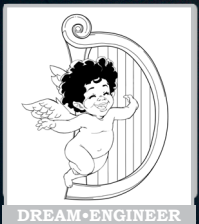


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# CLASS GUIDE

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**COMPATIBLE**



# Destroyer CLASS GUIDE

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# CLASS GUIDE

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**PRONOUNCIATION KEY**

**Bahaurang** (Baw•haw•rang)

**Dunjiki** (Done•jee•kee)

**Taijiki** (Tie•jee•kee)

**Wujiki** (Woo•jee•kee)

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# **taijiki (tie•jee•kee)**

*NOUN*

1. the eternal life force of the universe, that provides the life force for all living beings
2. the inner life force of a creature

" While monks prefer the term 'ki', destroyers prefer the term 'taijiki' when referring to one's life force."



## INTRODUCTION

---

*Evil causes pain to taijiki, the life force that flows through all living things in the universe. Eventually, this triggered a retributive reflex, bringing into existence Bahaurang the Vengeful Aspect of the Universe. It constantly searches the universe for perfect candidates—those who hate evil, cherish law and order, and are willing to fight to make things right—to turn into agents of its fury. You were chosen.*

*Destroyers come from all walks of life. The farmer? The traveling merchant? The prince? The bartender? Evil never knows who you are until you make your move.*

*In combat, instead of hacking and slashing, or blasting your way through foes, you are a “rogue” warrior. You rely on perception to discern what foes are going to do, so you can attack, defend, and move with perfect timing, undoing them with minimal effort. And you might choose to use devious, taijiki magic to give them bizarre and crippling conditions.*

*Bahaurang required a simple oath from you: Do not teach the martial arts you were taught; use your abilities to make the world better. Thus, you are free to engage in many lifestyles and causes. While some destroyers use this as justification to become tyrants “for the greater good”, most lead good lives.*

*Perhaps you’ll settle in a community using your skills to keep it safe. Or, travel the world, even other planes, in constant search of formidable evil opponents to test your abilities. Maybe you’ll work solo, or with a party of like-minded heroes to restore law to crime-ridden lands, or vanquish monstrosities. Regardless of down what roads you choose to walk, you’ll arrive at the same destination: adventure.*

*“The mannerisms, and gestures a creature uses in combat are a type of language—a body language—that if you can read it, will tell you everything he’s going to do. I taught you the fundamentals of how to do that. It’s up to you to become better at it. But it will take dedication. For while body language is universal, each creature has its own dialect. If you become legendary at it, there will be no evil that can escape destruction by your hands.”*

*~ Bahaurang, Vengeful Aspect of the Universe, and Grandmaster of Destroyers*

## KEY ABILITY

### WISDOM

At 1st level, your class gives you an ability boost to Wisdom.

## HIT POINTS

**10 plus your Constitution modifier.**  
You increase your HP by this number at 1st level, and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You are a “rogue” warrior. You rely on perception to discern what foes are going to do, so you can attack, defend, and move with perfect timing, undoing them with minimal effort. And if you choose, you can learn how to use taijiki to cast spells that give you extraordinary abilities, or your enemies bizarre, and crippling conditions.

## DURING SOCIAL ENCOUNTERS...

You sense the motives of others to identify the trustworthy, while keeping your own hidden so the enemy is not forewarned. Then, you seek to turn the trustworthy into allies in your fight against evil.

## WHILE EXPLORING...

You lookout for danger, ready to unleash a fury of martial arts and magic. As well, you share your extensive knowledge of creatures for entertainment, and to prepare your allies in case you encounter them.

## IN DOWNTIME...

- You might tell the legends of destroyers; maybe about the greatest destroyers in history; maybe about the most harrowing evils ever faced; maybe about your own adventures to further your legend.
- You might enjoy mingling with the locals which doubles as entertainment, and checking things out just in case any evil is present.

## YOU MIGHT...

- Relish the breaking of foes, taking delight in their frustration and fear of your battle prowess, and devious, taijiki magic.
- Be reluctant to fight, encouraging enemies to give up before you must destroy them.

## OTHERS PROBABLY...

- Feel where you go trouble follows, and avoid you.
- Know the legends of destroyers being heroic swordsmen, and seek you out for help.
- Curious about taijiki, and will ask about it.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics.

You are untrained in anything not listed unless, you gain a better proficiency rank in some other way.

## PERCEPTION

Expert in Perception

## SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

## SKILLS

Expert in Deception

Trained in Lore (creatures)

Trained in Lore (affiliations\*)

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

- \* Identify a creature's past, or present association with individuals, or groups of note such as dragons, gangs, cults, criminal organizations, freedom fighters, and so on. This includes being able to recognize key figures such as leaders, symbols, and other distinguishing things about them.

## ATTACKS

Expert in Signature Weapons

Trained in unarmed attacks

## DEFENSES

Trained in unarmored defense

Untrained in all armor

## CLASS DC

Trained in destroyer class DC

## SPELL DC

Trained in taijiki spells DC

## DESTROYER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, destroyer style, signature weapons, alignment and oath, taijiki spells, evil creature lore specialist, mark of the destroyer, destroyer feat
2	Destroyer feat, skill feat
3	Deny advantage, general feat, skill increase
4	Destroyer feat, skill feat
5	Ability boosts, ancestry feat, expert destroyer, skill increase
6	Destroyer feat, skill feat
7	Adamantine body and soul, general feat, master of perception, skill increase, weapon specialization
8	Destroyer feat, skill feat
9	Ancestry feat, master destroyer, skill increase, spell-casting expertise
10	Ability boosts, destroyer feat, skill feat
11	General feat, unarmored expert, loose and poised, skill increase
12	Destroyer feat, skill feat
13	Ancestry feat, signature weapons master, skill increase
14	Destroyer feat, skill feat
15	Ability boosts, General feat, greater weapon specialization, legendary destroyer, legendary perception, skill increase
16	Destroyer feat, skill feat
17	Ancestry feat, unarmored master, skill increase, spell-casting mastery
18	Destroyer feat, skill feat
19	Changed by the way, general feat, skill increase
20	Ability boosts, destroyer feat, skill feat

## CLASS FEATURES

You gain these abilities as a destroyer. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

You have the benefits of your selected ancestry and background. See "Chapter 2: Ancestries & Backgrounds" of the *Pathfinder Second Edition Core Rulebook*.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### DESTROYER STYLE

You can use the martial art, Destroyer Style. It relies on perception to discern what foes are going to do, so you can attack, defend, and move with perfect timing, undoing them with minimal effort.

Your proficiency rank in Destroyer Style is, trained.

## Destroyer Stance

To use Destroyer Style, you must enter Destroyer Stance: Mind—free of distracting thoughts, so you can focus on bringing taijiki to your senses; Heart—free of emotions, so your spirit can center, raising your vitality; Body—free of restrictive stances, and heavy armor, so it can act in an instant with great agility. You gain the Destroyer Stance action.

## DESTROYER STANCE

**DESTROYER** **CONCENTRATE** **MENTAL**

**Requirements** unarmored, or wearing light, or medium armor

You enter Destroyer Stance. While in Destroyer Stance:

- You can use Destroyer Style fighting techniques. See the "Core Techniques" section on page 4 for descriptions of Destroyer Style fighting techniques you can use at the start of play. Taking destroyer feats gives you advanced techniques. Those can be found in the "Destroyer Feats" section starting on page 8.
- You gain a +2 status bonus to Will saves versus effects with the Mental trait.
- You gain a +2 status bonus to AC granted by your guardian taijiki field. For more information, see the "Guardian Taijiki Field" section on this page.
- Your multiple attack penalty for all melee, and ranged attacks you make is -3 (-2 with an agile weapon), on your second attack of the turn instead of -5, and -8 (-6 with an agile weapon) on your third, or subsequent attack of the turn instead of -10. A destroyer starts play with agile weapons called signature weapons. See the "Signature Weapons" section on page 5.
- You are fumbleproof when performing attacks. When you make a critical miss with a melee, or ranged attack, it is considered a normal miss.
- You are considered a higher level when resolving the effects of Deny Advantage (page 6). If your proficiency rank in Destroyer Style is trained, you are considered 1 level higher, and 2 levels higher if it's expert, and 3 levels higher if it's master, and 4 levels higher if it's legendary.
- You cannot use actions with the Concentrate or Mental traits, except Recall Knowledge, and Arcana (magic creatures) checks to identify creatures, their abilities, and weaknesses, unless they also have the Destroyer trait. Doing so immediately ends your use of Destroyer Stance.

As a Free action, you can stop using Destroyer Stance.

### Guardian Taijiki Field

A portion of a living thing's life force is responsible for its vitality, and ability to ward off injury, illness, and debilitating effects. This is known as its guardian taijiki field.

Certain things such as channeling divine power, tapping into your rage, or using Destroyer Stance can substantially strengthen it granting greater-than-normal benefits.

While using Destroyer Stance, you gain these abilities. The levels you gain them is listed next to the abilities' names.

## INNER ARMOR

**1ST**

**DESTROYER**

Your centered spirit grows stronger, thereby your guardian taijiki field grows stronger. The abundant flow of taijiki energizes your muscles, and bones improving their ability to withstand injury. While using Destroyer Stance, you gain a +2 status bonus to your AC.



## GREATER GUARDIAN

6TH

DESTROYER HEALING POSITIVE

**Triggers** You are affected by an affliction.

Your guardian tajjiki field grows so strong, you gain greater-than-normal resistance to disease, and poison. You attempt to cure one poison, or disease afflicting you; attempt to Counteract the affliction. Add a +4 status bonus to your Counteract check. See "Counteracting" in chapter 9 of the *Pathfinder Second Edition Core Rulebook*.

## SUPREME GUARDIAN

20TH

DESTROYER HEALING POSITIVE

**Triggers** You are affected by an affliction, or attacked with negative energy.

Your guardian tajjiki field grows so strong, it expands beyond your body, and offers resistance even against negative forces. You gain resistance to negative energy equal to 7 + your Constitution modifier. In addition, when you critically fail to Counter an affliction, it is a normal fail.

### Core Techniques

At the start of play, while using Destroyer Stance, you can use the fundamental techniques of Destroyer Style. Taking destroyer feats gives you advanced techniques. All the core techniques are presented here.

## SENSE INTENTION

DESTROYER

In combat, your tajjiki-enhanced senses can detect the "tells" (bend of a knee, sudden inhalation, leaning in, and so on) of your enemies that betray their intentions, giving you offensive, and defensive advantages. Most Destroyer Style techniques require a Sense Intention check, or for the enemy to make a Deception check opposed by your Sense Intention DC.

**Sense Intention check = Sense Intention modifier (Perception modifier + proficiency rank in Destroyer Style) + d20 roll + other bonuses.**

**Sense Intention DC = 10 + Sense Intention modifier + other bonuses.**

While using Destroyer Stance, a Feint attempt on you is opposed by your Sense Intention DC, instead of your Perception DC.

