces the expert loading deed.

BRAWLING BLADEMASTER (SAMURAI ARCHETYPE)

While some martial arts traditions focus on the strength of the body, most schools of combat and self-defense know the importance of using weapons as well. Brawling blademaker samurai use weapon strikes and unarmed attacks in equal

measure—foes expecting to defend themselves against a dagger or a sword are often caught off guard by a brawling blademaker's brutal kicks or punches.

Weapon and Armor Proficiency: Brawling blademasters are proficient with all simple and martial weapons, plus the katana and wakizashi. Brawling blademasters are proficient with light armor, but not with shields.

This alters the samurai's weapon and armor proficiency.

Empty Hand (Ex): A brawling blademaker gains Improved Unarmed Strike as a bonus feat. She uses her samurai level as her monk level for determining the amount of damage she deals with an unarmed strike. These levels stack with monk levels to determine the brawling blademaker's unarmed strike damage.

This replaces mount.

Nimble (Ex): At 2nd level, a brawling blademaker gains the gunslinger's nimble class feature (*Pathfinder RPG Ultimate Combat* 12), using her samurai level as his gunslinger level.

Dual Expertise (Ex): At 3rd level, a brawling blademaker gains Two-Weapon Fighting as a bonus feat, even if she doesn't meet the prerequisites. Furthermore, when the brawling blademaker selects a feat with the bonus feat class feature, she can ignore any Dexterity requirements for the feat if its prerequisites include the Two-Weapon Fighting feat.

This replaces weapon expertise.

Harmonious Flow (Ex): At 4th level, the brawling blademaker becomes skilled at combining weapon attacks and unarmed strikes into a harmonious combat style. When attacking the target of her challenge, the brawling blademaker doesn't take the usual -2 penalty on attack rolls associated with attacking with two weapons if her main-hand weapon is a light or one-handed manufactured weapon and her off-hand weapon is an unarmed strike (or vice versa). While she's using this ability, one of her hands must be empty even if she uses another body part to make an unarmed strike.

This replaces mounted archer.

Perfect Clarity (Ex): At 5th level, the brawling blademaker sees all her foes with perfect clarity even when focused on one opponent. She no longer takes a penalty to her AC during a challenge.

This ability replaces banner.

Superior Focus (Ex): At 14th level, the brawling blademaker gains a +2 bonus on saving throws during a challenge.

This replaces greater banner.

OKAYO CORSAIR (SWASHBUCKLER ARCHETYPE)

An Okayo corsair practices a unique acrobatic martial art that draws inspiration from both the mysticism of monastic combat traditions and the flair of a swashbuckler. This style originated among pirates of the Dragon Empires and has since spread and become popular in the Shackles.

Weapon and Armor Proficiency: Okayo corsairs are proficient with simple weapons and all weapons from the monk weapon group, as well as light armor and bucklers.

This replaces the swashbuckler's weapon and armor proficiency.

Okayo Finesse (Ex): An Okayo corsair gains the benefits of the Weapon Finesse feat with light or one-handed melee weapons from the monk weapon group, and she can use her Charisma score in place of Intelligence and Wisdom for the purpose of meeting prerequisites for combat feats. This ability counts as the Weapon Finesse feat for the purpose of meeting feat prerequisites.

This replaces swashbuckler finesse.

Okayo Panache (Ex): An Okayo corsair regains panache only when she confirms a critical hit or makes a killing blow with a light or one-handed weapon from the monk weapon group. Additionally, the Okayo corsair gains the ability to use a light or one-handed monk weapon for her swashbuckler class features, deeds, and feats, even if the weapon is not a piercing weapon, but she can't use other light or one-handed weapons with her class features or deeds.

This alters panache.

Deeds: An Okayo corsair gains the following deeds.

Ki Panache (Su): At 3rd level, a power similar to a monk's ki awakens within the Okayo corsair. She can spend 1 panache point as a swift action to gain one of the following three benefits: she can make one additional attack at her highest attack bonus when making a full attack, she can increase her speed by 20 feet for 1 round, or she can give herself a +4 dodge bonus to AC for 1 round.

This deed replaces menacing swordplay.

Slow Fall (Su): At 7th level, the Okayo corsair can spend 1 panache point to slow her descent as per *feather fall*, treating her swashbuckler level as her caster level, provided that she is adjacent to a wall.

This deed replaces superior feint.

High Jump (Su): At 11th level, so long as the Okayo corsair has at least 1 panache point, she adds her level as a bonus on Acrobatics checks to jump and always counts as having a running start. She can spend 1 panache point as a swift action to gain a +20 bonus on Acrobatics checks to jump for 1 round.

This deed replaces bleeding wound.

Abundant Step (Su): At 15th level, an Okayo corsair can spend 2 panache points as a move action to move magically between spaces, as *dimension door*. Her caster level for this effect is equal to her swashbuckler level. She can't take other creatures with her when she uses this ability.

This deed replaces dizzying defense.

Bonus Feats: At 4th level, an Okayo corsair's swashbuckler levels are considered both fighter levels and monk levels for the purpose of meeting combat feat prerequisites.

This alters the bonus feat class ability.

SPEAR FIGHTER (FIGHTER ARCHETYPE)

The spear is one of the oldest weapons known to most humanoid races, and no weapon has seen as much use across the different continents of Golarion. One of the oldest spear-fighting styles originates in Vudra, where many martial arts traditions consider the spear to be the ultimate weapon.

Class Skills: A spear fighter adds Acrobatics to his list of class skills and removes Ride as a class skill.

This alters the fighter's class skills.

Armor Proficiency: A spear fighter is not proficient with heavy armor or tower shields. Instead, he gains Dodge as a bonus feat, even if he doesn't fulfill the prerequisites, but he can't use this feat while wearing heavy armor or using a shield.

This alters the fighter's armor proficiencies.

Balanced Stride (Ex): At 2nd level, the spear fighter gains a +1 bonus on Acrobatics checks to avoid attacks of opportunity. This bonus increases by 1 for every 4 levels he has beyond 2nd.

This replaces bravery.

Spear Parry (Ex): At 3rd level, a spear fighter learns to parry his opponents' attacks with his spear. This functions as a swashbuckler's opportune parry and riposte deed (*Pathfinder RPG Advanced Class Guide* 57) except as noted below. The spear fighter must use a weapon from the spears weapon group to perform the parry. He doesn't need panache to parry an attack or to make an attack against a creature whose attack he has parried; instead, he takes a cumulative -4 penalty on all attacks (including further parry attempts) until the end of his next turn. At 7th, 11th, and 15th levels, the penalty decreases by 1. At 19th level, a spear fighter can use spear parry without penalty.

This replaces armor training 1, 2, 3, and 4, and armor mastery.

Weapon Training (Ex): At 5th level, a spear fighter must choose the spears weapon group for the weapon training class feature.

Weapon Mastery (Ex): At 20th level, a spear fighter must choose a weapon from the spears weapon group for his weapon mastery class feature.

STICK-FIGHTING STYLE FEATS

Over millennia, numerous stick-fighting martial arts have emerged on Golarion. Stick-fighting is most commonly associated with cultures that practice cow herding, but stick fighting is also common in regions where peasant classes are outlawed from carrying bladed weapons. The most famous stick fighters come from the archipelago of Minata in Tian Xia, but the Mwangi Expanse, Osirion, and Vudra have also produced many efficient stick-fighting styles.

The following feats represent martial arts that use sticks for offense and defense.

STICK-FIGHTING COUNTER (COMBAT)

Using stick-fighting techniques both defensively and offensively, you can turn your parries into counterattacks.

Prerequisites: Stick-Fighting Style*, base attack bonus +4.

Benefit: While you are fighting defensively, as a free action you can select an opponent you have attacked on that turn and prepare yourself to counter one of its attacks. Once per round, when that opponent attempts a melee attack against you and the attack misses, the attacker provokes an

attack of opportunity from you, provided that it is within your threatened area. You must use a club, quarterstaff, dan bong^{UE}, sap, or tonfa^{UE} to perform the attack of opportunity.

STICK-FIGHTING MANEUVER (COMBAT)

Your attacks with sticks have become blindingly fast, and you can throw in a combat maneuver between your attacks.

Prerequisites: Stick-Fighting Counter*, Stick-Fighting Style*, base attack bonus +6.

Benefit: When making a full attack using only clubs, a quarterstaff, dan bongs^{UE}, saps, or tonfas^{UE}, you can perform a combat maneuver as an extra attack using your full base attack bonus.

STICK-FIGHTING STYLE

(COMBAT, STYLE)

You know how to use batons, clubs, and sticks in new ways.

Prerequisite: Base attack bonus +1.

Benefit: When fighting with a club, quarterstaff, dan bong^{UE}, sap, or tonfa^{UE} with which you are proficient, you gain a +1 enhancement bonus on attack rolls as though it were a masterwork weapon. If the weapon actually is a masterwork weapon, it instead counts as having the blocking^{UE}, disarm, distracting^{UE}, performance^{UE}, and trip special weapon qualities, even if the weapon normally doesn't have them.

WEAPON TRICKS

Weapon tricks are actions available to characters that have the Weapon Trick feat (reprinted below) for the appropriate weapon.

WEAPON TRICK (COMBAT)

Choose one weapon trick option (one-handed weapon, polearm, ranged, two-handed weapon, two-weapon, or weapon and shield). You can perform weapon tricks in combat when armed appropriately for that option.

Prerequisite: Base attack bonus +1.

Benefit: You can use any weapon tricks relating to the chosen weapon option if you meet the trick's prerequisites and are proficient with any weapon or shield that you use as part of the trick.

Special: You can gain Weapon Trick multiple times. Each time you take the feat, it applies to a new weapon trick option.

WEAPON TRICK OPTIONS

Martial artists from many parts of Golarion favor the following weapon tricks.

ONE-HANDED WEAPON TRICKS

You can use the following tricks only while wearing light or no armor, wielding a light or one-handed manufactured weapon in one hand, and holding nothing in your off hand.

Grab and Stab (Improved Grapple, base attack bonus +6):

As a standard action, you can initiate a grapple with your free hand (taking the usual -4 penalty for not having two

hands free). If the attempt is successful, you can immediately follow up with an attack using your light or one-handed weapon as a free action. If you do so, you can't use any other abilities that are triggered by a successful grapple combat maneuver check (such as constrict). The grapple attempt provokes attacks of opportunity as normal unless you have an ability or feat that prevents this.

Switch Hands (Improved Feint): As a free action, you can pass a light or one-handed weapon you are wielding to your free hand. If you attempt a feint during the same round, you gain a +2 bonus on your Bluff check. Once you have used this weapon trick against a target, you can't gain the bonus against the same creature until 24 hours have passed.

POLEARM TRICK

You can use the following trick only while wielding a weapon from the polearm weapon group.

Pole Vault (Acrobatics 3 ranks): You gain a +4 bonus on Acrobatics checks to jump, and you count as having a running start if you move at least 5 feet before jumping.

TWO-HANDED WEAPON TRICK

You can use the following trick while wielding any two-handed weapon.