## QUICK FEINT

DESTROYER

**Frequency** once per each creature you attack on your turn

You always attack weapon arm first with speed alone, following through at the last moment with your body to give it power. Sometimes, you don't follow through tricking your foe into guarding against a false attack. When you attack a creature, you may make a Feint attempt as a Free action instead of as a Single action.

## SUPERIOR FEINT

DESTROYER

You've learned to incorporate the many "tells" you observe when creatures attack into your feints, making them unusually believable, and quite difficult to discern from real attacks. When you make a Feint attempt on a creature, you add your proficiency rank in Destroyer Style as a circumstance bonus.

## WEAVE SWORD

DESTROYER

**Requirements** You are wielding a limitless longsword. You're other hand is free, or wielding a tajjiki fighting needle.

Your strong, mind-body connection gives you amazing coordination. You whirl your limitless longsword around you in constant, overlapping patterns so fast, it is a barrier to attack. You gain a +2 item bonus to your AC. Your sword continues to weave until the start of your next turn.

You can use your sword to attack while using Weave Sword.

## FUMBLER'S GIFT

DESTROYER

**Triggers** A creature makes a critical miss on you with a melee, or ranged attack, and you can reach it, or move 10 feet to reach it.

When an enemy is about to make a critical error in combat, its body language is so dramatic you perceive it without making a Sense Intention check. And you are ready to punish. The triggering creature must be within your reach. Before you attack, you may Step, or Stride, or use another movement type you possess, to move up to 10 feet, as long as when you stop moving you can reach the triggering creature. The triggering creature cannot use any actions because it is still recovering from one. Choose one of the following:

**Critical Hit Counterattack** Make one melee, or ranged Strike on the triggering creature. For this attack, the triggering creature is flat-footed. If it hits, regardless of the attack roll's result, resolve it as a critical hit. This attack does not incur a multiple attack penalty because it occurs outside of your turn.

**Under Pressure** You move a foot or two into the enemy's space\* before it can regain its balance, or "put it under pressure" as destroyers say. While under pressure, the triggering creature:

- Incurs a circumstance penalty, equal to the multiple attack penalty reduction you have while using Destroyer Stance, to its second, third, or subsequent attack of the turn against you. For example, at 1st level, the multiple attack penalty for your second, and third attack, or subsequent attack is reduced by 2. So, the circumstance penalty for the second, and third, or subsequent attack of the turn the target makes on you would be increased by 2.
- Is flat-footed.

A creature may escape the Under Pressure condition by moving beyond your reach.

\* When resolving any situation, the destroyer is not considered in the space of a creature it has under pressure.

## SLIDING BLOCK

DESTROYER

**Triggers** A creature targets, hits, or misses you with a physical melee attack.

**Requirements** You are wielding a limitless longsword.

You thrust your sword's handle up and out at just the right moment, catching the incoming attack on the inverted blade, diverting it, and throwing the attacker off-balance. You gain a +2 circumstance bonus to AC. The bonus applies to your AC when you're determining the outcome of the triggering attack.

If the attack misses, or was already a miss, add your proficiency rank in Destroyer Style to your AC. If this makes the attack roll a critical fail, consider it one, and it triggers abilities that require an enemy to critically miss you with a melee attack, such as Fumbler's Gift.

You can use Sliding Block while using Weave Blade, Weave Blade pausing for an instant then resuming, and their bonuses to AC do not combine.

## SIGNATURE WEAPONS

Signature Weapons	Price	Damage	Range	Bulk	Hands	Group	Weapon Traits
Limitless longsword	1 sp	1d8 P	—	1	1	Sword	Agile, finesse, versatile S, B
Tajjiki fighting needle	0	1d4 P	20 ft.	L	1	Needle*	Agile, finesse
100 needles	1 sp						
Holster	1 sp						

\* Critical specialization effect for a tajjiki fighting needle is: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

## SIGNATURE WEAPONS

These are types of martial weapons, tailor made for the destroyer's way of fighting, and spellcasting. A destroyer enters play with one set of signature weapons which includes: 1 limitless longsword, and 100 tajjiki fighting needles with holster. For statistics, see the table "Signature Weapons" above.

## Limitless Longsword

This lightweight, one-handed longsword is designed to allow a destroyer to react in the momentary gaps that develop in an opponent's rhythm with whatever type of attack type the situation calls for. Measuring four feet in length, the blade tapers gradually from a thick base to a razor thin tip. The base and bottom third are used for blocking, and punching out to inflict blunt damage. The top thirds are used for slashing, and piercing.

## Tajjiki Fighting Needle

This sturdy, 6-inch needle is weighted for use as both melee, and throwing weapon. It is also the sole, crucially-important, material component in casting tajjiki spells.

It is sold with a holster that holds 100 needles.

## Unseeable Needle

The holster is designed with adjustable straps so you can wrap it around the forearm or thigh, convenient for drawing needles, and concealing under clothing. When wearing the holster in those ways you gain the Unseeable Needle action.

## UNSEEABLE NEEDLE

DESTROYER

**Requirements** tajjiki needle holster worn on the thigh or forearm

You draw needles as a Free action.

## SIGNATURE WEAPONS IN A CAMPAIGN SETTING

Although signature weapons are unique, they are not rare. In a campaign setting with destroyers, there is a long history of their activities in that setting.

Destroyers are renown defenders of justice, and enemies of evil. Blacksmiths everywhere craft their weapons to keep the heroes supplied with fresh armaments. As well as to sell as novelties to collectors, or any other reason one would request one.

In such a setting, signature weapons should be as available as other martial weapons.

## ALIGNMENT AND OATH

Bahaurang only trains candidates with a good alignment. A destroyer must start play with one of those alignments. When you completed your basic training, you had to swear an oath to use your skills to make the world a better place.

## Bahaurang's Wrath

After the start of play, you may change your alignment to other than good. However, doing evil deeds invites a risk of being punished for violating your oath to Bahaurang.

## Killing Good Creatures

Whenever you kill a creature with a good alignment, you gain a number of Notice Points based on its level:

- **Less than your level** 1 point
- **Same level** 2 points
- **Greater than your level** 2 points + 1 point for every level higher than yours.

When you have gained 10 Notice Points, the GM makes a secret DC 15 flat check to see if Bahaurang has noticed. If Bahaurang takes notice of your evil deeds, you make a Will save DC 45.

**Success** Bahaurang is heard in your head. It scolds you for breaking the oath, advises you return to the path of good, and you lose the ability to use Destroyer Stance, and to Cast tajjiki spells, for a number of days equal to the total number of levels of the good creatures killed.

**Failure** In addition to the effects listed above, you are paralyzed for 1d6+6 rounds.

## Tainted Destroyer

If you continue to pursue a life of evil after the first time Bahaurang takes notice, the next time it takes notice, you automatically gain the status, Tainted Destroyer, and permanently lose the ability to use Destroyer Stance, and to Cast tajjiki spells.

However, through sheer will you are able to gain access to them. Tainted Destroyer status gives you the following:

- The Destroyer Stance's +2 status bonus to Will saves against effects with the Mental trait increases to +4.
- You can only use Destroyer Stance for 1 minute. Then you are fatigued for 1 minute during which you cannot use Destroyer Stance.
- You require 30 minutes to Refocus to gain 1 Focus Point.
- Against a destroyer with Bahaurang's Enforcer status, you lose your fumbleproof ability making you susceptible to any of its abilities that are triggered by your critical misses.
- Evil Creature Lore Specialist functions as described for recalling knowledge about good creatures instead.

## Renewing Your Oath

An evil destroyer can regain Bahaurang's favor by changing to a good alignment, reswearing its oath, and proving its sincerity by killing evil creatures whose total levels equal the total levels of good creatures killed. This alleviates Tainted Destroyer status.

## Bahaurang's Enforcer

When a good-aligned destroyer faces a tainted destroyer in combat, it receives the following benefits from Bahaurang:

- Guardian taijiki field status bonus to AC increases to +4.
- Proficiency ranks in taijiki spells and taijiki spell DCs increases 2 ranks. If your proficiency ranks are master, their modifier is +10 instead of +6.
- The multiple attack penalty reduction you gain from using Destroyer Stance is doubled, and the reduction can result in a bonus. If it results in a bonus, your initial attack also receives the highest of these bonuses.

## TAIJKI SPELLS

You were taught how to use taijiki to cast spells that give you extraordinary abilities, and your enemies bizarre, and crippling conditions. Taijiki spells are a type of focus spell. Focus spells cost 1 Focus Point to cast, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to do taijikigong, a meditation that generates an abundance of taijiki.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. You can't cast a focus spell if its minimum level is greater than half your level rounded up, even if you somehow gain access to it. Focus spells don't require spell slots, and you can't cast them using spell slots.

Taking destroyer feats gives you focus spells, and increases the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. You are trained in taijiki spell DCs. The ability for your taijiki spells is Wisdom. See the "Focus Spells" section in Chapter 7 of the *Pathfinder Second Edition Core Rulebook* for the full rules for focus spells.

## Casting Taijiki Spells on Another Creature

With the exception of *claws of the bebelith*, and *taijiki healing*, all taijiki spells that target another creature require a destroyer to make a melee, or ranged Strike with a taijiki fighting needle opposed by the target creature's AC. You may make Feint attempts, and use any abilities that modify your Strikes just as when you make a normal melee, or ranged Strike unless the ability's entry states otherwise.

A successful hit means you have connected with the target's taijiki flow, forcing it to save (if the spell allows) or fall prey to the spell's effects. A save attempt is opposed by your taijiki spell DC (10 + Wisdom modifier + proficiency bonus + other bonuses).

## Casting Taijiki Spells on Multiple Creatures

A taijiki spell that targets multiple creatures requires a destroyer to use Two- and Three-action activities to make melee, or ranged Strikes with different taijiki needles on each target opposed by each target's AC, and the multiple attack penalty for performing multiple Strike actions in the same turn applies as normal. To make Feint attempts while casting these spells, a destroyer must use Quick Feint. For more info, see the "Quick Feint" entry on page 4.

## Accessing a Creature's Taijiki Flow

A destroyer can always find a place on any creature to gain access to its taijiki flow (tear ducts, ear canals, armpits, tiny crevices between scales or armor plates, and so on).

If the target of a taijiki spell is immune to piercing damage, or its resistance to piercing damage reduces the needle damage to zero, the needle still enters its body making it subject to the spell.

## MARK OF THE DESTROYER

You can manifest a glowing, taijiki eye. An awe-inspiring display of your control over the mysterious life force. No means can emulate this feat; it is irrefutable proof that you are a destroyer. You gain the Mark of the Destroyer action.

## MARK OF THE DESTROYER

### DESTROYER

**Requirements** You are not unconscious, or dead.

You manifest an eye of taijiki. It does not require concentration to maintain. You may dismiss it at will. If you fall unconscious, or die, it ends immediately. The eye's glow sheds bright light in a 5-foot area in the direction you are looking. Your alignment determines the color of the glow. Once chosen, it cannot be changed. If you have changed alignment, you choose from the options for your new alignment then cannot change it. Good destroyers may choose: amber, light blue, or violet. Evil destroyers may choose: red, neon green, or orange. Neutral destroyers may choose: white, gray, or gold.

## MARK OF THE DESTROYER AND ENCOUNTERS

At GM's discretion, manifesting the eye can affect the attitude of others in both social, and combat encounters. A good-aligned destroyer may be able to shift the attitude of strangers to friendly, who then offer assistance once they realize he is one of the renown do-gooders. An evil-aligned destroyer might inspire (or intimidate) monsters into working with it. Have fun with it!

## EVIL CREATURE LORE SPECIALIST

Destroyers devote as much time to researching their targets as they do to their martial arts training. You gain the Evil Creature Lore Specialist feat.

## EVIL CREATURE LORE SPECIALIST

### DESTROYER

You gain a +2 circumstance bonus to any Recall Knowledge checks about a creature with an evil alignment, and its affiliations with evil individuals and groups of note.

In addition, you treat critical failures as failures.

In addition, you may retry a check a number of times equal to half your proficiency rank in Destroyer Style.

## DESTROYER FEATS

At 1st level, then every even-numbered level thereafter, you gain a destroyer class feat. Destroyer feats are presented beginning on page 8.

## SKILL FEATS

At 2nd level, and every 2 levels thereafter, you gain a skill feat. Skill feats have the Skill trait. You must be trained, or better in the corresponding skill to select a skill feat. To learn what skill feats you can select, see the "Skill Feats" section in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*.

## DENY ADVANTAGE

As someone who takes advantage of others' defenses, you are careful not to leave such openings yourself. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

## 2ND

## 3RD

**GENERAL FEATS****3RD**

At 3rd level, and every 4 levels thereafter, you gain a general feat. See “General Feats” in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*.

**SKILL INCREASES****3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you’re untrained in, or to increase your proficiency rank in one skill in which you’re already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you’re already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you’re already a master.

**EXPERT DESTROYER****5TH**

Diligent training has given you better grasp of your fighting techniques. Your proficiency ranks in Destroyer Style and destroyer DC increases to expert.

In addition, when using Destroyer Stance, the multiple attack penalty is -2 (-1 with an agile weapon) on your second attack of the turn instead of -3, and -7 (-5 with an agile weapon) on your third or subsequent attack of the turn instead of -8.

**ABILITY BOOSTS****5TH**

At 5th level, and every 5 levels thereafter, boost four different ability scores. You can use these boosts to increase ability scores above 18. Boosting an ability score increases it by 1 if it’s already 18 or above, or by 2 if it starts out below 18.

**ANCESTRY FEATS****5TH**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level, and every 4 levels thereafter. For a list of ancestry feats available to you, see your ancestry’s entry in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

**ADAMANTINE MIND AND SOUL****7TH**

Your constant use of Destroyer Stance has strengthened both your will, and life force. Your proficiency ranks in Will and Fortitude saves increases to master. When you roll successes at Will and Fortitude saves, you get critical successes instead.

**MASTER OF PERCEPTION****7TH**

Learning to pay attention to subtle details in combat has sharpened your senses overall. Your proficiency rank in Perception increases to master.

**WEAPON SPECIALIZATION****7TH**

You’ve learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you’re a master, and to 4 if you’re legendary.

**MASTER DESTROYER****9TH**

You fully understand the finer points of Destroyer Style elevating your fighting ability to new heights. Your proficiency ranks in Destroyer Style and destroyer class DC increases to master.

In addition, while using Destroyer Stance, the multiple attack penalty is -1 (0 with an agile weapon) on your second attack of the turn instead of -2, and -6 (-4 with an agile weapon) on your third or subsequent attack of the turn instead of -7.

**SPELLCASTING EXPERTISE****9TH**

Dedicated study of the nature of taijiki has provided deeper insight into using it to cast spells. Your proficiency ranks in taijiki spells and taijiki spell DCs increases to expert.

**UNARMORED DEFENSE EXPERTISE****11TH**

You lean, turn, and twist avoiding harm. Your proficiency rank in unarmored defense increases to expert.

**LOOSED AND POISED****11TH**

Staying relaxed and ready to explode in any direction when an opening presents itself has improved your overall reflexes. Your proficiency rank in Reflex saves increases to expert.

**SIGNATURE WEAPONS MASTERY****13TH**

You fully understand your weapons. Your proficiency rank in signature weapons increases to master.

**LEGENDARY DESTROYER****15TH**

You can discern how an enemy will act in combat, just by reading its body language with such accuracy, it seems to others you are reading his mind. Your proficiency ranks in Destroyer Style and destroyer class DC increases to legendary.

**GREATER WEAPON SPECIALIZATION****15TH**

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you’re an expert, 6 if you’re a master, and 8 if you’re legendary.

**LEGENDARY PERCEPTION****15TH**

Diligent training of your mind to notice the subtlest details in combat has sharpened your senses to an astounding level. Your proficiency rank in Perception increases to legendary.

**UNARMORED DEFENSE MASTERY****17TH**

You dissolve away from your enemies attacks as though you are made of air. Your proficiency rank in unarmored defense increases to master.

**SPELLCASTING MASTERY****17TH**

Endless studies on the nature of taijiki has given you perfect understanding of the mysterious force. Your proficiency ranks in taijiki spells and taijiki spell DCs increases to master.

**CHANGED BY THE WAY****19TH**

Your willingness to push yourself to ever new heights of skill has had a profound effect on your combat prowess. Permanently, your multiple attack penalty is -6 (-4 with an agile weapon) on your third attack or subsequent attack of the turn instead of -10.

While you using Destroyer Stance, your multiple attack penalty is -2 (0 with an agile weapon) on your third or subsequent attack of the turn instead of -6.

# DESTROYER FEATS

At each level that you gain a destroyer feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

## 1ST LEVEL

### ATTACK OF OPPORTUNITY FEAT 1

#### DESTROYER

**Triggers** A creature within your reach uses a Manipulate action, or a Move action, makes a ranged attack, or leaves a square during a Move action it's using.

**Requirements** You are using Destroyer Stance.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit, and the trigger was a Manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

**Special** If you have Whipping Strike, and you are wielding a taijiki fighting needle when this triggers, you can make a ranged Strike instead.

### DISTRESSING STRIKE FEAT 1

#### DESTROYER

**Prerequisites** taijiki spells

You cause uneasiness in a creature's spirit making it difficult to concentrate and perform acts. You gain the *distressing strike* taijiki spell (page 21). Increase the number of Focus Points in your focus pool by 1.

### EXPLODE FROM THE LINE FEAT 1

#### DESTROYER

**Requirements** You are using Destroyer Stance.

You sense the encounter escalating to battle. You gain a +2 status bonus to initiative rolls.

**Special** At 15th level in destroyer, the bonus increases to +4.

### IMMEDIATE WEAVING FEAT 1

#### DESTROYER

**Triggers** An enemy hits, or targets you with a melee, or ranged attack.

**Requirements** You are using Destroyer Stance.

You can begin weaving your sword in defense just as you would take a blow. You immediately use the Weave Sword action gaining its +2 item bonus to AC. The item bonus applies to your AC when you're determining the outcome of the triggering attack.

### WHIPPING STRIKE FEAT 1

#### DESTROYER

**Requirements** You are wielding a taijiki fighting needle.

You make melee, and ranged attacks with taijiki fighting needles in the same way, so its impossible for enemies to know which it is before it's too late to react. Ranged Strikes you make with taijiki fighting needles in melee, including Casting taijiki spells, do not trigger Attacks of Opportunity.

In addition, you can make ranged Attacks of Opportunity with taijiki fighting needles, and gain a 5-foot threat range.

## 2ND LEVEL

### GUARDED FEAT 2

#### DESTROYER

**Triggers** A creature targets you with an Attack of Opportunity.

**Requirements** You are using Destroyer Stance.

You sense an enemy about to lash out when you leave an opening. It must make a Deception check opposed by your Sense Intention DC.

**Success** The creature can make an Attack of Opportunity.

**Failure** The creature cannot make an Attack of Opportunity, and the reaction is wasted.

### LONG DISTANCE NEEDLER FEAT 2

#### DESTROYER

**Requirements** You are using Destroyer Stance.

You rotate your hips a split second before you throw a taijiki fighting needle, sending it farther than normal. Your range with taijiki fighting needles increases +10 feet.

### MOMENTUM MASTER FEAT 2

#### DESTROYER

**Requirements** You are using Destroyer Stance.

You finish your attacks with a mighty snap. Increase your damage with a limitless longsword from 1d8 to 1d10, and from 1d4 to 1d6 with a taijiki fighting needle, and one die step up with all other melee, and throwing weapons.

### NO REST FEAT 2

#### DESTROYER

**Triggers** An enemy you have under pressure, uses a Move action to leave a square within your reach.

**Requirements** You are using Destroyer Stance.

You keep pace with a retreating enemy. Each round you gain a reaction that can be used only to perform No Rest.

Stride up to your Speed, following the creature, and keeping it in reach throughout its movement until it stops moving. You can use No Rest to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type. At the end of your movement, if the creature is within reach, it is still considered under pressure.

### QUICK SHIFT FEAT 2

#### DESTROYER

In an instant, you enter Destroyer Stance. You may use Quick Shift after being hit by an attack, and the +2 status bonus to AC from your guardian taijiki field applies to your AC when determining the outcome of the attack.

### SURFACE VISIT FEAT 2

#### DESTROYER

You relinquish control to your intelligence mind for a moment in order to do something that requires it. Until the end of this turn, while using Destroyer Stance you can use actions with the Concentrate and Mental trait that don't have the Destroyer trait.

## DESTROYER FEATS

If you need to look up a destroyer feat by type instead of by level, use these tables. Bahaurang's Helping Hand enhances both your fighting and spellcasting abilities, so it appears on the tables "Advanced Destroyer Style Fighting Techniques" and "Tajjiki Spells".

### ADVANCED DESTROYER STYLE FIGHTING TECHNIQUES

These destroyer feats give you advanced, destroyer style, fighting techniques.