One-Handed Lunge (base attack bonus +6): As a standard action, you can release one of your hands holding a two-handed weapon and make a melee attack with the weapon, increasing your reach by 5 feet for the duration of the attack. If the attack hits, you deal damage as if using a one-handed weapon, adding only your Strength bonus to damage if you are using your primary hand or half your Strength bonus if you are using your off hand, instead of 1-1/2 times your Strength bonus. Otherwise, you take no penalty for using the weapon one-handed. The extra reach doesn't stack with the Lunge feat or other effects that extend your melee reach beyond that granted by your size category.

TWO-WEAPON TRICK

You can use the following trick only while wielding two weapons.

Weapon Juggle (Two-Weapon Fighting): You can draw a weapon even while wielding two weapons. Doing so takes the same type of action as drawing that weapon normally would. As part of the action to draw the weapon, you must sheathe one of the two weapons you were wielding.

WEAPON AND SHIELD TRICKS

You can use the following tricks only while wielding a shield and a weapon you can wield in one hand.

Block and Counter (Two-Weapon Fighting): You can ready a standard action to block an attack with your shield, making an attack roll as though you were making a shield bash and using the result as your AC against that attack. If you successfully block the attack, you can attack that opponent with the weapon in your other hand as an immediate action.

Shield Charge (Shield Focus, Double Slice, base attack bonus +11): When you make a charge attack, you can attack twice—once with your shield and once with the weapon you are wielding in your other hand, applying the normal penalties for fighting with two weapons to each.



RYAN SYME

Traditional Styles

The martial arts encompass a wide variety of structured practices and traditions from almost every culture. Countless variations have been put into practice and passed down through generations of warriors, who often employ distinct fighting styles that reflect aspects of their cultural sensibilities, such as the Aldori defenders of Brevoy, who are among the most deadly warriors of the Inner Sea, and the Cinderlands' infamous Shoanti burn riders. Over time, these techniques have spread across the world.

NEW STYLES

The following section presents new style feats. More information on style feats can be found in *Pathfinder RPG Ultimate Combat*.

DRAGONFLY FLIGHT (COMBAT)

You can fly short distances through the air.

Prerequisites: Dex 15, Wis 15, Dragonfly Style*, Dragonfly Wings*, Improved Unarmed Strike, Acrobatics 10 ranks, Climb 10 ranks.

Benefit: While using Dragonfly Style, you can attempt an Acrobatics check to high jump as a move action, and then immediately *glide*^{APG} as the spell for 1 round. If you have not used your standard action after using Dragonfly Flight to make a high jump and start gliding, you can charge while gliding. This charge follows the rules for charging when you are only able to take a standard action.

DRAGONFLY STYLE (COMBAT, STYLE)

You can leap off walls and objects to strike from above.

Prerequisites: Wis 13, Improved Unarmed Strike, Acrobatics 2 ranks, Climb 2 ranks.

Benefit: You add your Wisdom modifier to Acrobatics checks in addition to your Dexterity modifier. While using this style, when you are adjacent to a vertical surface or object capable of supporting your weight, such as a wall or a tree, you gain a +1 bonus on melee attack rolls against opponents your size or smaller, as if you were on higher ground.

DRAGONFLY WINGS (COMBAT)

You can jump off willing allies and unwilling opponents to attack creatures from above.

Prerequisites: Dex 15, Wis 15, Dragonfly Style*, Improved Unarmed Strike, Acrobatics 5 ranks, Climb 5 ranks.

Benefit: While using Dragonfly Style, the bonus on your melee attacks increases to +2 and applies to opponents up to two size categories larger than you. In addition, you can substitute a creature your size or larger in place of a vertical surface. You can freely use a willing creature in such a manner, but using a hostile creature requires a successful Acrobatics check with a DC equal to the creature's CMD. If you fail this check by 5 or more, you provoke an attack of opportunity from the hostile creature.

LINNORM HUNTER COORDINATION (COMBAT, TEAMWORK)

You are adept at working with your animal companion to strike the same location and deal increased damage.

Prerequisites: Cha 13, Dex 13, Dodge, Linnorm Hunter Retreat*, Linnorm Hunter Style*, base attack bonus +6, must have or be an animal companion.

Benefit: When you and an ally with this feat are using Linnorm Hunter Style and threatening the same target, you can make a single melee attack at your highest base attack bonus against that target as a full-round action. If your attack is successful, you deal extra damage with this feat equal to the damage of one of your ally's natural attacks. This extra damage is not multiplied on a critical hit.

Special: Animal companions with an Intelligence score of 1 or 2 can take this feat.

LINNORM HUNTER RETREAT (COMBAT, TEAMWORK)

You and your animal companion have learned to cover each other in combat.

Prerequisites: Cha 13, Dex 13, Dodge, Linnorm Hunter Style*, base attack bonus +4, must have or be an animal companion.

Benefit: When an ally with this feat uses Linnorm Hunter Style and hits a target with a melee attack, you can move 5 feet as an immediate action without provoking an attack of opportunity from that target.

Special: Animal companions with an Intelligence score of 1 or 2 can take this feat.

LINNORM HUNTER STYLE (COMBAT, STYLE, TEAMWORK)

You and your animal companion work together to make coordinated strikes against your enemies.

Prerequisites: Cha 13, must have or be an animal companion.

Benefit: Once per round while using this style, when an ally with this feat hits a target that you both threaten using a melee attack, you gain a +2 bonus on attacks of opportunity made against that target for 1 round. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity).

Special: Animal companions with an Intelligence score of 1 or 2 can take this feat.

OCTOPUS FOCUS (COMBAT)

The more enemies that surround you, the more accurate your attacks become.

Prerequisites: Dex 13, Dodge, Octopus Style*, Acrobatics 3 ranks, Perception 3 ranks.

Benefit: When using this style, you gain a cumulative +1 bonus on melee attacks for each enemy that threatens you, up to a maximum equal to your Dexterity modifier. In addition, when you attempt to grapple without two free hands, you take only a –2 penalty on your combat maneuver check instead of the usual –4.

OCTOPUS STYLE (COMBAT, STYLE)

You anticipate the attacks of more than one enemy at once.

Prerequisites: Dex 13, Dodge, Improved Unarmed Strike, Acrobatics 1 rank, Perception 1 rank.

Benefit: As a move action when using this style, you can select a number of creatures you are aware of equal to your Dexterity modifier. You can't be flanked by the selected creatures until the start of your next turn.

OCTOPUS THRASH (COMBAT)

Your arms flail about in a confusing pattern of strikes that trips and batters your foes.

Prerequisites: Dex 13, Dodge, Improved Trip, Octopus Focus*, Octopus Style*, Acrobatics 7 ranks, Perception 7 ranks.

Benefit: While using Octopus Style, when you threaten two enemies who are adjacent to each other, you can attempt a trip combat maneuver check against both targets at once in place of a melee attack. You attempt a single combat maneuver check at a –5 penalty and apply the result to both targets.

SHIELDED STAFF AMBUSH (COMBAT)

You can hit an enemy unexpectedly with a maneuver.

Prerequisites: Dex 15, Shielded Staff Style*, Two-Weapon Fighting, base attack bonus +4.

Benefit: While in Shielded Staff Style, if you hit a target with a shielded staff, you can attempt either a bull rush, disarm, sunder, or trip combat maneuver check as an immediate action. You lose your shield bonus until the start of your next turn if you attempt this combat maneuver.

SHIELDED STAFF MASTER (COMBAT)

Your staff and shield act as a single item.

Prerequisites: Dex 17, Improved Two-Weapon Fighting, Shielded Staff Style*, Two-Weapon Fighting, base attack bonus +8.

Benefit: While using Shielded Staff Style, you add the attached buckler's or shield's enhancement bonus (if any) to the shield bonus you gain from this style. In addition, you do not take the –1 penalty to attacks made with a shielded staff. If both your shield and weapon have an enhancement bonus, use the higher of the two bonuses to determine your shielded staff's enhancement bonus to attack and damage rolls.

SHIELDED STAFF STYLE (COMBAT, STYLE)

You can attack and defend effectively with a shield attached to your staff or spear.

Prerequisites: Dex 15, Two-Weapon Fighting, Weapon Focus (quarterstaff, any weapon from the polearms fighter weapon group, any weapon from the spears fighter weapon group), proficiency with bucklers and light shields.

Benefit: When you enter this style, you attach your buckler or light shield to your quarterstaff, polearm, or spear, combining them into a weapon known as a shielded staff. While in this style, you can wield the shielded staff normally, but attacks you make with it take a –1 penalty. As long as you wield the shielded staff with two hands, you gain a +2 shield bonus to your AC (regardless of the shield or buckler's enhancement bonus). You can't make shield bash attacks with the attached buckler or shield, and detaching the buckler or shield from the weapon is a move action that provokes attacks of opportunity.



The weapon and attached shield count as separate objects for the purposes of abilities or effects that target objects, except for disarm attempts, which treat the shielded staff as a single object. Anyone not in this style who attempts to wield the shielded staff treats it as an improvised weapon that deals bludgeoning damage.

ARCHETYPES

This section presents new archetypes that are available to any character, regardless of origin.

STRONG-SIDE BOXER (BRAWLER ARCHETYPE)

A strong-side boxer employs a unique fighting style that incorporates a rope or cord wound around her hand. The wrapped hand is known as the strong side. The other hand is kept free to deflect blows, and is known as the shield. The Zenj people of the Mwangi Expanse, who gather for large boxing tournaments, developed this



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style for their competitions. Many guests and visitors have witnessed these tournaments over the years, and as a result, the style has spread throughout Golarion.

Shield-Hand (Ex): A strong-side boxer can use her off hand as if it were a buckler, gaining a +1 natural armor bonus to her AC as long as she does not use her off hand to make attacks. At 5th level and every 5 levels thereafter, this bonus increases by 1, to a maximum of +5 at 20th level. While using her off hand in this manner, the strong-side boxer treats that hand as a buckler for the purposes of other feats and abilities (though she is also considered to have a free hand).

This replaces the brawler's AC bonus.

Strong-Side Fist (Ex): A strong-side boxer can spend 1 minute to wrap one of her hands in rope or cord. The strong-side boxer can carry items or wield weapons in a wrapped hand, but she takes a –2 penalty on Dexterity-based skill checks that requires the use of that hand (such as Disable Device and Sleight of Hand checks). Unwrapping a hand is a move action that provokes attacks of opportunity. At 3rd level, as a full-round action that provokes attacks of opportunity, a strong-side boxer can dip her wrapped hand in resin and then crushed glass or small metal spikes, which remain on her wrapped hand for 1 hour. If she chooses crushed glass, she can deal slashing damage with her unarmed strikes; if she chooses spikes, she can deal piercing damage with her unarmed strikes for the duration. Whether she chooses crushed glass or metal spikes, she deals an additional 1 point of bleed damage with her unarmed strikes. At 7th level, the bleed damage increases to 1d4. At 11th level, the bleed damage increases to 1d6. At 15th level, the bleed damage increases to 2d4. At 19th level, the bleed damage is multiplied on a critical hit. Bleed damage from this ability does not stack with bleed damage from other sources.

This replaces maneuver training.

Lead Leg (Ex): At 5th level, a strong-side boxer can spend 1 minute to wrap one of her legs in a chain, and can thereafter use the chain-wrapped leg both defensively and offensively. While her leg is wrapped, she is considered to be wearing a chain shirt, gaining all the appropriate bonuses and penalties. The chain can be enchanted as armor and is treated as masterwork. Once per round while wearing the chain, she can apply a +4 circumstance bonus to a trip attempt as an immediate action.

This replaces close weapon mastery.

STYLE SHIFTER (SHIFTER ARCHETYPE)

Among the many warriors that train on Tian Xia's Wall of Heaven, a select few have been able to perfect their combat techniques to the point where they can augment a combat style by partially transforming into the creature that

inspired it. These style shifters have honed their techniques and shared them with the rest of Golarion.

Armor Proficiency: A style shifter is not proficient with medium armor or shields.

This alters the shifter's armor proficiencies.

Natural Strikes (Ex): A style shifter is considered to have Improved Unarmed Strike for the purposes of feat prerequisites and can apply the effects of feats that have Improved Unarmed Strike as a prerequisite to her shifter claws.

This alters shifter claws.

Style Shifting (Ex): A style shifter gains access to style aspects. A style aspect provides benefits only while the style shifter is in the style feat stance associated with the appropriate aspect (such as Boar Style with Form of the Boar). He can shift into his style aspect for a number of minutes per day equal to 3 + his shifter level. The duration need not be consecutive but must be spent in 1-minute increments. A style shifter can shift into a style aspect as a free action as part of entering a style feat's stance. Otherwise, shifting into a style aspect is a swift action, while ending the effect is a free action that can be taken only on the style shifter's turn. He can shift between any aspects he has during the duration without additional cost.

This replaces shifter aspect, chimeric aspect, greater chimeric aspect, and final aspect.

Style Mastery (Ex): At 1st level, 5th level, and every 5 levels thereafter, a style shifter gains a bonus style feat. He does not need to meet the prerequisites of the feat. Starting at 5th level, he can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Panther Claw if he enters Panther Style) as long as he meets their prerequisites. Each time he changes styles, he can also change these wildcard style slots.

Form of the Wild (Su): At 6th level, a style shifter gains the ability to turn into other creatures. This functions as a druid's wild shape ability, except he does not gain the ability to turn into an elemental. The shifter's effective druid level is equal to his class level. He can use this ability for a number of hours per day equal to $\frac{1}{3}$ his effective druid level. This duration does not need to be consecutive, but must be spent in 1-hour increments. For abilities that function based on uses of wild shape, each hour of form of the wild counts as a use.

This alters wild shape.

Style Aspects: A style shifter has access to the following style aspects.

Form of the Boar: Once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal an additional 1 point of bleed damage with the attack. At 8th level, when you tear flesh, the target becomes sickened for 1 round. At 15th level, whenever you confirm a critical hit, you can attempt an Intimidate check to demoralize a target within 30 feet as an immediate action.

Form of the Crane: You reduce the penalty on attack rolls for fighting defensively by 1, to a minimum penalty of 0. At 8th

level, when an attack misses you, you can move 5 feet as an immediate action without provoking attacks of opportunity. At 15th level, when an attack misses you, you can move up to half your speed as an immediate action without provoking attacks of opportunity.

Form of the Dragon: You gain a +1 dodge bonus to your AC for each ally you charge through when charging, up to a total equal to your Dexterity modifier (minimum +0). At 8th level, your unarmed strike's damage die increases by one step against shaken targets. At 15th level, whenever you confirm a critical hit against a shaken target, the target becomes frightened for 1 round.

Form of the Monkey: You gain a bonus on damage rolls while prone equal to your Wisdom modifier (minimum +0). You can crawl up to half your speed as a move action. At 8th level, whenever a creature provokes an attack of opportunity from you, that creature is considered flat-footed against your attack. At 15th level, whenever you take a 5-foot step, you are treated as if you were still in your original space for the purposes of flanking others until the start of your next turn (though you can't use this aspect to provide flanking for yourself), and you can crawl up to your full speed as a move action.

Form of the Panther: You gain a bonus to damage rolls for retaliatory unarmed strikes made with Panther Style equal to your Wisdom modifier (minimum +0). At 8th level, this bonus increases to twice your Wisdom modifier. At 15th level, if a creature misses an attack of opportunity against you prompted by your movement through a threatened square, you can make a retaliatory unarmed strike against that creature, even if you would not normally be able to make any more retaliatory strikes this turn.

Form of the Snake: Once per round when you hit a single foe with two or more unarmed strikes and deal piercing damage on your turn, you knock that foe off-balance. The foe is flat-footed until the start of its turn. At 8th level, a foe you knock off-balance can't take attacks of opportunity until the start of its turn and remains flat-footed until the end of its turn. At 15th level, when you confirm a critical hit, the target is knocked off-balance and provokes attacks of opportunity from you and your allies.

Form of the Snapping Turtle: You double your shield bonus to AC from Snapping Turtle Style. At 8th level, you still gain your shield bonus to AC from Snapping Turtle Style even when you don't have one hand free. At 15th level, there is a 10% chance that critical hits and sneak attacks fail to affect you. This stacks with the *light fortification* armor special ability and similar effects.

Form of the Tiger: On a successful bull rush, overrun, or trip combat maneuver, you deal slashing damage equal to your Strength bonus to the target of the maneuver. This damage increases to twice your Strength bonus at 8th level. At 15th level, if you hit with two or more unarmed strikes and deal slashing damage on your turn, you also rend your target, dealing damage equal to your unarmed strike plus 1-1/2 your Strength bonus.

Heritage Techniques

Those in the Inner Sea region might recognize the martial arts techniques developed and taught by trainers of the Houses of Perfection or the Sisters of the Golden Erinyes, but the non-human populations of Golarion have rich heritages of martial arts practice that are equally impressive. Whether they incorporate the cruel trickery of oni, the ageless expertise of samsarans, or the fluid form of shapeshifters, these methods represent training that would be unfamiliar to most human practitioners.

CHU YE ENFORCER (VIGILANTE ARCHETYPE)

In the despotic nation of Chu Ye, merciless oni oppress the human populace. Some humans and tieflings with oni blood use the power of the oni for their own ambitions. Donning terrifying masks, these vigilantes forsake their humanity to become more like the evil beings they mimic.

Yokai Heart (Su): A Chu Ye enforcer seeks to transmute himself into a destructive spirit and terrorize his enemies. His vigilante identity alignment must be non-good. While in his vigilante identity, the Chu Ye enforcer gains darkvision with a range of 60 feet and low-light vision, and he counts as both a native outsider with the oni subtype and his original type for any effect related to type, whichever is worse for him.

Oni Mask (Ex): A Chu Ye enforcer gains a grotesque horned mask that he must wear when assuming his vigilante identity. The mask has 10 hit points per vigilante level he has and hardness 5. While wearing the mask, the Chu Ye enforcer gains a bonus to Intimidate equal to 1/2 his level (minimum +1). Without this mask, a Chu Ye enforcer can't assume his vigilante identity. A Chu Ye enforcer who loses his mask can replace it after 1 day through a specialized ritual that takes 8 hours to complete and costs 200 gp per vigilante level he has.

This alters dual identity.

Steel Dictate (Ex): A Chu Ye enforcer gains Improved Unarmed Strike as a bonus feat, and when he hits with his unarmed strike, he gains a bonus on damage rolls equal to half his vigilante level (minimum +1, maximum of +5).

This replaces the social talent gained at 1st level.

Deceitful Form (Sp): At 4th level, a Chu Ye enforcer gains the shapechanger subtype and the ability to change his form, as per *alter self*, for a number of minutes per day equal to his vigilante level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. At 14th level, he can instead use this ability as per *giant form I*. At 18th level, he can use this ability as per *giant form II*.

This replaces the vigilante talents gained at 4th, 14th, and 18th levels.

Deadly Horns (Ex): At 6th level, while in his vigilante identity, a Chu Ye enforcer gains a gore attack. This is a primary natural attack that deals 1d6 points of piercing damage.

This replaces the vigilante talent gained at 6th level.

Third Eye (Su): At 12th level, a Chu Ye enforcer's mask manifests a third eye. As a swift action a number of times per day equal to his vigilante level, he can launch a beam of fire from the eye as a ranged touch attack with a range of 180 feet. On a hit, the beam deals 4d6 points of fire damage. At 18th level, the beam damage increases to 8d6 points of fire damage.

This replaces the vigilante talent gained at 12th level.

SAMSARAN SLAYER TALENTS

While most people associate samsarans with quiet reflection, piety, and peaceful scholarship, the Enlightened Peaks of Zi Ha would not long enjoy tranquility without the protection of warriors who have dedicated multiple lifetimes to safeguarding their mountaintop settlements. Experienced beyond most mortal beings, these slayers eliminate any threats that manage to penetrate the wards that are the samsarans' first line of defense. The following slayer talents are available to samsarans.

Eternal Opposition (Ex): While most imperial dragons, undead, and other long-enduring foes can count on outlasting their mortal adversaries, the samsaran slayer has pledged to oppose their machinations across all his lifetimes. When his studied target is of the dragon, fey, outsider, or undead type, the slayer gains a +2 insight bonus to his AC against its attacks and on saving throws against its abilities.

Experience Across Ages (Ex): Once per day, a samsaran slayer can draw upon insights from his previous lifetimes to help identify a foe or recall a key piece of information. As a swift action, the slayer can attempt a Knowledge check as if he had a number of ranks in the appropriate Knowledge skill equal to his slayer level. A slayer can use this talent one additional time per day for every 5 slayer levels he has.

Inured to Terror (Ex): With their knowledge of the cyclical nature of existence, there are few experiences that can daunt samsaran slayers for long. As an immediate action when a slayer fails a saving throw against a fear effect, he can attempt the saving throw a second time to reduce the severity of the effect from panicked to frightened, frightened to shaken, or shaken to unaffected. Additionally, the DC of Intimidate checks to demoralize him increases by 2.

Mountainside Ambush (Ex): Fighting in the mountains of Zi Ha has trained samsaran slayers to strike the unwary with deadly attacks from above. If a slayer deals sneak attack damage to a creature that is unaware of his presence while he is standing on higher ground than his target, he does not have to roll sneak attack damage; instead, the sneak attack deals maximum damage. The samsaran must be standing on solid ground to use this ability.

Mystic Veil (Sp): Samsaran slayers are adept at obscuring the passes of their mountain homes from intruders. The slayer can cast *silent image* as a spell-like ability once per day for every 2 slayer levels he has, using his slayer level as his caster level. The slayer uses his Intelligence modifier on

concentration checks when using this ability, and the DC to disbelieve the illusion is equal to 11 + the slayer's Intelligence modifier. The slayer must have an Intelligence score of at least 11 to select this talent.

Recall Training (Ex): By calling on the memories of previous incarnations, a samsaran slayer can use martial techniques that transcend his usual capabilities. Once per day, the slayer can take a move action to gain the benefit of a combat feat he doesn't have. This effect lasts for 1 minute per slayer level he has. The slayer must meet all the feat's prerequisites.

FEATS

Skilled martial artists of many heritages have the ability to change their forms, and they draw on their shapeshifting potential in combat to devastating effect.

SHAPESHIFTER SAVAGE (COMBAT)

You have enough control over your transformations that you can lash out at an opponent while assuming your alternate form.

Prerequisites: Shapeshifter Style*, Shapeshifter Twist*, base attack bonus +8, change shape ability, shapechanger subtype.

Benefit: While you are using Shapeshifter Style, if you use your change shape or wild shape ability as a standard action, you can also make a single melee attack with one of your natural weapons at your highest base attack bonus against one foe within your reach.