Feat	Level	(continued from previous column)	
4 Ounces	10	Painful Weaving	8
Advanced Tajjigong	18	Punching Block	16
Another Simple Lesson	14	Punish the Pretender	4
Attack of Opportunity	1	Punish the Reactor	10
Bahaurang's Helping Hand	14	Quickshift	2
Close Shave Adjustment	10	Run Through	18
Combat Reflexes	8	Sadistic Striker	6
Dashing Punisher	4	Secret in the Sword	10
Defensive Lean	4	Simple Lesson	12
Destroy the Ghost	6	Slinging Fumble	4
Destroyers' Two	8	Spontaneous Destruction	8
Driven Vanquisher	6	Surface Visit	2
Ego Shattering Blow	18	Thought-no-Thought	4
Eidetic Spellcasting	8	Three-Armed Destroyer	8
Enlightened Reflex	4	Thwart Intention	18
Explode the Line	1	Thwarting Strike	20
Fall on Blade	20	Torture Needle	12
Fangbreaker	16	Warding Block	6
Fast Block	8	Warn Allies	2
Feint-then-Touch	16	Weave Needle	4
Guarded	2	Wide Shot Fumble	10
Guardian Trick	8		
Harpoon Needle	6		
Haywire	18		
Immediate Readiness	14		
Immediate Weaving	1		
Intermediate Tajjigong	12		
Long Distance Needler	2		
Lurch	16		
Master of Opportunity	6		
Maximum Pain	10		
Momentum Master	2		
Move of Opportunity	10		
Needle of Agony	8		

### UNDER PRESSURE EFFECTS

These destroyer feats modify the Under Pressure condition.

Feat	Level
Adhering Hands	10
Coiling Hands	16
Eyes on Me	6
Fumbler's Demise	18
Fumbler's Peril	12
No Rest	2
Trapping Leg	6
Uncritical	14
Untouchable	14

### TAJJIKI SPELLS

These destroyer feats give you tajjiki spells.

Feat	Level
Allergic Reaction	4
Always Aware	8
Bahaurang's Helping Hand	14
Claws of the Bebelith	18
Collect Dunjiki	4
Counter Manifestation	16
Distressing Strike	1
Heal Sword	4
Inescapable Vanquisher	12
Inversion Strike	20
Patience or Pain	8
Phase Trap	20
Proximity Pain	6
Resist Manifestation	12
Return Fire	16
Shared Fate	8
Snapback	6
Tajjiki Healing	2
Tajjiki Sight	10
Tajjiki Transfer	14
The Twitches	10
Titan's Longsword	12
Unsteady	2

## TAIJKI HEALING

FEAT 2

DESTROYER

**Prerequisites** taijiki spells

You channel taijiki to heal yourself or another creature. You gain the *taijiki healing* taijiki spell (page 23). Increase the number of Focus Points in your focus pool by 1.

## UNSTEADY

FEAT 2

DESTROYER

**Prerequisites** taijiki spells

You attack a creature's equilibrium ruining its balance. You gain the *unsteady* taijiki spell (page 24).

## WARN ALLIES

FEAT 2

DESTROYER

**Triggers** An ally is hit by an attack, or a spell by an enemy you can see, and a +2 circumstance bonus to its AC, or to its save, would turn a critical hit, or critical success into a normal hit, or normal success, or a normal hit, or normal success into a miss, or failure.

**Requirements** You are using Destroyer Stance.

Your incredible senses pick up on cues that an enemy is about to attack your ally. You shout a warning.

All allies within 60 feet that this applies to, gain a +2 circumstance bonus to either their AC, or save against the triggering attack, or spell.

**Special** At 15th level in destroyer, the bonus increases to +4.

## 4TH LEVEL

## ALLERGIC REACTION

FEAT 4

DESTROYER

**Prerequisites** taijiki spells

You alter a creature's physiology giving it a crippling allergy to you, or an ally. You gain the *allergic reaction* taijiki spell (page 21). Increase the number of Focus Points in your focus pool by 1.

## COLLECT DUNJIKI

FEAT 4

DESTROYER

**Prerequisites** taijiki spells

You siphon the dunjiki ("life force of the departed") out of a creature on the brink of death. You gain the *collect dunjiki* taijiki spell (page 21). Increase the number of Focus Points in your focus pool by 1.

## DASHING PUNISHER

FEAT 4

DESTROYER

**Prerequisites** You can use Fumbler's Gift.

You can move farther to reach a foe that triggers your Fumbler's Gift ability. Increase the distance you can move to bring the triggering creature within your reach +10 feet.

## DEFENSIVE LEAN

FEAT 4

DESTROYER

**Triggers** A creature targets, or hits you with a melee, or ranged attack.

**Requirements** You are using Destroyer Stance.

You can lean at the right time throwing off your enemy's aim. The triggering creature makes a Deception check opposed by your Sense Intention DC.

**Success** The target is unaffected.

**Failure** You gain a +2 circumstance bonus to your AC against all attacks the target creature makes on you until the end of its turn. In addition, if the creature is helping to flank you, neither it nor the other flanking creatures get the +2 flanking bonus to attacks.

**Critical Failure** You gain a +4 circumstance bonus to your AC instead of +2 against all attacks the target makes on you until the end of its turn.

**Special** You may activate Defensive Lean, and Immediate Weaving at the same time, using the same reaction.

## ENLIGHTENED REFLEX

FEAT 4

DESTROYER

**Triggers** A creature uses an action on you that requires a Reflex save.

**Requirements** You are using Destroyer Stance.

Your heightened senses detect a foe is up to something, and you're ready. Before you make a Reflex save, make a Sense Intention check opposed by the triggering creature's Deception DC.

**Critical Success** You gain a +4 circumstance bonus to your Reflex save against the triggering action.

**Success** You gain a +2 circumstance bonus to your Reflex save against the triggering action.

**Failure** Roll your Reflex save as normal.

## HEAL SWORD

FEAT 4

DESTROYER

**Prerequisites** taijiki spells

You use taijiki to restore your damaged weapon. You gain the *heal sword* taijiki spell (page 22). Increase the number of Focus Points in your focus pool by 1.

## PUNISH THE PRETENDER

FEAT 4

DESTROYER

**Triggers** A creature fails a Feint attempt against you.

**Requirements** You are using Destroyer Stance.

You take offense to the enemy trying to fool your senses, and teach him a lesson. If the Feint check was a:

**Failure** Make a melee, or ranged Strike on the creature. Add the amount by which the triggering creature failed its Feint attempt, as a circumstance bonus, to your attack and damage rolls. For this attack, the triggering creature is flat-footed. This attack does not incur a multiple attack penalty because it occurs outside of your turn.

**Critical Failure** In addition to the failure effects, the triggering creature is flat-footed against all your attacks until the end of your next turn.

## SAMPLE DESTROYER

## DESTRUCTIVE URGE

*Your personal mission is to seek and destroy evil in the swiftest, and most sadistic ways possible.*

## ABILITY SCORES

Prioritize Wisdom. Dexterity increases accuracy, and damage of both your melee, and ranged attacks. Dexterity and Constitution improve your physical defenses. Charisma empowers your Feint checks.

## SKILLS

Athletics, Intimidation

## STARTING FEATS

Immediate Weaving (1st)

## HIGHER-LEVEL FEATS

At 8th and 10th levels, it's a good idea to take Spontaneous Destruction, and Eidetic Spellcasting because these feats give you slots that you can use to take fighting techniques, and spells you don't know in the moment you need them.

Momentum Master (2nd), Thought-no-Thought (4th), Harpoon Needle (6th), Sadistic Striker (6th), Three-armed Destroyer (8th), Maximum Pain (10th), Needle of Agony (12th), Bahaurang's Helping Hand (14th), Feint-then-Touch (16th), Ego Shattering Blow (18th), Fall on Blade (20th), Inversion Strike (20th)

## SLINGING FUMBLE

FEAT 4

## DESTROYER

**Triggers** A creature critically misses you with a physical melee attack with a weapon it is holding.

**Requirements** You are using Destroyer Stance.

The enemy mistimes its attack, smashing its limb painfully against the business end of your weapon, and possibly loses grip on its weapon. The triggering creature makes a Reflex save opposed by your destroyer class DC.

**Success** Roll damage for the weapon the triggering creature smashed into (the weapon you're wielding; if more than one, you choose) as though you hit with an attack.

**Failure** In addition to taking damage, the triggering creature slings its weapon in a line, in the direction you choose, 5 feet, plus 5 feet x your proficiency rank in Destroyer Style.

**Special** You can use Slinging Fumble, and Wide Shot Fumble against the same critical miss.

## THOUGHT-NO-THOUGHT

FEAT 4

## DESTROYER MENTAL

**Requirements** You are using Destroyer Stance.

You focus your will even further, making it an impenetrable barrier to mental assault. In the round you use Thought-no-Thought, you become immune to any effect with the Mental trait that targets you, and any effect currently affecting you immediately ends.

This lasts until the end of the round.

## WEAVE NEEDLE

FEAT 4

## DESTROYER

**Prerequisites** Weave Sword

**Triggers** You are using Weave Sword.

**Requirements** You are wielding a taijiki fighting needle in your other hand.

Blade and needle weave separate patterns, each filling the gaps left by the other, creating a multi-layered pattern of defense. The item bonus of your Weave Sword technique is +3, instead of +2.

**Special** Weave Needle makes Sliding Block's circumstance bonus to AC +3, instead of +2.

## 6TH LEVEL

## DESTROY THE GHOST

FEAT 6

## DESTROYER

**Requirements** You are using Destroyer Stance.

Your life force flows into your attacks, giving them the power to injure incorporeal beings. Your attacks gain the effects of the *ghost touch* property rune. See the Weapon Property Runes section of "Chapter 11: Crafting and Treasure" of the *Pathfinder Second Edition Core Rulebook*.

Incorporeal beings cannot touch, hold, or wield your weapons because the effect extends from your being.

## DRIVEN VANQUISHER

FEAT 6

## DESTROYER

**Requirements** You are using Destroyer Stance.

Your acute senses always find a path to the enemy. While using Destroyer Stance, you ignore Difficult Terrain, and treat Greater Difficult Terrain as Difficult Terrain.



## EYES ON ME

FEAT 6

DESTROYER

**Prerequisites** Attack of Opportunity

**Requirements** You have a creature under pressure.

When you apply pressure to foes, you are close enough to attack gaps normally too small to catch. When a creature you have under pressure makes an attack on a creature other than you, it triggers an Attack of Opportunity from you.

Alternatively, it can accept a -4 circumstance penalty to those attack, and damage rolls to prevent triggering an Attack of Opportunity from you.

## HARPOON NEEDLE

FEAT 6

DESTROYER

**Requirements** You are wielding a tajjiki fighting needle.

Before driving a needle into a creature, you use a tiny bit of tajjiki to reshape it into a little harpoon. When you perform a Strike with a tajjiki fighting needle, excluding Casting tajjiki spells, increase the number of actions used to perform it by 1. In addition to any other damage the attack does, it also inflicts 1d4 persistent bleed damage (1d6 with Momentum Master).

In addition, when you use the Needle of Agony, or Torture Needle attacks on a creature, removing the tajjiki fighting needle(s) inflicts 1d4 persistent bleed damage (1d6 with Momentum Master) on the victim creature, per needle removed.

## MASTER OF OPPORTUNITY

FEAT 6

DESTROYER

**Prerequisites** Attack of Opportunity

**Triggers** A creature uses Disarm, Grapple, Shove, or Trip on you.

**Requirements** You are using Destroyer Stance.

When an enemy reaches for you, you strike the offending limb. The triggering creature triggers an Attack of Opportunity from you. If it is a critical hit, the attempt is disrupted, and the action is wasted.

Master of Opportunity is not triggered by attacks that cause one of the triggering actions, such as the fighter's Brutish Shove. Attacks that are followed with one of the triggering actions, do trigger it, such as the fighter's Knockdown.

## PROXIMITY PAIN

FEAT 6

DESTROYER

**Prerequisites** tajjiki spells

You alter creatures so they painfully resonate when near each other. You gain the *proximity pain* tajjiki spell (page 22). Increase the number of Focus Points in your focus pool by 1.

## SADISTIC STRIKER

FEAT 6

DESTROYER

**Requirements** You are using Destroyer Stance.

You attack the weakest spots on your foes. Your first attack, and subsequent attacks that do not have a multiple attack penalty (penalty reduced to 0) of the turn, inflict an additional 1d8 precision damage (1d10 with Momentum Master).

**Special** Whenever you put a creature under pressure. any melee, or ranged attack it makes on you that has a multiple attack penalty, gains a circumstance penalty to damage rolls equal to the die type it rolls for damage. For example, if its attack does 2d4, the penalty is -1d4. Another example is, if its attack does 1d10 + 6, the penalty is -1d10.

## SNAPBACK

FEAT 6

DESTROYER

**Prerequisites** tajjiki spells

Your sword becomes flexible so it can absorb, and return any damage done to it. You gain the *snapback* tajjiki spell (page 23). Increase the number of Focus Points in your focus pool by 1.

## TRAPPING LEG

FEAT 6

DESTROYER

**Triggers** An enemy up to 2 sizes larger than you, you have under pressure, uses a Move action to leave a square adjacent to you.

When a creature you have under pressure attempts to move away from you, you bump, hook, kick, or otherwise interfere. The triggering creature makes a Reflex save opposed by your Sense Intention DC.

**Success** The creature takes its Move action.

**Failure** The creature's Move action is disrupted, and the action is wasted.

**Critical Failure** In addition to the failure effects, the target falls prone.

## WARDING BLOCK

FEAT 6

DESTROYER

**Prerequisites** Sliding Block

**Triggers** A foe makes a physical melee attack on an ally.

**Requirements** You are using Destroyer Stance.

You use your sword to protect your allies. You can use Sliding Block when an attack is made against an ally adjacent to you. Your ally adds Sliding Block's +2 item bonus to its AC, and if the attack misses, also your proficiency rank in Destroyer Style. If the attack roll is lowered to a critical miss, it triggers a Fumbler's Gift reaction from your ally. Your ally can only choose the critical hit counterattack effect unless it has the destroyer Fumbler's Gift class feature.

## 8TH LEVEL

### ALWAYS AWARE

FEAT 8

DESTROYER

**Prerequisites** tajjiki spells

You empower your senses with tajjiki, gaining All Around Vision. You gain the *always aware* tajjiki spell (page 21). Increase the number of Focus Points in your focus pool by 1.

### COMBAT REFLEXES

FEAT 8

DESTROYER

**Prerequisites** Attack of Opportunity

You are particularly swift at punishing foes that leave openings. At the start of each of your turns, when you regain your actions, you gain an additional reaction that can be used only to make an Attack of Opportunity.

### DESTROYERS' TWO

FEAT 8

DESTROYER

**Frequency** once per minute, and not in the same minute you used Three-Armed Destroyer

You increase the tajjiki flow in your body, causing a vibration so intense, there appears to be two of you standing in the same space. Until the end of the round, you gain a +4 circumstance bonus to AC.

Destroyers' Two can be activated when you are hit by an attack, and its bonus to AC applies when resolving the attack.

**EIDETIC SPELLCASTING**  **FEAT 8****DESTROYER**

**Frequency** once per day; at 14th, twice per day if you choose to gain each spell at different times.

You are a taijiki genius. You can visualize the effects of manipulating a creature's taijiki, without physically doing it. As a Free action, even when it's not your turn, you can gain a taijiki spell you do not know. You must meet any requirements called for by the spell as normal.

At the start of the next day, you lose the spell(s).

**Special** At 14th level in destroyer, you can gain two taijiki spells.

**FAST BLOCK** **FEAT 8****DESTROYER**

**Prerequisites** Sliding Block

You can bring your sword into place with hardly a thought. At the start of each of your turns, you gain an additional reaction that you can use only to do Sliding Block.

**GUARDIAN TRICK**  **FEAT 8****DESTROYER**

**Frequency** once used, cannot use again for 1d10 rounds

**Triggers** A creature targets you with a melee, or ranged attack, and is beyond your reach.

You use your control over your taijiki, to get the jump on enemies who attack from a distance. In the moment the attack lands, you eject your guardian taijiki field, which appears as an opaque image of you, to act as a decoy in your space. At the same time, you increase your taijiki flow until your body is so energized, it transmutes into a state of liquid-energy.

The attack automatically fails, and is a critical miss. Meanwhile, you travel in a line towards the triggering creature with lightning speed unimpeded by creatures, obstacles and terrain. Your movement ends in a square adjacent to the triggering creature, or any unoccupied square along that line up to 100 feet.

While using Guardian Trick—even if they somehow realize the near-imperceptible mist flowing across the battlefield is actually you—creatures cannot take any actions in response, even if they readied an action to do so because you pass too fast.

At the end of your movement, you become solid, and the triggering creature's critical miss, triggers applicable reactions from you such as Fumbler's Gift.

Your guardian taijiki field returns to you at the end of the round.

Until the start of the next round, you lose your guardian taijiki field's +2 status bonus to AC, and benefits granted by Greater Guardian, and Supreme Guardian.

**NEEDLE OF AGONY**  **FEAT 8****DESTROYER**

**Requirements** You are wielding a taijiki fighting needle.


You know where to insert needles into a creature to inflict excruciating pain. Make a melee Strike. If the target is immune to piercing damage, or its resistance reduces the damage to zero, it is still affected by the agonizing pain effect.

Regardless of the attack's result, afterwards the target is immune to Needle of Agony for 1 minute.

If you hit, before each action the target takes, it must make a Fortitude save opposed by your destroyer class DC.

**Success** The target fights through the pain, and takes its action.

**Failure** The target is overcome with pain, disrupting the action, and the action is wasted.

**Extract Needle**  **Traits** Manipulate; **Effect** The target, or another creature with a suitable limb can remove the needle, ending the effect immediately. For the target, the Fortitude

save applies to this action too.

When a creature uses the Extract Needle action, it is flat-footed, and triggers Attacks of Opportunity.

**PAINFUL WEAVING** **FEAT 8****DESTROYER**

**Prerequisites** Weave Sword, Weave Needle

**Triggers** An enemy attempts to Disarm, Grapple, Shove, or Trip you.

**Requirements** You are using Weave Sword, and Weave Needle.

When foes reach for you, your blade and needle defend with pain. The triggering creature incurs a -2 circumstance penalty to its Athletics check, and suffers 1d4 persistent bleed damage.

In addition, if the creature's Athletics check is a:

**Failure** In addition to the bleed damage, your sword hits the limb inflicting 1d8 slashing damage (1d10 with Momentum Master).

**Critical Failure** In addition to the failure effects, the target is knocked off-balance, becoming flat-footed until its next turn.

**PATIENCE OR PAIN** **FEAT 8****DESTROYER**

**Prerequisites** taijiki spells

You cause a creature to injure itself when it succeeds on attacks. You gain the *patience or pain* taijiki spell (page 22). Increase your Focus Points by 1 in your focus pool.

**SHARED FATE** **FEAT 8****DESTROYER**

**Prerequisites** taijiki spells

You link the life force of creatures so they share injuries. You gain the *shared fate* spell (page 23). Increase your Focus Points by 1 in your focus pool.

**SPONTANEOUS DESTRUCTION**  **FEAT 8****DESTROYER**

**Frequency** once per day; at 14th, twice per day if you choose to gain each feat at different times.

When a situation demands, you have a talent for coming up with techniques on the fly. As a Free action, even when it's not your turn, you can gain a destroyer feat, excluding taijiki spells, that you do not know. You must meet the requirements for the feat as normal.

At the start of the next day, you lose the feat(s).

**Special** At 14th level in destroyer, you can gain two feats.

**THREE-ARMED DESTROYER**  **FEAT 8****DESTROYER**

**Frequency** once per minute, and not in the same minute you used Destroyers' Two

You increase the taijiki flowing through your body, causing a vibration so intense, your weapon arm blurs appearing to be two arms. Until the end of the round, you gain a +4 circumstance bonus to attack, and damage rolls.

Three-Armed Destroyer can be activated when you miss, or hit with an attack, and its bonus to attack, and damage rolls applies when resolving the attack.

4 OUNCES

FEAT 10

DESTROYER

**Triggers** You succeed with a Feint attempt.

**Requirements** You are using Destroyer Stance.

You can Disarm, Grapple, Shove and Trip enemies with minimal effort, by using their momentum against them. In addition to the target being flat-footed, if your Feint attempt was a:

**Success** If the next attack you make on the target in your current turn is an Athletics check to Disarm, Grapple, Shove, or Trip it, add either the target's Strength, or Dexterity modifier (whichever is highest; if its modifier is zero, add +1) as a circumstance bonus to your check.

**Critical Success** You add both the target's Strength and Dexterity modifiers to your Athletics check.

ADHERING HANDS

FEAT 10

DESTROYER

**Prerequisites** Trapping Leg

**Triggers** A creature you have under pressure, uses a Move action to leave a space adjacent to you, or makes a melee, or ranged attack on you.

With a sensitive touch, you stay adhered to the limbs of your enemies, giving you heightened sense of their intention to escape, or attack you. When you use Trapping Leg on an enemy trying to escape under pressure, you add its Dexterity modifier to your Sense Intention DC.

When an enemy you have under pressure attacks you, add its ability modifier to attack rolls to your AC as a circumstance bonus. This includes Disarm, Grapple, Shove, or Trip actions.

CLOSE SHAVE ADJUSTMENT

FEAT 10

DESTROYER

**Prerequisites** Defensive Lean

**Requirements** You are using Destroyer Stance.

Your unpredictable movement makes it difficult for an enemy to gauge the distance between you. When your melee, or ranged attack misses a creature's AC by 2 or less, it is a hit anyway.