Special: A character with the wild shape class feature counts as having the change shape ability and shapechanger subtype for the purpose of meeting this feat's prerequisites.

SHAPESHIFTER STYLE (COMBAT, STYLE)

You can shift your physiology without fully changing your shape, giving you an advantage in battle.

Prerequisites: Base attack bonus +3, change shape ability, shapechanger subtype.

Benefit: You reshape your body, gaining one of the following benefits. You choose the benefit when you enter the style, and while in the style you can change the benefit as a swift action.

Brutal Attack: Choose one of your natural attacks. You gain a +1 bonus on damage rolls with that attack when using this style, plus an additional +1 for every feat you have that lists Shapeshifter Style as a prerequisite (maximum +3).

Steady Grip: You gain a climb speed of 10 feet.

Tensed Sinews: You gain a +1 bonus on Reflex saving throws and a +5 enhancement bonus to your base speed.

Toughened Hide: You gain a +1 enhancement bonus to your existing natural armor bonus.

Special: A character with the wild shape class feature counts as having the change shape ability and shapechanger subtype for the purpose of meeting this feat's prerequisites.

SHAPESHIFTER TWIST (COMBAT)

Your form flexes and contorts in unexpected ways, making it difficult for enemies to move you against your will.

Prerequisites: Shapeshifter Style*, base attack bonus +5, change shape ability, shapechanger subtype.

Benefit: While you are using Shapeshifter Style, you gain a +2 bonus to your CMD versus bull rush, drag^{APG}, grapple, overrun, reposition^{APG}, and trip combat maneuvers. If you begin your turn with the grappled condition, you can attempt a combat maneuver check or an Escape Artist check as a move action to attempt to break the grapple.

Special: A character with the wild shape class feature counts as having the change shape ability and shapechanger subtype for the purpose of meeting this feat's prerequisites.



Ki Practitioners

A simple word that encompasses a complex phenomenon, ki is a life force that permeates every living thing. With the right application of ki, a warrior can shatter steel, defy gravity, or even conjure spirits through sheer force of will.

KI POWERS

The following ki powers are available to unchained monks (*Pathfinder RPG Pathfinder Unchained* 14) who satisfy their prerequisites.

Action Before Thought (Ex): A monk with this ability can spend 2 ki points as a free action as part of rolling initiative to roll twice on the initiative check and take the higher result. A monk must be at least 6th level before selecting this ki power.

Bare-Hand Block (Ex): A monk with this ability can spend 1 ki point as an immediate action when attacked with a manufactured weapon to attempt an unarmed sunder combat maneuver check against it. If he successfully sunders the weapon and grants it the broken condition, the attack deals no damage. He can spend an additional 1 ki point when using this ability to activate ki sunder as a free action. A monk

must be at least 8th level and have the ki sunder ki power before selecting this ki power.

Breaking-Down Koan (Su): A monk with this ability can spend 1 ki point as a swift action to present a paradox, riddle, or complicated question to a creature within 30 feet. The creature must succeed at a Will save (DC = 10 + 1/2 the monk's level + his Wisdom modifier) or be confused for 1 round. This is a mind-affecting, language-dependent effect. A monk must be at least 8th level before selecting this ki power.

Building-Up Koan (Su): A monk with this ability can spend 2 ki points as a swift action to ask himself a koan, which he then tries to answer. The monk must attempt a Will save (DC 15 + 1/2 the monk's level). If successful, he gains an insight bonus equal to his Wisdom modifier to AC and on attack rolls, saving throws, skill checks and until the end of the round. If he fails, the monk is instead confused for 1 round. This is a mind-affecting, language-dependent effect. A character who can't become confused can't benefit from this ability. A monk must be at least 8th level before selecting this ki power.

Ki Sunder (Ex): A monk with this ability can spend 1 ki point as a free action when attempting a sunder combat maneuver check to add his monk level as a bonus to the damage roll.

Master-Thought Koan (Su): A monk with this ability can spend an additional 2 ki points when using either the breaking-down koan or building-up koan ki powers. When combined with master-thought koan, breaking-down koan affects a number of characters of your choice within 30 feet equal to the monk's wisdom modifier. When combined with master-thought koan, building-up koan can be used on an ally within 30 feet. A monk must be at least 12th level and have either the breaking-down koan or the building-up koan ki power before selecting this ki power.

NINJA TRICKS

The following ninja tricks are available to ninjas (*Pathfinder RPG Ultimate Combat* 13) who meet their prerequisites.

Herbal Compound (Ex): A ninja with this trick can consume specially prepared herbs to strengthen her mind. The ninja can spend 1 ki point and smoke, eat, or inject an herbal compound as a move action. The ninja takes a -2 penalty to AC and on Reflex saves but gains a +4 alchemical bonus on Will saves for 10 minutes per ninja level.

Ki Venom (Ex): A ninja with this trick knows how to make poisons from innocuous herbs or minerals. Creating ki venom is a full-round action that costs 1 ki point. The poison lasts for 24 hours before becoming inert. The poison deals either Strength or Dexterity damage, chosen when the venom is created. The ninja can spend additional ki as part of the process of creating the ki



venom to improve the venom in one or more of the following ways: spend 1 ki point to increase the damage die to a d6, spend 1 ki point to change the ability damage dealt to Intelligence, Wisdom, or Charisma damage, or spend 1 ki point to increase the number of saves required to cure the poison by 1.

KI VENOM

Type poison, injury; **Save** Fortitude DC = 10 + 1/2 the ninja's level + her Charisma modifier

Frequency 1/round for rounds equal to the ninja's Charisma modifier.

Effect 1d4 ability damage (see above); **Cure** 1 save

Strangler (Ex): A ninja with this trick knows how to use a scarf, usually with a coin or large knot, as a lethal garrote. The ninja takes no penalties when using a scarf as an improvised garrote (*Pathfinder Player Companion: Adventurer's Armory* 3). In addition, as a free action when attempting a grapple combat maneuver check, the ninja can spend 1 ki point to gain the constrict special attack on that maneuver with damage equal to half the ninja's sneak attack dice (minimum 1d6).

Swift Poisoner (Ex): A ninja with this trick can apply a dose of poison to a weapon as a swift action.

ADVANCED NINJA TRICKS

The following advanced ninja tricks are available to ninjas who meet their prerequisites.

Deep Cover (Ex): A ninja with this trick gains the dual identity and seamless guise class feature as a vigilante (*Pathfinder RPG Ultimate Intrigue* 9), except that the ninja can spend 1 ki point to change identities as a move action. The ninja's identities are referred to as social and ninja, rather than social and vigilante.

Many Guises (Ex): A ninja with this trick gains the vigilante social talent of the same name. The ninja must have the deep cover ninja trick before selecting this trick.

Occluded Soul (Su): A ninja with this trick can still her mind to bypass magical detection. The ninja can spend 1 ki point to cast *nondetection* on herself as a spell-like ability, with a caster level equal to her ninja level.

Greater Ki Venom (Ex): A ninja with this trick can further improve her ki venom. The ninja can spend 2 ki points to increase the damage die to a d8 or spend 2 ki points to change the ability damage dealt to Constitution damage. The ninja must have the ki venom ninja trick before selecting this trick.

QINGGONG KI POWERS

The following qinggong powers are available to monks with the qinggong monk archetype (*Pathfinder RPG Ultimate Magic* 51) and to unchained monks who meet their prerequisites.

4TH-LEVEL KI POWERS

Adder Strike^{UC} (1 ki point)

burst of adrenaline^{OA} (1 ki point)

burst of insight^{OA} (1 ki point)

calm spirit^{OA} (1 ki point)

Death from Above^{UC} (1 ki point)

psychic reading^{OA} (1 ki point)

6TH-LEVEL KI POWERS

Absorb Spirit^{HA} (1 ki point)

enshroud thoughts^{OA} (1 ki point)

mental barrier I^{OA} (1 ki point)

object reading^{OA} (1 ki point)

placebo effect^{OA} (1 ki point)

thought shield I^{OA} (1 ki point)

8TH-LEVEL KI POWERS

deadly juggernaut^{UC} (2 ki points)

hypercognition^{OA} (1 ki point)

Jawbreaker^{UC} (1 ki point)

mantle of calm^{ACG} (1 ki point)

mental barrier II^{OA} (1 ki point)

purge spirit^{OA} (1 ki point)

thought shield II^{OA} (1 ki point)

10TH-LEVEL KI POWERS

aura alteration^{OA} (1 ki point)

ethereal fists^{OA} (1 ki point)

glimpse of truth^{UI} (2 ki points)

mental barrier III^{OA} (2 ki points)

persistent vigor^{ACG} (1 ki point)

quieting weapons^{UI} (1 ki point)

retrocognition^{OA} (1 ki point)

sessile spirit^{OA} (2 ki points)

thought shield III^{OA} (2 ki points)

12TH-LEVEL KI POWERS

Bonebreaker^{UC} (2 ki points)

dust form^{UC} (2 ki points)

entrap spirit^{OA} (3 ki points)

Improved Spring Attack^{UW} (3 ki points)

mental barrier IV^{OA} (2 ki points)

thought shield IV^{OA} (2 ki points)

14TH-LEVEL KI POWERS

mental barrier V^{OA} (2 ki points)

Neckbreaker^{UC} (2 ki points)

prognostication^{UI} (2 ki points)

repress memory^{OA} (2 ki points)

thought shield V^{OA} (2 ki points)

16TH-LEVEL KI POWERS

unshakeable zeal^{OA} (2 ki points)

18TH-LEVEL KI POWERS

bilocation^{OA} (3 ki points)

Greater Spring Attack^{UW} (3 ki points)

true prognostication^{UI} (3 ki points)

20TH-LEVEL KI POWERS

Akashic form^{OA} (3 ki points)

divide mind^{OA} (3 ki points)

earthquake (4 ki points)

frightful aspect^{UC} (3 ki points)

Maneuver Masters

Spruts of gore might earn momentary cheers from an arena crowd, but in the gladiatorial venues of the Inner Sea, enough blood has been spilled on the sand to float a galleon. True masters of the arena impress their jaded fans by pioneering innovative techniques and attempting risky maneuvers. The many gladiatorial colleges of the city-state of Tymon, in the River Kingdoms, encourage their pupils to transform gladiatorial combat from a gruesome blood sport into a dazzling spectacle that audiences will remember for years. Many of the following techniques were demonstrated for the first time before a riotous crowd at the Arena of Aroden.

DISARM TECHNIQUES

Some competitors sink their wealth into fancy equipment, but taking away an opponent's weapon effectively neutralizes that foe, whether the weapon cost 5 gold pieces or 5,000.

ARMING GRAB (COMBAT)

Opponents would be foolish to underestimate you, even if you appear unarmed and helpless. You are practiced at turning the tables on armed foes and using their own weapons against them.

Prerequisites: Int 13, Catch Off-Guard, Combat Expertise, Improved Disarm.

Benefit: You take no penalty on your attack roll when attempting to disarm an opponent while you are unarmed. If you succeed at a disarm attempt without using a weapon and choose to pick up the disarmed weapon, you can attack with that weapon as though you were proficient with it until the end of your next turn. If you are already proficient with that type of weapon, you gain a +2 morale bonus to your attack rolls with that weapon until the end of your next turn.

Normal: Attempting to disarm a foe while unarmed imposes a -4 penalty on the attack.