And when a creature's melee, or ranged attack hits your AC by 2 or less, it is a miss.

MAXIMUM PAIN

FEAT 10

DESTROYER

**Frequency** can use on 1 creature, once per round

**Requirements** You are using Destroyer Stance.

You learn your enemy's defense pattern, enabling you to attack at the perfect moment inflicting the most harm possible. Before you make a melee, or ranged Strike on a creature, make a Sense Intention check opposed by the creature's Deception DC.

**Success** Until the end of the round, all your attacks on the target do maximum damage. This includes normal, precision, critical hit, and energy damage.

**Failure** You roll damage as normal.

INTERCEPTING BLADE

*Evil destroys itself when it challenges your elusive and painful defenses, and punishing counterattacks.*

ABILITY SCORES

Prioritize Wisdom. Dexterity improves the accuracy of attacks, and physical defenses.

SKILLS

Diplomacy, Intimidation

STARTING FEATS

Attack of Opportunity (1st), or Whipping Strike (1st)

HIGHER-LEVEL FEATS

At 8th and 10th levels, it's a good idea to take Spontaneous Destruction and Eidetic Spellcasting because these feats give you slots that you can use to take fighting techniques, and spells you don't know in the moment you need them.

Guarded (2nd), Weave Needle (4th), Master of Opportunity (6th), Combat Reflexes (8th), Destroyers' Two (8th), Painful Parry (8th), Move of Opportunity (10th), Close Shave Adjustment(10th), Fumbler's Peril 12th), Uncritical (14th), Fangbreaker (16th), Thwart Intention (18th), Thwarting Strike (20th)

**MOVE OF OPPORTUNITY** **FEAT 10****DESTROYER****Prerequisites** Attack of Opportunity**Triggers** A creature uses a Move action to enter, or leave a space adjacent to you.**Requirements** You are using Destroyer Stance. You must be able to expend an Attack of Opportunity action to use this ability.

When the enemy advances or retreats, you shuffle in, and punch straight out with your sword, sending it away. Make a melee Strike on the triggering creature, adding its Dexterity modifier to your attack, and damage rolls. And the triggering creature's movement ends in a space 10 feet from you that you choose. See the "Forced Movement" section in chapter 9 of the *Pathfinder Second Edition Core Rulebook*.

In addition if your attack is a:

**Normal Hit** The creature is flat-footed until the end of the round.**Critical Hit** The creature is knocked prone.**PUNISH THE REACTOR** **FEAT 10****DESTROYER****Prerequisites** Guarded**Triggers** An enemy triggers Guarded, and you can reach it.**Requirements** You are using Destroyer Stance.

You perceive your enemies' intent to attack, and intercept with your own. Whenever you succeed with Guarded, the target creature triggers an Attack of Opportunity from you. This attack does not count towards your Attack of Opportunity actions for the round.

**SECRET IN THE SWORD****FEAT 10****DESTROYER****Prerequisites** tajiki spells**Requirements** You do not have a Focused Item.

You know how to store a little extra tajiki for when you need it. The next time you do your daily preparations, you channel tajiki into your limitless longsword turning it into a focused item. The 1 Focus Point it contains can be used to cast any tajiki spell you know. See the "Focused Items" section in Chapter 11 of the *Pathfinder Second Edition Core Rulebook*.

**TAJIKI SIGHT****FEAT 10****DESTROYER****Prerequisites** tajiki spells

You grant yourself the ability to see life force. You gain the *tajiki sight* tajiki spell (page 24). Increase the number of Focus Points in your focus pool by 1.

**THE TWITCHES****FEAT 10****DESTROYER****Prerequisites** tajiki spells

You make a creature suffer from violent spasms that impair actions. You gain the *the twitches* tajiki spell (page 24). Increase the number of Focus Points by 1 in your focus pool.

**WIDE SHOT FUMBLE** **FEAT 10****DESTROYER****Triggers** A creature makes a critical miss on you with a melee, attack.**Requirements** You are using Destroyer Stance.

You make your enemy's allies pay for its failure, by redirecting its attack to one of them. If the attack is non-physical, such as a ray, the triggering creature must be within your reach. The triggering creature's attack must have the range to reach the new target. It rolls a new attack roll with all the same bonuses as the original attack, adding your proficiency rank in Destroyer Style as a circumstance bonus to its attack, and damage rolls.

**Special** You can use both Wide Shot Fumble, and Sling Fumble on the same critical fail.**12TH LEVEL****FUMBLER'S PERIL****FEAT 12****DESTROYER****Triggers** A creature triggers your Fumbler's Gift ability.**Requirements** You are using Destroyer Stance.

You've learned to deal two punishments to a fumbling foe in a seamless compound maneuver. You can make a critical hit counterattack, and put it under pressure. You may do these in any order you wish.

**Special** If you have Fumbler's Peril when you use Warding Block, and it lowers the attack to a critical miss, in addition to your ally doing a critical hit counterattack, you can place the triggering creature under pressure.**INESCAPABLE VANQUISHER****FEAT 12****DESTROYER****Prerequisites** tajiki spells

You gain a Fly or Swim speed to pursue enemies wherever they go. You gain the *inescapable vanquisher* tajiki spell (page 2). Increase the number of Focus Points in your focus pool by 1.

**INTERMEDIATE TAJIKIGONG****FEAT 12****DESTROYER****Prerequisites** tajiki spells

Your tajiki meditation is so effective, you can achieve a deep focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

**RESIST MANIFESTATION****FEAT 12****DESTROYER****Prerequisites** tajiki spells

You make it difficult for enemies to Cast spells, and use breath weapons. You gain the *resist manifestation* tajiki spell page (23). Increase the number of Focus Points in your focus pool by 1.

## SEE AS I SEE

## FEAT 12

### DESTROYER

**Prerequisites** taijiki spells; Always Aware, or Taijiki Sight

You can share the effects of the taijiki spells, *always aware* and *taijiki sight*, with creatures you choose that are within 15 feet.

## SIMPLE LESSON

## FEAT 12

### DESTROYER

**Prerequisites** Close Shave Adjustment

**Requirements** 1 or more allies that can see and hear you when you use this ability.

You don't think showing allies, how to lean in to hit an enemy just out of reach, and to lean just out of reach to make an enemy miss, is a violation of your oath. It's really just a simple lesson about using your body. Right? For the duration of the battle, affected allies gain the benefits of the destroyer's feat Close Shave Adjustment.

## TITAN'S LONGSWORD

## FEAT 12

### DESTROYER

**Prerequisites** taijiki spells

You lengthen your sword doubling your reach. You gain the *titan's longsword* taijiki spell (page 24). Increase the number of Focus Points in your focus pool by 1.

## TORTURE NEEDLE

## FEAT 12

### DESTROYER

**Prerequisites** Needle of Agony

**Requirements** You are wielding a taijiki fighting needle.

You are gifted in the art of torture, capable of inflicting more than mere physical pain on foes. When you use Needle of Agony, you add one of the following effects:

- **Seal the Breath** You disrupt the taijiki flow in the target's lungs causing fits of coughing. The target must make a DC 10 flat check before using, or continuing any action that requires breath control, such as holding its breath underwater, Casting spells with verbal components, using breath weapons, and doing performances with the Auditory trait. If the check fails, the action is wasted, spells and breath weapons are expended harmlessly, and performances are critical failures.
- **Sensory Debilitation** You block the taijiki flow to one of the target's senses. The target becomes blinded, deafened, or equivalent condition appropriate for the sense debilitated (GM's discretion).
- **Limb immobilization** You block the taijiki flow to one of your target's limbs. The limb is paralyzed. If the limb is necessary for movement, the target becomes immobilized. If the target has multiple movement types, such as Flying and Swimming, it is still able to move using its other types.

**Extract Needle** **Traits** Manipulate; **Effects** The target, or another creature with a suitable limb can remove the needle. Doing so successfully ends the Needle of Agony effects immediately, and the Torture Needle effects at the end of the round.

When a creature uses the Extract Needle action, it is flat-footed, and triggers Attacks of Opportunity.

## 14TH LEVEL

## ANOTHER SIMPLE LESSON

## FEAT 14

### DESTROYER

**Prerequisites** Momentum Master

**Requirements** You have 1 or more allies that can see and hear you when you use this feat.

Okay, showing your allies how to cut down on extra movement, or how to finish strikes with a snap might be on the borderline of violating your oath. But it doesn't stray over it. Right? For the duration of the battle, each affected ally chooses one of the following:

- Your multiple attack penalty for all melee, and ranged attacks you make is -3 (-2 with an agile weapon) on your second attack of the turn, instead of -5, and -8 (-6 with an agile weapon) on your third, or subsequent attack of the turn, instead of -10. This does not affect you if you have at least 1 level in the destroyer class.
- The die you roll for damage for both physical melee, and thrown attacks increases one die size (1d4 to 1d6, 1d6 to 1d8, and so on). This does not affect you if you already have the destroyer's feat Momentum Master.

## BAHAURANG'S HELPING HAND

## FEAT 14

### DESTROYER

**Prerequisites** good alignment

**Frequency** Once used, you cannot use it again for 1d4 weeks.

**Triggers** An attack would bring you to 0 Hit Points, or you have 0 Focus Points.

Bahaurang has taken interest in your career as a destroyer. So much so that on occasion, it will look in on you, and aid you in combat.

Whenever you kill a creature with an evil alignment, you gain Notice Points. A creature is worth a number of Notice Points based on its level:

- **Less than your level** 1 point
- **Same level** 2 points
- **Greater than your level** 2 points + 1 point for every level higher than yours.

When you earn 10 Notice Points, you can use this at any time in a battle, even when it is not your turn. Choose one of the following:

- Just before an attack that would bring you to 0 Hit Points, you recover 10d4 + 20 Hit Points. If this is enough to prevent the attack from bringing you to 0 Hit Point, you are not unconscious, or dying. In addition, you are immune to all damage types until the start of the next round. Cannot be used against effects with the Death trait, or would leave no remains such as, *disintegrate*.
- 1 temporary Focus Point which must be used to Cast a taijiki spell during the current battle, or it is lost. If the spell normally requires a saving throw, instead it automatically succeeds, and calculate critical effects (if any) as if the target rolled a critical failure for its saving throw.

**Special** You cannot "stack" uses of this feat. When you qualify to use it, you must use it before you can earn more Notice Points.

## SAMPLE DESTROYER

## HAND OF TAIJIKI

*You cast spells that heal, empower, and ruin the flow of taijiki in living beings. Or you can choose to have wujiki, the capability to do all three.*

## ABILITY SCORES

Prioritize Wisdom. Dexterity improves the accuracy of taijiki spell attacks, and physical defenses. Charisma empowers your Feint checks.

## SKILLS

Arcana, Intimidation

## STARTING FEATS

Distressing Strike (1st)

## HIGHER-LEVEL FEATS

At 8th and 10th levels, it's a good idea to take Spontaneous Destruction, and Eidetic Spellcasting because these feats give you slots that you can use to take fighting techniques, and spells you don't know in the moment you need them.

Any combination of taijiki spells based on your purposes (2nd – 20th), Long Distance Needler (2nd), Secret in the Sword (10th), Intermediate Taijigong (12th), See As I See (12th), Bahaurang's Helping Hand (14th), Feint-then-Touch (16th), Advanced Taijigong (18th)

## IMMEDIATE READINESS

## FEAT 14

## DESTROYER

**Frequency** once used, cannot use it again for 1d4 rounds

**Triggers** A creature targets you with a melee, or ranged attack.

**Requirements** You are using Destroyer Stance.

Sometimes, when you observe an enemy, you know exactly what it's going to do, and you can pull off an extraordinary feat of timing. You react as though you had readied an action, and designated the triggering creature's attack as the trigger. For information on Ready actions, see the "Basic Actions" section in Chapter 9 of the *Pathfinder Second Edition Core Rulebook*.

Make a Sense Intention check opposed by the Deception DC of the triggering creature. You may decide the action you will take after you make the Sense Intention check. If the action is a melee, or ranged Strike, unlike a normal Ready action, the attack does not incur a multiple attack penalty.

**Critical Success** You can use two Single actions, or, a Two-action activity. In addition, you reacted so quick, barely any time was consumed. You gain an additional reaction that only can be used before your next turn, or it is lost, and only to do Immediate Readiness, or any of the following: Counter Manifestation; Fangbreaker; Haywire; Lurch; Return Fire; Thwart Intention; Thwarting Strike

You cannot gain a third reaction in this way.

**Success** You can use a Single action.

**Failure** You act normally (if you have a reaction that applies).

## TAIJKI TRANSFER

## FEAT 14

## DESTROYER

**Prerequisites** taijiki spells

You steal the life force from your enemies, and use it to empower yourself and allies. You gain the *taijiki transfer* taijiki spell (page 24). Increase the number of Focus Points in your focus pool by 1.

## UNCRITABLE

## FEAT 14

## DESTROYER

**Triggers** A creature you have under pressure, scores a critical hit on you with a melee, or ranged attack.

**Requirements** You are unarmored.

When you press enemies, you enter from odd angles, making it impossible for them to get the best leverage on attacks. When a creature you have under pressure scores a critical hit on you with a melee, or ranged attack, it is resolved as a normal hit.

## UNTOUCHABLE

## FEAT 14

## DESTROYER

**Triggers** A creature you have under pressure, makes a touch attack on you.

**Requirements** You are unarmored.

When you press enemies, you bob and twist and bend unpredictably making it impossible for them to touch you. When a creature you have under pressure makes a touch attack on you, instead it must make it as a melee, or ranged attack (whichever applies).

## 16TH LEVEL

### COILING HANDS

FEAT 16

#### DESTROYER

**Prerequisites** Trapping Leg, Adhering Hands

**Triggers** An enemy attacks you.

**Requirements** You have a creature under pressure.

You can manipulate a foe you pressure, turning it into the path of attacks from other foes. When a creature hits you with an attack, it makes a DC 10 flat check.

**Success** You are hit.

**Failure** The attack hits the creature you have under pressure.

If the attack has an area of effect that includes your space, and the trapped creature is your size or larger, it provides cover preventing you from taking any damage.

### COUNTER MANIFESTATION

FEAT 16

#### DESTROYER

**Prerequisites** tajjiki spells

**Requirements** You are using Destroyer Stance.

You use your tajjiki to counter a spell or breath weapon. You gain the *counter manifestation* tajjiki spell (page 21). Increase the number of Focus Points in your focus pool by 1.

### FANGBREAKER

FEAT 16

#### DESTROYER

**Frequency** once used, cannot use it for 1d4 rounds

**Triggers** A creature targets you with a physical melee attack.

**Prerequisites** Immediate Readiness

**Requirements** You are wielding a limitless longsword. You are using Destroyer Stance.

Sometimes, when you observe an enemy, you know exactly what it's going to do, and you can pull off an extraordinary feat of timing. You attack your enemy's weapon as it attacks you, as though you readied an action to do so, dealing a devastating blow that can debilitate, or destroy. For information on Ready actions, see the "Basic Actions" section in Chapter 9 of the *Pathfinder Second Edition Core Rulebook*. Unlike a normal Ready action, the attack does not incur a multiple attack penalty.

Make a Sense Intention check opposed by the Deception DC of the triggering creature.

**Success** Make a melee Strike on the triggering creature. For this attack, the creature does not apply any bonuses to its AC from armor, or Dexterity, and you add the modifier to its current attack as a circumstance bonus to your attack roll. If you hit, the triggering creature rolls all physical damage it would have dealt if its attack hit you, and you add it as a circumstance bonus to your damage roll. The triggering creature's weapon takes all the damage. Ignore the weapon's hardness (if any). If the damage equals, or exceeds its Broken Threshold (BT) the weapon is broken. If its hit point are reduced to 0 it is destroyed.

If its a natural weapon, and the damage is less than 1/4 the creature's total, normal Hit Points, it is partially-crippled, and it can only do half damage. If the damage equals, or exceeds 1/4 the creature's total, normal Hit Points, it is fully-crippled, and is no longer usable as a weapon. It can be restored by healing the amount of damage inflicted by any forms of healing.

**Critical Success** In addition, you reacted so quick, barely any time was consumed. You gain an additional reaction that only can be used before your next turn or it is lost, and only to do Fangbreaker or any of the following: Counter Manifestation; Haywire; Immediate Readiness; Lurch; Return Fire; Thwart Intention; Thwarting Strike

You cannot gain a third reaction in this way.

**Failure** You react normally (if you have a reaction that applies).

### FEINT-THEN-TOUCH

FEAT 16

#### DESTROYER

**Prerequisites** tajjiki spells

**Triggers** You succeed on a Feint attempt against an enemy.

**Requirements** You are wielding a tajjiki fighting needle.

You trick a foe into offering you the target of your needle attack. If the next attack in the current turn, is a melee, or ranged Strike with a tajjiki fighting needle, including Casting a tajjiki spell, on the triggering creature, you make it as a touch attack (the needle strike automatically succeeds). The range of this attack is equal to your reach at the time you make it.

### LURCH

FEAT 16

#### DESTROYER

**Prerequisites** Immediate Readiness

**Frequency** once used, cannot use for 1d4 rounds

**Triggers** A creature up to 2 sizes larger than you, that is beyond your reach, attacks you with a physical melee attack.

**Requirements** You are a wielding a limitless longsword. You are using Destroyer Stance.

Sometimes, when you observe an enemy, you know exactly what it's going to do, and you can pull off an extraordinary feat of timing. As the enemy attacks, you drag on its weapon, accelerating its attack, pulling it across the battlefield. (See "Forced Movement" in chapter 9 in *Pathfinder Second Edition Core Rulebook*.)

Make a Sense Intention check opposed by the Deception DC of the triggering creature.

**Success** Regardless of the attack roll's result, it misses, and the target is moved 5 feet, plus 5 feet x your proficiency rank in Destroyer Style.

**Critical Success** At the end of its movement, the triggering creature falls prone.

In addition, you reacted so quick, barely any time was consumed. You gain an additional reaction that only can be used before your next turn or it is lost, and only to do Lurch or any of the following: Counter Manifestation; Fangbreaker; Haywire; Immediate Readiness; Return Fire; Thwart Intention; Thwarting Strike

You cannot gain a third reaction in this way.

**Failure** You fail, and the attack roll is resolved normally.

### PUNCHING BLOCK

FEAT 16

#### DESTROYER

**Triggers** You use Sliding Block against a physical attack, that was already a miss, or it makes it a miss.

**Requirements** Sliding Block. Fast Block. You are wielding a limitless longsword. You are using Destroyer Stance.

When you block a hit, you drive your arm forward slamming your sword into your foe's skull, knocking it silly. The triggering creature takes 1d8 bludgeoning damage (1d10 with Momentum Master). If it's a critical miss, in addition to the damage, the target makes a Will save.

**Failure** Target is dazzled 3, deafened 3, and stupefied 3.

In addition, Feint checks made by the target are critical fails.

**Critical Failure** In addition to the failure effects, the target falls prone.

**RETURN FIRE****FEAT 16****DESTROYER**

**Prerequisites** You can cast taijiki spells. Immediate Readiness.  
**Requirements** You are wielding a limitless longsword. You are using Destroyer Stance.

Sometimes, when you observe an enemy, you know exactly what he's going to do, and you can pull off an extraordinary feat of timing. You energize your longsword with taijiki to swat back ranged attacks. You gain the *return fire* taijiki spell (page 23). Increase the number of Focus Points in your focus pool by 1.

**FUMBLER'S DEMISE****FEAT 18****DESTROYER**

**Triggers** You have a creature under pressure.

When you pressure a foe you constantly vary the length and angle of your steps to outwit its timing. When you make a melee, or ranged Strike on a creature you have under pressure, 6 better than its AC is a critical hit. In addition, that creature scores a critical hit on 14 better than your AC, and a critical fail on 6 lower than your AC.

**HAYWIRE****FEAT 18****DESTROYER**

**Prerequisites** Counter Manifestation

When you succeed with Counter Manifestation, instead of dealing damage to the triggering creature, or item, you can choose one of the following:

- Target emits a 100-foot line, or a 60-foot cone of pure magical energy that deals 1d8 force damage per level of the spell, or per damage die of the breath weapon. The 100-foot line is a ranged attack. Make the attack using your ranged attack bonus(es). The 60-foot cone is an area effect. Targets make a Reflex save opposed by your destroyer DC.
- Target emits a 100-foot line, or a 60-foot cone of positive energy that heals living creatures and harms undead 1d8 per level of the spell, or per damage die of the breath weapon. The 100-foot line is a ranged attack. Make the attack using your ranged attack bonus(es). The 60-foot cone is an area effect. Targets make a Reflex save opposed by your destroyer DC. Allies require no save.
- Triggering creature makes a Fortitude save opposed by your Destroyer DC.  
**Success** Choose to make the target stupefied or enfeebled. The value for both is equal to the spell's level, or the number of damage dice of the breath weapon.  
**Failure** The stupefied or enfeebled value is equal to twice the spell's level, or twice the number of damage dice of the breath weapon.

**RUN THROUGH****FEAT 18****DESTROYER**

**Triggers** An enemy critically fails with a melee, or ranged attack.

**Requirements** You are using Destroyer Stance. You are wielding a limitless longsword.

You make fumbling foes pay a gruesome price. When you hit with a Fumbler's Gift, critical hit counterattack, the triggering creature is automatically impaled on your blade. While impaled a creature is grabbed, drained 4, and takes 1d8 persistent bleed damage. The target creature can attempt (when it can take a Single action to do so) an Escape check opposed by your destroyer class DC to dislodge your sword.