FOLLOW-UP STRIKE (COMBAT)

You bat away an opponent's weapon, creating an opening for a punch or kick.

Prerequisites: Int 13, Combat Expertise, Improved Disarm, Improved Unarmed Strike, base attack bonus +6 or monk level 6th.

Benefit: Whenever you succeed at a combat maneuver check to disarm an opponent, you can spend a swift action to make an unarmed strike attack at your highest base attack bonus against the target you disarmed.

NUMBING BLOW (COMBAT)

You strike the weapons of your opponents so forcefully that they are unable to quickly recover or counterattack.

Prerequisites: Int 13, Str 13, Combat Expertise, Improved Disarm, Power Attack.

Benefit: Whenever you succeed at a combat maneuver check to disarm an opponent, the opponent must succeed at a Fortitude save (DC = 10 + your base attack bonus) or be hampered by the pain of the blow. For 1 round, if the target of your disarm combat maneuver failed its save, it can't use the limb or limbs that had been wielding the disarmed weapon to wield a weapon or shield, provide somatic components for spells, or manipulate objects. This is a pain effect.

SWEEPING DISARM (COMBAT)

When you knock a weapon from an opponent's grasp, the errant weapon may disarm another foe.

Prerequisites: Int 13, Combat Expertise, Improved Disarm, base attack bonus +1.

Benefit: Whenever you succeed at a combat maneuver check to disarm an opponent, you can attempt a second disarm at a -5 penalty against an opponent adjacent to the original target. You need not be threatening the second target. You can attempt only one additional disarm combat maneuver check per round with this feat.

WRIST GRAB (COMBAT)

When an enemy overextends to attack you, you quickly catch its arm and knock its weapon loose.

Prerequisites: Dex 13, Int 13, Combat Expertise, Combat Reflexes, Improved Disarm, Improved Unarmed Strike, base attack bonus +6.

Benefit: When an opponent's attack misses you by 5 or more, you can attempt a disarm combat maneuver check against that foe as an immediate action.

GRAPPLE TECHNIQUES

A quick pin may be an effective way to end a combat, but it isn't flashy enough to win the favor of an audience or impress a gladiatorial patron. When the most skilled grapplers gain control of an opponent, they use the techniques below to create a spectacular display of pain.

DRAMATIC SLAM (COMBAT)

Your brutal maneuvers shock any who would dare to stand against you.

Prerequisites: Dazzling Display, Improved Grapple, Improved Unarmed Strike, Savage Slam*, Weapon Focus, base attack bonus +9 or monk level 6th.

Benefit: While you are using Savage Slam, if you succeed at your grapple combat maneuver check to knock the opponent prone, you can spend a swift action to attempt an Intimidate check to demoralize foes within 30 feet who could see your attack.

OVERHEAD FLIP (COMBAT)

You hoist your opponent above your head before slamming him to the ground, temporarily staggering the foe.

Prerequisites: Str 13, Improved Grapple, Improved Unarmed Strike, Savage Slam*, base attack bonus +9 or monk level 6th.

Benefit: While you are using Savage Slam, if you succeed at your grapple combat maneuver check to knock your opponent prone, the opponent must succeed at a Fortitude save (DC = 10 + your base attack bonus) or be staggered for 1 round. Oozes, incorporeal creatures, and creatures that are immune to critical hits are immune to this effect.

SAVAGE LEAP (COMBAT)

You leap into the air while holding your opponent and slam him to the ground.

Prerequisites: Improved Grapple, Improved Unarmed Strike, Savage Slam*, base attack bonus +12 or monk level 10th.

Benefit: When you use Savage Slam, you can move yourself and your target up to half your speed before releasing the grapple. You provoke attacks of opportunity from this movement, but your target does not. If your target takes damage from Savage Slam, the target is shaken for 1 round. You become flat-footed until the start of your next turn if you move before using Savage Slam in this way.

SAVAGE SLAM (COMBAT)

Using your lock on the enemy's body, you forcefully hurl your opponent to the ground.

Prerequisites: Improved Grapple, Improved Unarmed Strike, base attack bonus +3 or monk level 1st.

Benefit: When you begin your turn grappling an opponent, instead of attempting a combat maneuver check to maintain the grapple, you can try to viciously slam your opponent down. As a standard action, you can attempt a grapple combat maneuver check against the opponent. If you succeed, you release your grapple and the opponent falls prone in an unoccupied square of your choice adjacent to you. If you attempt to throw your foe into a hazardous location, such as a *wall of fire* or a pit, the target receives a +4 bonus to its CMD against your attempt. As long as the opponent lands on solid ground or a solid object, it takes damage equal to your unarmed strike's damage.

WHIRLING HOLD (COMBAT)

You lift your grappled foe from the ground and violently spin and disorient him.

Prerequisites: Improved Grapple, Improved Unarmed Strike.

Benefit: When you succeed at a combat maneuver check to maintain a grapple, instead of choosing to damage, move,

pin, or tie up your opponent, you can lift and rapidly spin your opponent. At the end of the spin, you can place the opponent in any square adjacent to you. The opponent is sickened for a number of rounds equal to your Strength or Dexterity modifier, whichever is higher.

LIFTING HAND (MONK AND UNCHAINED MONK ARCHETYPE)

Those studied in the art of grappling know that using their opponents' own weight and momentum to lift, disable, or throw them is impressive and effective. When facing a master of the lifting hand, an enemy is likely to find itself sailing through the air or locked in a tortuous compliance hold.

Savage Toss (Ex): A lifting hand gains Savage Slam* as a bonus feat, even if she doesn't meet the prerequisites.

At 4th level, when the lifting hand succeeds at her grapple combat maneuver check while using the Savage Slam feat and her grapple combat maneuver check result exceeds the opponent's CMD by at least 5, she can throw the opponent into a non-adjacent square. The lifting hand can throw



the opponent 10 feet, plus an additional 5 feet for every 5 by which her grapple check exceeds the opponent's CMD. For instance, if the lifting monk exceeds the target's CMD by 15, she can throw the target into a square 20 feet away.

At 8th level, when using Savage Slam, the lifting hand's target no longer receives a bonus to its CMD when the lifting hand attempts to throw it into a dangerous area.

This replaces stunning fist.

Bonus Feats (Ex): A lifting hand adds Whirling Hold* to her list of bonus feats at 1st level. At 6th level, she adds Dramatic Slam* and Overhead Flip*. At 10th level, she adds Savage Leap*.

This alters the monk's bonus feats.

Joint Lock (Ex): At 10th level, when a lifting hand succeeds at a combat maneuver check to maintain a grapple, instead of choosing to damage, move, pin, or tie up the opponent, she can instead force one of the target's limbs into an agonizing position. The target becomes sickened as long as the lifting hand maintains the grapple. When the grapple is released or broken, the target is fatigued for a number of rounds equal to the lifting hand's level. This is a pain effect.

This replaces the bonus feat gained at 10th level.

Counter-Throw (Sp): At 12th level, a lifting hand can ready an action to trigger if a creature tries to attack her. When the readied action triggers, the lifting hand can attempt a grapple combat maneuver check with a +2 bonus. If she succeeds, she grapples the creature and negates the triggering attack, and she can spend an immediate action to use the Savage Slam feat.

This replaces abundant step. (For the unchained monk from *Pathfinder Unchained*, this replaces the ki power gained at 12th level.)

POSITIONING TECHNIQUES

The combatant who controls the battlefield controls the fray. The finest warriors know that tactical advantage is as much a result of strategic positioning as superior power.

CRUSHING IMPACT

(COMBAT)

You slam into your foes with brute strength as unyielding as a wall.

Prerequisites: Str 13, Improved Bull Rush, Improved Unarmed Strike, Power Attack.

Benefit: Whenever you successfully bull rush an enemy and its movement is stopped by a solid object or barrier, you deal your unarmed strike damage to the foe, as long as it's within your threatened area. If you performed your bull rush as part of a charge, you gain a +2 bonus on your damage roll.

DOMINO CRASH (COMBAT)

You knock your opponents into each other, using one enemy to shove aside another.

Prerequisites: Int 13, Combat Expertise, Improved Reposition^{APG}, Whipcrack*, base attack bonus +6 or monk level 3rd.

Benefit: When you successfully reposition an opponent, if you attempt to reposition it into a square already occupied by another creature, you can attempt a combat maneuver check as an immediate action to reposition that creature.

You take a -4 penalty on this check. If you are successful, the second creature is pushed 5 feet in the direction of your original target's movement. You can move the secondary target an additional 5 feet for every 5 by which you exceed the secondary target's CMD. The secondary target does not provoke attacks of opportunity because of this movement unless you have the Greater Reposition feat. If you fail your combat maneuver check, the movement of your original target ends in front of the secondary target.

Normal: You can't reposition a creature into a square that is occupied by a solid object or obstacle.

PAINFUL COLLISION

(COMBAT)

You shove your opponents into each other, causing painful and damaging collisions.

Prerequisites: Str 13, Improved Bull Rush, Power Attack.

Benefit: When you bull rush an enemy into another creature, both creatures take 1d6 points of bludgeoning damage, plus an additional 1d6 points of bludgeoning damage for every 5 feet your original target has moved as a result of your bull rush. For instance, if you successfully bull rush a goblin 10 feet and it then collides with another goblin, both creatures would take 3d6 points of bludgeoning damage.

REVERSE SOMERSAULT THROW

(COMBAT)

You drag your opponent off balance, then use his momentum to fling him over your head.

Prerequisites: Str 13, Improved Drag^{APG}, Power Attack, base attack bonus +6 or monk level 3rd.



Benefit: When you succeed at a drag combat maneuver check, at the end of your movement, you can fall prone to launch your target over your head. If you do, you move the target of your drag combat maneuver into the space adjacent to you that is opposite its position at the end of your movement, and the target falls prone in that square or squares. You can't use this ability to move a creature into a square that is occupied by a solid object or obstacle. If there would not be enough room for the creature in its new position, the ability fails and the creature is not moved.

SMASHING IMPACT (COMBAT)

The force of your assault drives your opponents against, and possibly through, solid barriers.

Prerequisites: Str 15, Crushing Impact*, Improved Bull Rush, Improved Unarmed Strike, Power Attack.

Benefit: Whenever you successfully bull rush an enemy and its movement is stopped by a solid object or barrier, you can deal your unarmed strike damage to both the foe and the object or barrier, as long as the enemy is within your threatened area. If you performed your bull rush as part of a charge, you gain a +2 bonus on your damage roll. If the damage is enough to destroy the object or barrier, you can continue to push your target the remaining distance allowed by your bull rush combat maneuver.

Normal: You can't bull rush a creature into a solid object or barrier.

WHIPCRACK (COMBAT)

You move an opponent and use his momentum to send him reeling across the battlefield.

Prerequisites: Int 13, Combat Expertise, Improved Reposition^{APG}, base attack bonus +3 or monk level 1st.

Benefit: When you successfully reposition an opponent, its movement need not remain within your reach, though once the opponent leaves your reach, its remaining movement must be in a straight line. This movement doesn't provoke attacks of opportunity unless you have the Greater Reposition feat.

Normal: The target of a reposition combat maneuver must remain within your reach at all times during its movement, except for the final 5 feet of movement, which can be to a space adjacent to your reach.

TRIP TECHNIQUES

Little is more thrilling than towering over a prone opponent on the battlefield, but a warrior must first outwit or outmaneuver a foe before gaining this tactical advantage.

TANGLED LIMBS (COMBAT)

You twist your long weapon among your target's legs, knocking your foe off-balance.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Weapon Focus with the chosen weapon.

Benefit: Choose one weapon with the reach special quality. When you attempt a trip combat maneuver check with the

chosen weapon, your target doesn't receive a bonus to its CMD against your trip attempt for having more than two legs.

Normal: A creature with more than two legs receives a +2 bonus to its CMD against trip attempts for each additional leg it has.

Special: In addition to the chosen weapon, a character with the weapon training class feature can use Tangled Limbs with any melee weapon from any fighter weapon group that he has selected with weapon training and that has the reach special quality.

TITAN'S TANGLE (COMBAT)

Even creatures much bigger than you can lose their balance when you apply the appropriate leverage.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Tangled Limbs*, Weapon Focus with the chosen weapon.

Benefit: Choose one weapon with the reach special quality. When you attempt a trip combat maneuver check with the chosen weapon, you can try to trip creatures that are up to two size categories larger than you. If you have the Greater Weapon Focus feat with the chosen weapon, you can attempt to trip creatures up to three size categories larger than you are.

Normal: You can trip only an opponent who is no more than one size category larger than you.

Special: In addition to the chosen weapon, a character with the weapon training class feature can use Titan's Tangle with any melee weapon from any fighter weapon group that he has selected with weapon training and that has the reach special quality.

TOPPLING PILEUP (COMBAT)

When you trip one opponent, its fall might take the legs out from under another creature.

Prerequisites: Int 13, Combat Expertise, Improved Trip.

Benefit: As a standard action, you can attempt a single trip combat maneuver check at your full base attack bonus against a foe within reach. If you succeed, the target is knocked prone as normal and you can attempt an additional trip combat maneuver check (using your full base attack bonus) against a foe that is adjacent to the first target and also within reach. You can attempt only one additional combat maneuver per round with this feat.

TUMBLING UPSET (COMBAT)

You nimbly dodge beneath your opponent, creating an opportunity to upend your foe.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Acrobatics 7 ranks.

Benefit: When you succeed at an Acrobatics check to move through an enemy's space, you can spend a swift action to attempt a trip combat maneuver check against the opponent. Even if you fail this check by 10 or more, you do not fall prone.

Normal: If you fail a trip combat maneuver check by 10 or more, you are knocked prone.

Special Techniques

Whether they were taught by a respected tutor or learned through countless battles or hours of training, some martial artists learn unique techniques that allow them to use their bodies and weapons in novel ways. This singular devotion to martial perfection allows them to prove their superiority over lesser foes, extract unbelievable feats from their chosen tools of combat, and weave deadly combinations of rapid strikes.

GENERAL FEATS

The following feats are of interest to martial artists looking to end a fight swiftly.

CHANGE OF HEART

At the moment of your victory, you can help your foe to see as you do.

Prerequisite: Base attack bonus +6 or monk level 6th.

Benefit: When your melee attack would reduce an opponent to 0 or fewer hit points or render the opponent unconscious, you can elect to forgo this damage and instead attempt a Diplomacy check to influence the target's attitude. The DC of this check is equal to 20 + the creature's Hit Dice + the creature's Charisma modifier. You gain a bonus equal to half the damage you would have dealt and can use your base attack bonus instead of your ranks in Diplomacy. Unlike with a normal Diplomacy check, you can increase the target's attitude toward you by more than two steps. You can use the benefits of this feat only against enemies who attacked you and whom you did not attack or otherwise provoke first.

MERCIFUL TAKEDOWN (COMBAT)

You are adept at removing your defeated opponents from the fight while avoiding their deaths.

Benefit: When you perform a coup de grace and deal only nonlethal damage, instead of attempting a Fortitude save to avoid death, the target must instead attempt a Fortitude save to avoid falling unconscious for 1 hour. The DC of this save is the same as that of a lethal coup de grace.

SIGNATURE MOVE FEATS

These techniques represent the pinnacle of a fighting form, a single attack with the weapon of your discipline that lesser warriors cannot hope to imitate.

CRIPPLING THRUST (COMBAT)

With one precise stab, you hamper movement.

Prerequisites: Weapon Focus with piercing weapon, base attack bonus +6.

Benefit: As a standard action, make a single attack with your chosen weapon. If the attack hits, the target's movement speed is halved until the start of your next turn. When your base attack bonus reaches +11, the target's movement is so hampered that even a 5-foot step provokes an attack of opportunity. When your base attack bonus reaches +16, the

target must also succeed at a Reflex save with a DC equal to 10 + your base attack bonus or become entangled. An entangled creature's movement can be halved only once. You can use this feat's benefits only once per minute.

METEOR SWING (COMBAT)

The power of your blow leaves your enemies reeling.

Prerequisites: Weapon Focus with bludgeoning weapon, base attack bonus +6.

Benefit: As a standard action, make a single attack with your chosen weapon. If the attack hits, the target must succeed at a Reflex save with a DC equal to 10 + your base attack bonus or lose its ability to make attacks of opportunity until the beginning of your next turn. When your base attack bonus reaches +11, you can instead cause the target to lose its Dexterity bonus to AC. When your base attack bonus reaches +16, you can instead cause the target to become flat footed. You can use this feat's benefits only once per minute.

PINPOINT JAB (COMBAT)

You strikes land exactly where you mean them to.

Prerequisites: Improved Unarmed Strike, base attack bonus +6, ki pool or martial flexibility class feature.

Benefit: As a full-round action, you can expend 1 ki point or one daily use of martial flexibility to use a limited version of the targeted strike^{ACG} deed, targeting either hands or legs with an unarmed attack. A target who succeeds at a Fortitude save (DC = 10 + your base attack bonus) can negate the effect. When your base attack bonus reaches +11, you can instead target head or torso, which the target can negate with a Fortitude save. When your BAB reaches +16, you can target two locations; the target must save against each effect separately.

Special: A monk can substitute his class level for his base attack bonus for this feat's effects.

STORM OF BLADES (COMBAT)

Your technique unleashes a dizzying torrent of cuts.

Prerequisites: Weapon Focus with slashing weapon, base attack bonus +6.

Benefit: As a standard action, you can make a single attack with your chosen weapon while setting up a vortex of cuts that lasts until the beginning of your next turn. Any creature that begins its turn threatened by this weapon takes damage equal to your Strength or Dexterity bonus, whichever is greater. When your base attack bonus reaches +11, you also add your base weapon damage. When your base attack bonus reaches +16, you gain the distraction universal monster rule for this damage, but a creature that fails its save is only sickened. You can use this feat's benefits only once per minute.

COMBINATION TECHNIQUES

Masters of martial arts can string one attack into the next, setting an opponent up for her allies or wearing a foe down

with inevitable attrition. You can apply the effects of only a single combination feat to an attack.

COMBAT RHYTHM (COMBAT, COMBINATION)

The more your attacks land, the more confident your strikes.

Prerequisite: Base attack bonus +6 or monk level 6th.

Benefit: When you deal damage with a melee attack to an opponent you have already damaged this round, you can reduce the total of any voluntary penalties to your melee attack rolls imposed by actions or feats (such as the Power Attack feat) by 1 (to a minimum penalty of 0). This reduction in penalties lasts until the beginning of your next turn and stacks with itself.

CRACKING THE SHELL (COMBAT, COMBINATION)

The tip of your weapon pierces both the body and the spirit.

Prerequisite: Weapon Focus with piercing weapon.

Benefit: When you deal damage with a melee attack with a piercing weapon to an opponent you have already damaged this round, you can also reduce the value of that target's spell resistance or energy resistances by 1 until the start of your next turn. This reduction stacks with itself.

ERODING STRIKES (COMBAT, COMBINATION)

With careful, repeated blows, you weaken your foe's defenses.

Prerequisite: Weapon Focus with bludgeoning weapon.

Benefit: When you deal damage with a melee attack with a bludgeoning weapon to an opponent you have already damaged this round, you can also reduce the value of that target's damage reduction by 1 until the beginning of your next turn. This reduction stacks with itself.

FINISHING CASCADE (COMBAT, COMBINATION)

Your blows set up your opponents for a devastating finish.

Prerequisites: Base attack bonus +11 or monk level 11th; at least one combination feat.

Benefit: The first time in a round you use a combination feat to apply a reduction or penalty to yourself or an enemy, you can double the feat's numerical modifier. For example, you can double the reduction granted by Combat Rhythm to -2. This does not double any other effects of combination feats, such as damage.

PRACTICAL KATA (COMBAT, COMBINATION)

Your martial meditation extends onto the battlefield.

Prerequisites: Improved Unarmed Strike, ki pool class feature.

Benefit: When you hit with a melee attack against an opponent you have already damaged this round, you can forgo dealing damage to instead regain 1 ki point. This feat can restore only 1 ki point every minute, to a maximum per day of 1 point for every 4 class levels you have.

SCULPTING THE RIVER (COMBAT, COMBINATION)

Your deft strikes and canny positioning control the flow of combat.

Prerequisites: Dodge, Improved Unarmed Strike, base attack bonus +6 or monk level 6th.

Benefit: When you deal damage with an unarmed attack to an opponent you have already damaged this round, you can impose a -1 penalty on that target's attacks against creatures other than you. The penalties stack and remain until the target misses an attack or the start of your next turn, whichever comes first.

THOUSAND CUTS (COMBAT, COMBINATION)

Your attacks are calculated to draw the most blood possible. With every swing, you open persistent, vicious wounds that drain the life from your enemies.

Prerequisite: Weapon Focus with slashing weapon.

Benefit: When you deal damage with a melee attack with a slashing weapon to an opponent you have already damaged this round, you can also deal 1 point of bleed damage that lasts for 2 rounds. This bleed damage stacks with itself, but only if dealt in the same round.



Flow and Form

Martial artists feel the flow of energy through their bodies, whether it's elemental power, ki, or something more esoteric. This section presents options that allow a martial artist to control, enhance, and impede the flow of this energy.

LIFE FORCE FEATS

The feats below allow characters to manipulate the life force flowing within themselves and others. More on chakras are found on pages 200–201 of *Pathfinder RPG Occult Adventures*.

BLOCK CHAKRAS

You've learned how to block the lower chakras of your foes.

Prerequisites: Psychic Sensitivity or levels in an occult class, brawler's flurry or flurry of blows class feature, ki pool.

Benefit: As a standard action, you can spend 1 ki point to make a single unarmed strike that attempts to block one of the target's chakras. If you hit the target and deal damage, you can select either the root, sacral, or navel chakra, as long as you can open that chakra yourself. The target suffers a

specific effect based on the chosen chakra (see below), though it can reduce these effects with a successful Fortitude save (DC = 10 + half your character level + the ability modifier you use to calculate your ki pool).

Root: The target's DR is reduced by 10 for 1 minute. If the target has multiple forms of DR, you choose which DR is reduced. On a successful save, the target's DR is instead reduced by 5 for 1 round.

Sacral: The target can't use any of its speeds except its land speed (or swim speed for an aquatic creature) for 1 round, and it moves at half speed for 1 minute. If it was flying, the target can attempt a Fly check to fall safely. On a successful save, the target instead moves at half speed for 1 round.

Navel: The target takes a –2 penalty on attack rolls and damage rolls, and it reduces the DCs of its spells and abilities by 2 for 1 minute. On a successful save, the penalty and reduction is halved and lasts for 1 round.

BLOCK UPPER CHAKRAS

You can block additional chakras.

Prerequisites: Block Chakras*, Psychic Sensitivity or levels in an occult class, brawler's flurry or flurry of blows class feature, ki pool, character level 8th.

Benefit: When you use Block Chakras, you can also select from the heart, throat, brow, and crown chakras, as long as you can open the chosen chakra yourself, with the following effects.

Heart: The target can't recover hit points from any source for 1 minute. This prevents hit point recovery from fast healing and regeneration but doesn't deactivate regeneration altogether, so it does not allow a creature with regeneration to be killed through hit point damage. On a successful save, the target recovers only half as many hit points for 1 round.

Throat: The target can't speak or cast spells with a thought component for 1 round, and for 1 minute, actions that require speaking or thought components have a 20% chance to fail. On a successful save, actions that require speaking or thought components have a 50% chance to fail for 1 round.

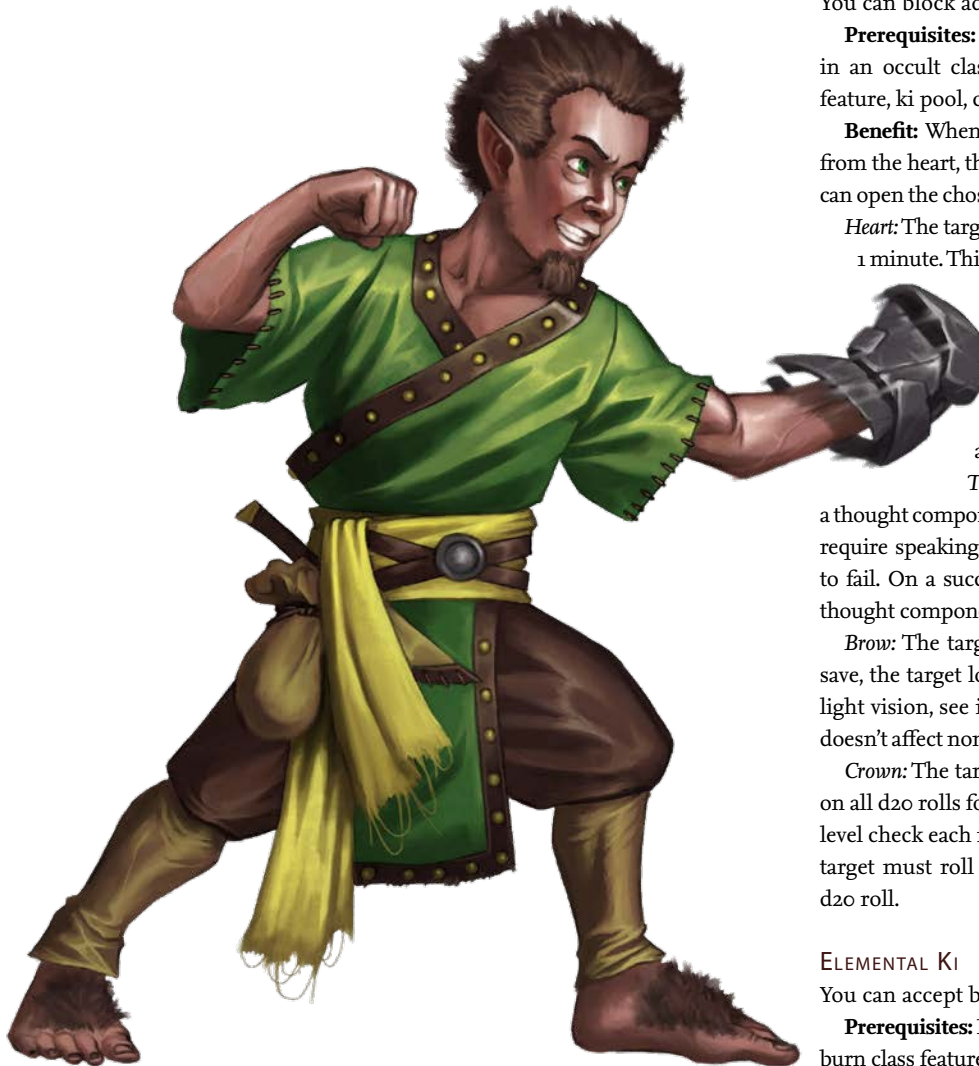
Brow: The target is blinded for 1 minute. On a successful save, the target loses all special forms of vision (such as low-light vision, see in darkness, and *true seeing*) for 1 round; this doesn't affect nonvisual senses like blindsight and blindsense.

Crown: The target must roll twice and take the lower result on all d20 rolls for 1 round and on its first attack roll or caster level check each round for 1 minute. On a successful save, the target must roll twice and take the lower result on its next d20 roll.

ELEMENTAL KI

You can accept burn to gain the benefits of ki.

Prerequisites: Brawler's flurry or flurry of blows class feature, burn class feature, kinetic fist wild talent, kineticist level 4th.



Benefit: Your burn functions like a ki pool. As long as you have at least 1 point of burn, your unarmed strikes count as magic. You can take 1 point of burn as a swift action to do any two of the following: make an additional attack at your highest bonus during a flurry of blows, increase your speed by 20 feet for 1 round, or gain a +4 dodge bonus to AC for 1 round. You can also accept burn instead of spending ki (or a combination of the two) to activate an ability that costs ki points, with each point of burn you accept counting as 2 ki points. You count as having a ki pool for effects that requires a ki pool.

ENDURING MIGHT

When you gather your might, it lasts long enough to improve your defenses and attacks of opportunity.

Prerequisites: Gather Might*, gather power class feature, kineticist level 8th.

Benefit: When you use Gather Might, the ability score bonuses last until the beginning of your next turn.

GATHER MIGHT

You can feed your body when you gather power.

Prerequisites: Gather power class feature, kineticist level 8th.

Benefit: When you gather power, instead of reducing the burn cost of a blast wild talent, you can send elemental energy flowing through your body to gain a +2 alchemical bonus to Strength, Dexterity, and Constitution until the end of your turn for each point of burn reduction your gather power would grant (to a maximum of +10 when spending a full round plus a move action to gather power with the supercharge class feature).

KINETICIST INFUSIONS

These infusions allow kineticists to manipulate life forces, and are taught in the Schools of Perfection in Jalmeray.

KUNDALINI INFUSION

Element universal; **Type** substance infusion; **Level** 2; **Burn** see below

Prerequisites ki pool, kinetic fist

Associated Blasts any

Saving Throw Fortitude partial

You infuse your elemental energy with kundalini serpent fire. Choose a chakra you can currently open; you must accept an amount of burn equal to the chakra's number (1 for root, 2 for sacral, and so on). Your unarmed strikes with the infused blast cause the target to suffer the effects of blocking the chosen chakra as per the Block Chakras or Block Upper Chakras feat. You can use this infusion only while also using the kinetic fist form infusion.

STYLISH INFUSION

Element universal; **Type** substance infusion; **Level** 3; **Burn** 2

Prerequisites brawler's flurry or flurry of blows class feature, kinetic fist

Associated Blasts any

Saving Throw none

When you learn this infusion, select an unchained monk style strike (*Pathfinder RPG Pathfinder Unchained* 18). You can use

that style strike during a flurry of blows with your infused blast, though you must still follow the limitation of one style strike per flurry of blows (or two if you are a 15th-level unchained monk). If you select flying kick, the distance is equal to your elemental overflow bonus on attack rolls × 10 feet. You can use this infusion only while also using the kinetic fist form infusion.

Special: You can select this infusion multiple times. Each time, you must select a different style strike.

UNBLINKING FLAME INFUSION

Element fire; **Type** substance infusion; **Level** 5; **Burn** 3

Prerequisites kinetic fist, member of the Monastery of Unblinking Flame

Associated Blasts blue flame, fire

Saving Throw none

The flame of your infused blast illuminates and reveals the target as it really is. If you hit the target with an unarmed strike with the infused blast, creatures can see the target as if using *true seeing* for 1 round, although only the target is revealed in this way. You can use this infusion only while also using the kinetic fist form infusion.

UNBREAKING WAVES INFUSION

Element water; **Type** substance infusion; **Level** 5; **Burn** 3

Prerequisites kinetic fist, member of the Monastery of

Unbreaking Waves (*Pathfinder Society Scenario #9-24: Beneath Unbroken Waves*)

Associated Blasts ice, water

Saving Throw none

Your infused blast buffets and redirects enemies with waves. Attempt a reposition or trip combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your combat maneuver bonus. You can use this infusion only while also using the kinetic fist form infusion.

UNFOLDING WIND INFUSION

Element air; **Type** substance infusion; **Level** 5; **Burn** 3

Prerequisites kinetic fist, member of the Monastery of Unfolding Wind

Associated Blasts air, thunderstorm

Saving Throw none

Unfolding winds carry you along. Before your first attack and again after each unarmed strike with the infused blast, you can move 5 feet without provoking attacks of opportunity. You can use this infusion only while also using the kinetic fist form infusion.

UNTWISTING IRON INFUSION

Element earth; **Type** substance infusion; **Level** 5; **Burn** 3

Prerequisites flesh of stone, kinetic fist, member of the Monastery of Untwisting Iron

Associated Blasts earth, metal

Saving Throw none

Each time you hit a foe with an unarmed strike with your infused blast, increase your DR/adamantine from flesh of stone by 1 until the start of your next turn. You can use this infusion only while also using the kinetic fist form infusion.

Tools of the Martial Arts

The best martial artists are lethal even if unarmed and stripped naked. Nevertheless, most practitioners understand that a weapon is an excellent defense against another weapon, and are keen to make use of whatever training tools and clever items will make their tasks easier.

WEAPONS

The following weapons are drawn from different cultures across Golarion.

Broken-Back Seax (Light Blades Group): Used in Avistan since before Earthfall, seaxes are straight, single-edged blades. The broken-back seax is the size of a short sword, and has a broad blade with a distinctive trapezoidal shape. If your Strength score is less than 15, you take a –2 penalty on attack rolls with a broken-back seax, as you're unable to put enough force into the blows to land them effectively.

Double Spear (Spears Group): This long, heavy spear has a point at each end, allowing it to be used as a double weapon.

Handwraps: Many unarmed fighters wrap their hands in cloth to minimize injuries to their fists. Some martial artists also weave small coins or metal bars into their handwraps, adding special material effects as well. Handwraps don't alter the damage a character's unarmed attacks deal. However, masterwork handwraps can be enchanted as weapons, providing their benefits on unarmed attacks the character makes with her hands. A character can't benefit from both handwraps and other items that provide enhancement bonuses or weapon special abilities (such as an *amulet of mighty fists*) on the same attack.

Split-Blade Sword (Heavy Blades Group): Patterned after the fiery blades masterfully wielded by Sarenite angels, the split-blade sword is both a holy symbol and a difficult-yet-effective weapon. A split-blade sword resembles a large scimitar whose blade splits into two about two-thirds of the way toward the tip. If your Dexterity score is less than 15, you take a –2 penalty on attacks rolls with a split-blade sword, as you're unable to maneuver its unusual blade.



Traveling Kettle (Monk Group): These small tea kettles are made with clamping lids and heavily reinforced handles, allowing them to be swung like a club. A traveling kettle with boiling water inside deals an additional 1 point of fire damage on a hit. Boiling water cools to a nondamaging temperature after 5 minutes.

TRAINING EQUIPMENT

To learn is to live, and martial artists spend much of their time honing their skills. The following equipment helps adventurers keep learning even on the mission.

BELLED CATSUIT

PRICE 30 GP

WEIGHT 12 lbs.

This form-fitting garment is strung all around with dozens of small bells. You can practice your sneaking technique by donning a belled catsuit and then attempting to move without letting any of the bells ring. Old thieves sometimes call a belled catsuit a Billy-jacket. Training with a belled catsuit requires 1 hour of practice and a DC 25 Stealth check. If you succeed at the check, you gain a +2 circumstance bonus on Stealth checks to hide. This bonus lasts for 24 hours or until you fail a Stealth check.

BILLY TEN-BELLS

PRICE 50 GP

WEIGHT 6 lbs.

Bearing a marked resemblance to an anthropomorphic wind chime, this complicated arrangement of strings, sticks, and bells is hung from a ceiling or branch and has a purse or money-pouch deep inside. The trick is to silently steal a coin from Billy Ten-Bells, as the slightest movement will set the bells ringing. Veteran thieves sometimes decorate Billy with scraps of stolen clothing for good luck. Training with Billy Ten-Bells requires 1 hour of practice and a DC 20 Sleight of Hand check. If you succeed at the check, you gain a +2 circumstance bonus on Sleight of Hand checks to pick pockets. This bonus lasts for 24 hours or until you fail a Sleight of Hand check.

HALTERES

PRICE 8 GP

WEIGHT 24 lbs.

These paired stone or metal weights look like a pair of curved stones with handles. An athlete can take one weight in each

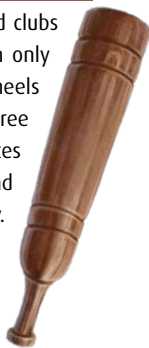
WEAPONS

Simple Light Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Handwraps	1 sp	—	—	—	—	—	—	See text
Traveling kettle	5 gp	1d4	1d6	x2	—	2 lbs.	B	Monk, see text
Exotic One-Handed Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Broken-back seax	40 gp	1d8	1d10	19–20/x2	—	4 lbs.	P & S	See text
Split-blade sword	200 gp	1d10	2d6	x2	—	8 lbs.	S	Disarm, trip, see text
Exotic Two-Handed Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Double spear	25 gp	1d6/1d6	1d8/1d8	x3	—	12 lbs.	P	Double

hand and swing them back and forth before jumping, using the momentum to gain greater distance when taking off. Training with halteres requires 1 hour of practice and a DC 16 Acrobatics check. If you succeed at the check, you gain a +2 circumstance bonus on Acrobatics checks to make long jumps. This bonus lasts for 24 hours or until you fail an Acrobatics check.

MEELS	PRICE 10 GP
	WEIGHT 30 lbs.

Also called Vudrani clubs, meels are heavily weighted clubs used to train one's strength. They range in size from only a few pounds to specially crafted lead or stone meels which weigh as much as a human. This set contains three wooden meels of more common dimensions. Athletes practice with meels by taking a club in each hand and swinging them in a rhythmic fashion around the body. Training with a set of meels requires 1 hour of practice and a DC 10 Strength check. If you succeed at the check, you gain a +2 circumstance bonus on Strength checks and treat your Strength score as 1 higher for the purpose of determining your carrying capacity. This bonus lasts for 24 hours.



QUINTAIN	PRICE 40 GP
	WEIGHT 30 lbs.

At its simplest, a quintain is a swiveling pole with a pair of arms, although permanent quintains are more elaborate and often look like armored mannequins. One arm holds a wooden board shaped like a shield. The other arm has a padded flail attached. In a routine originally used to train knights, a user rides past a quintain and tries to hit the board with a weapon, and then get out of the way before the quintain swings around to strike him with its flail in retaliation. Training with a quintain requires 1 hour of practice and a DC 15 Ride check. If you succeed at the check, you gain a +2 circumstance bonus on Ride checks to stay in the saddle, guide with your knees, and control a combat-trained mount. This bonus lasts for 24 hours or until you fail a Ride check.



MAGIC ITEMS

Martial artists from all over Golarion can benefit from the following items.

INFESTED BANDAGES		PRICE 13,500 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate conjuration		

Originally invented by a wandering Deskaran priest and serial killer, these pale, worn-looking +1 *handwraps* have become popular among those interested in gruesome yet

versatile weapons. As a swift action, the wielder can summon clouds of vermin to land on her hands, covering her fists in living gauntlets of squirming, chitinous insects. The insects do not harm the wielder and can be dismissed with another swift action.

While the wielder's hands are covered in vermin, she gains a +5 competence bonus on Intimidate checks, and her unarmed strikes with her fists deal full damage to swarms, regardless of the swarms' immunity to weapon damage (if any, although damage reduction applies as normal). In addition, three times per day as an immediate action upon succeeding at an attack with the infested bandages, the wielder can transfer some of the insects from her hands to the target. The target must succeed at a DC 16 Fortitude saving throw or be nauseated for 1 round.

CONSTRUCTION REQUIREMENTS	COST 6,750 GP
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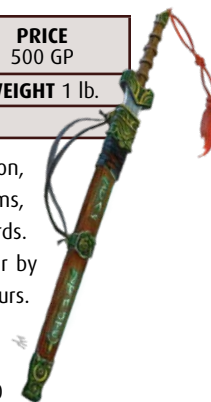
Craft Magic Arms and Armor, *cause fear, repel vermin, summon swarm*

SECURE SHEATH		PRICE 500 GP
SLOT none	CL 4th	WEIGHT 1 lb.
AURA faint conjuration		

Common across the length and breadth of Golarion, *secure sheaths* take a hundred different forms, from simple loops to richly engraved scabbards. A *secure sheath* can be attuned to a new owner by that character wearing it continuously for 24 hours. If anyone other than the owner attempts to draw a weapon from a *secure sheath*, he finds that the weapon is stuck and must succeed at a DC 20 Strength check to pull it out.

CONSTRUCTION REQUIREMENTS	COST 250 GP
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Craft Magic Arms and Armor, *glue seal*^{MCG}



WANDERING PUNISHMENT		PRICE 30,320 GP
SLOT none	CL 15th	WEIGHT 10 lbs.
AURA strong transmutation		

The oni of Chu Ye grant these +3 *tetsubos* to loyal human servants, who use them to enforce the oni's will throughout the nation in spite of the Steel Dictate limiting their involvement. The wielder of a *wandering punishment* can, as a standard action, assume the appearance of an oni of her size as though under the effects of *alter self*. This transformation does not affect her ability scores and lasts as long as the weapon is held in one or both hands. Once per day, the wielder can also grow in stature as per *enlarge person*, taking on the form of a larger oni in the process. This growth lasts 10 minutes or until the wielder drops the *wandering punishment*.

Once per day while enlarged, the wielder can deliver an awesome blow. As a standard action, the wielder can attempt a free bull rush combat maneuver check as part of a standard attack with a *wandering punishment*. She can't move with her target if this combat maneuver succeeds.

CONSTRUCTION REQUIREMENTS	COST 15,160 GP
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Craft Magic Arms and Armor, *giant form I*

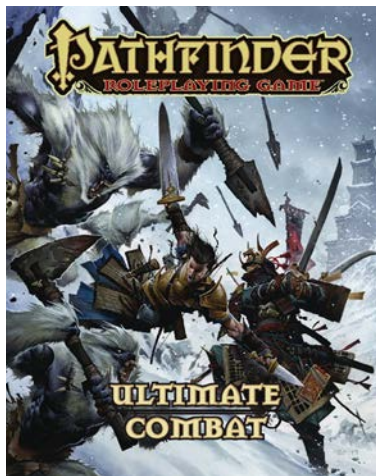
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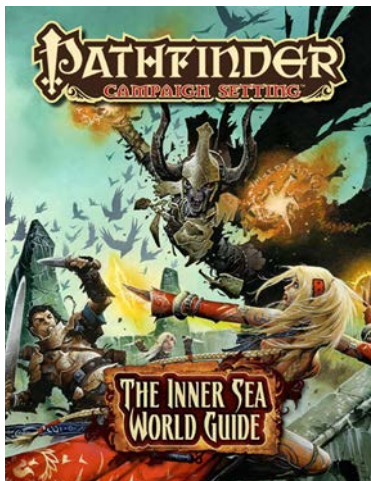


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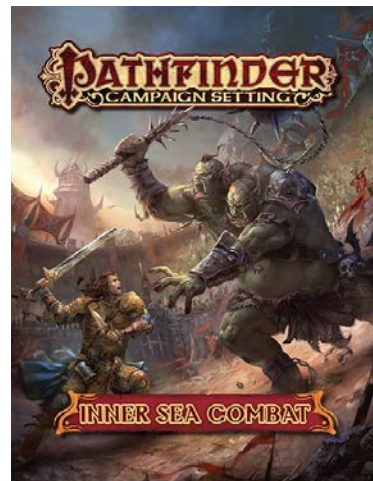
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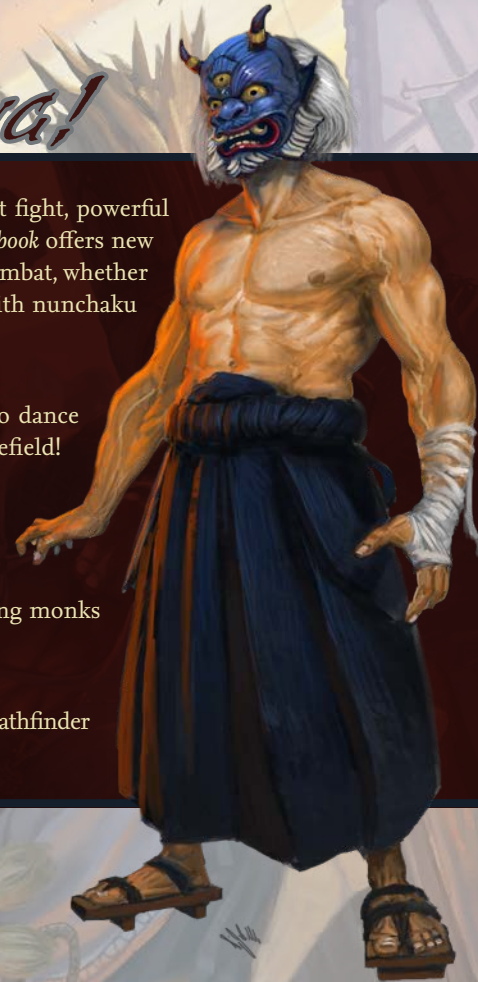
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Combat is a way of life on Golarion—warriors across the world are constantly in search of the next fight, powerful technique, or weapon in order to improve their skills. *Pathfinder Player Companion: Martial Arts Handbook* offers new archetypes, feats, and equipment for adventurers of all kinds who rely on their physical prowess in combat, whether they turn themselves into living weapons with their punches and kicks or unleash their mastery with nunchaku and swords.

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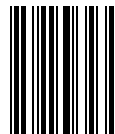
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