**Success** The target dislodges your sword, removing the grabbed condition. The drained 4 condition and persistent bleed damage continue each round until healed as per normal rules.

At the start of each of your turns, while the creature is impaled, as a Free action, you twist and turn your sword, increasing the drained value by 2, and the persistent bleed damage by an additional 1d8.

**18TH LEVEL****ADVANCED TAIJIKIGONG****FEAT 18****DESTROYER**

**Prerequisites** Intermediate Taijigigong

When you clear your mind, your focus comes flowing back in a powerful rush. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

**CLAWS OF THE BEBELITH****FEAT 18****DESTROYER**

**Prerequisites** taijiki spells

You summon the spirit of a powerful outsider to destroy a creature's defenses. You gain the *claws of the bebelith* taijiki spell (page 21). Increase the number of your Focus Points in your focus pool by 1.

**EGO SHATTERING BLOW** **FEAT 18****DESTROYER**

**Prerequisites** proficiency in Intimidation; Any of the following: Counter Manifestation, Fangbreaker, Haywire, Immediate Readiness, Lurch, Return Fire, Thwart Intention, Thwarting Strike

**Triggers** You succeed with any of the prerequisite feats.

Your unbelievable display of timing has a chance of demoralizing your foe. When you succeed with one of the feats listed above on a creature, make an Intimidation check to Demoralize your foe. For this check, you do not incur the -4 circumstance penalty for the target not being able to hear you.

In addition, your Intimidation check gains a circumstance bonus equal to the amount your Sense Intention check exceeded the target creature's Deception DC when you succeeded with the feat.

Regardless of the result, the target is immune to your Ego Shattering Blow ability for 10 minutes.

**Success** The target gains the under pressure condition for the duration of the battle. You don't need to keep it within your reach. The target cannot attempt to remove the condition.



## THWART INTENTION

FEAT 18

DESTROYER

**Prerequisites** Immediate Readiness

**Frequency** once used, cannot use for 1d4 rounds

**Triggers** A creature you can reach, makes a melee attack on you including Disarm, Grapple, Shove, Trip, and melee spell attacks.

**Requirements** You are in Destroyer Stance.

Sometimes, when you observe an enemy, you know exactly what it's going to do, and you can pull off an extraordinary feat of timing. You jam attacks as they manifest. Make a Sense Intention check opposed by the Deception DC of the triggering creature.

**Success** The attack is negated, and the action is wasted.

**Critical Success** In addition, you reacted so quick, barely any time was consumed. You gain an additional reaction that only can be used before your next turn or it is lost, and only to do Thwart Intention, or any of the following: Counter Manifestation; Fangbreaker; Haywire; Immediate Readiness; Lurch; Return Fire; Thwarting Strike

You cannot gain a third reaction in this way.

## 20TH LEVEL

### FALL ON BLADE

FEAT 20

DESTROYER

**Prerequisites** Fumbler's Gift

**Triggers** An enemy triggers Fumbler's Gift, with a physical, melee attack.

**Requirements** You are using Destroyer Stance.

When an enemy commits a grievous error in timing, you extend your sword at neck level for him to fall on. Instead of making a critical hit counterattack, or placing it under pressure, you attempt to kill it. You may Step, or Stride, or use another movement type you possess, to move up to 10 feet (20 feet with Dashing Punisher) to bring it within reach as long it is within reach at the end of your movement. The target makes a Reflex save opposed by your destroyer class DC. For this save, the triggering creature is considered clumsy with a value equal to its Dexterity ability modifier.

**Success** The target manages to escape death by throwing a limb in the way. The limb is cut off. The target takes 8d6 (8d8 with Momentum Master) persistent bleed damage. If the limb is used for movement, such as a wing, or leg, or fin, there is the possibility it can no longer use that type of movement. (GM's discretion.)

**Failure** The creature's head is severed, and it dies.

### INVERSION STRIKE

FEAT 20

DESTROYER

**Prerequisites** taijiki spells

You warp a creature's taijiki turning its resistances into vulnerabilities. You gain the *inversion strike* taijiki spell (page 22). Increase the number of Focus Points in your focus pool by 1.

### PHASE TRAP

FEAT 20

DESTROYER

**Prerequisites** taijiki spells

You create a sinister, near-inescapable trap for multiple creatures. You gain the *phase trap* taijiki spell (page 22). Increase the number of Focus Points in your focus pool by 1.

## SHATTER THE MASSES

FEAT 20

DESTROYER

**Prerequisites** Ego Shattering Blow

Your unbelievable displays of timing can even Demoralize foes that witness them.

When you use Ego Shattering Blow on a creature, choose 1 additional creature that can see you. Compare your Intimidation check result to the Will DCs of both creatures. If you're an expert in Intimidation, choose up to 3 additional creatures, up to 9 if you're a master, and up to 24 if you're legendary.

## THWARTING STRIKE

FEAT 20

DESTROYER

**Prerequisites** Thwart Intention

**Frequency** once every 1d4 rounds

Sometimes, you can pull off a display of timing that is beyond comprehension. When you succeed with Thwart Intention, the triggering creature rolls the damage it would have dealt to you if it hit, and it automatically takes the damage.

If the Sense Intention check you made for Thwart Intention exceeded the triggering creature's Deception DC by 10 or more, double the damage, even if the attack roll was a critical hit.

In addition, you reacted so quick, barely any time was consumed. You gain an additional reaction that only can be used before your next turn, and only to do Thwarting Strike or any of the following: Counter Manifestation; Fangbreaker; Haywire; Immediate Readiness; Lurch; Return Fire; Thwart Intention

You cannot gain a third reaction in this way.

## TAIJKI SPELLS

All the taijiki spells a destroyer can learn are presented here.

### ALLERGIC REACTION

FOCUS 2

UNCOMMON

TRANSMUTATION

DESTROYER

**Cast** ◆ somatic

**Targets** 1 creature

**Saving Throw** Fortitude; **Duration** 2 rounds

You alter a creature's physiology so it has a crippling allergy to you, or a creature of your choice. Make a melee, or ranged Strike with a taijiki fighting needle. If it hits, roll damage for the attack, and the target makes a Fortitude save.

**Success** The target is unaffected.

**Failure** The target's revulsion to the allergen, forces it to move away.

At the beginning of each of its turns, it moves away from the allergen, until the distance is 5 feet farther than the reach of its longest, melee weapon. This movement is forced and does not trigger Attacks of Opportunity. See "Forced Movement" in chapter 9 in Pathfinder Second Edition Core Rulebook. Whenever it is closer than that, it becomes sickened 2.

**Critical Failure** The target is sickened 4, instead of sickened 2.

**Heightened (6th, 8th, 10th, 12th, 14th, 16th, 18th, 20th)** Each time the spell is heightened, the duration increases by 1 round.

## ALWAYS AWARE

## FOCUS 4

UNCOMMON TRANSMUTATION DESTROYER

**Cast** ◆ somatic

**Targets** You

**Duration** 10 minutes

You boost your senses with tajiki. You gain:

**All Around Vision** You can see in all directions simultaneously, and therefore can't be flanked.

**Special** If you Cast the tajiki spell *tajiki sight* (page 24) while *always aware* is active, the special sight it gives you functions in all directions.

## CLAWS OF BEBELITH

## FOCUS 9

UNCOMMON TRANSMUTATION DESTROYER

**Cast** ◆◆ somatic

**Targets** 1 creature

The soul of a powerful outsider known as a bebelith, appears, possesses the needles stuck in the target, transforms them into the bladed claws it had in life, rips away the victim's armor, then returns to the other side. Make two melee, or ranged Strikes on the same target using two, different tajiki needles. If you hit, roll damage for your needles.

If both Strikes hit, the bebelith appears, and inflicts 4d4+18 negative damage as it rips away the target's armor. If both strikes do not hit, the spell fails. The target makes a Reflex save.

### If the target is wearing armor:

**Success** The target manages to flow with the ripping action preventing its armor from being damaged.

**Failure** The target's armor is damaged as its ripped off, losing the minimum amount of Hit Points to give it the Broken condition.

### If the target has natural armor:

**Success** Large sections are flensed off, reducing the target's AC by an amount equal to your proficiency rank in tajiki spells. Healing the the total damage, restores the AC reduction.

**Failure** During the flensing, the bebelith's claws cut extremely deep opening bleeding gashes in the flesh beneath. The target suffers an additional, 6d4 persistent bleed damage.

## COLLECT DUNJIKI

## FOCUS 2

UNCOMMON NECROMANCY DESTROYER

**Cast** ◆ somatic

**Targets** 1 living creature that has 0 Hit Points

**Saving Throw** Will; **Duration** 1 minute

You siphon the life force out of a creature on the brink of death. Make a melee, or ranged Strike with a tajiki needle. If it hits, roll damage for your needle, and the target makes a Will save.

**Success** The target's dying value increases by 1.

**Failure** The target dies. You gain a +1 status bonus to attack and damage rolls plus one of the following:

- 15 Hit Points
- Your tajiki guardian field's status bonus to AC is +4 instead of +2.

## COUNTER MANIFESTATION

## FOCUS 8

UNCOMMON DESTROYER ATTACK

**Frequency** once cast, you cannot cast it for 1d4 rounds.

**Cast** ↻ somatic

**Targets** 1 creature, or item

You interrupt the Casting of a spell, or the use of a breath weapon, at the right time with a pulse of tajiki causing a devastating backlash. Make a Sense Intention check opposed by the target's Deception DC.

**Success** Make a melee, or ranged Strike using a tajiki fighting needle. If it hits, roll damage for your needle. If the target was Casting a spell it is ruined, the Spell Slot is expended, and the target takes 1d8 force damage per level of the spell. If it's a breath weapon, the attack is ruined, the use is expended, and the target takes 1d8 force damage per damage die rolled for the breath weapon.

The damage is an internal explosion, and cannot be reduced by any means. A target reduced to 0 Hit Points is reduced to fine powder, and is considered destroyed by the spell *disintegrate*.

**Critical Success** In addition, you reacted so quick, barely any time was consumed. You gain an additional reaction that only can be used before your next turn, or it is lost, and only to do Counter Manifestation or one of the following: Fangbreaker; Haywire; Immediate Readiness; Lurch; Return Fire; Thwart Intention; Thwarting Strike  
You cannot gain a third reaction in this way.

## DISTRESSING STRIKE

## FOCUS 1

UNCOMMON NECROMANCY DESTROYER

**Cast** ◆ somatic

**Targets** 1 creature

**Saving Throw** Will; **Duration** 1 minute

You diminish the tajiki flowing to a creature's brain making it difficult to concentrate, and perform acts. Make a melee, or ranged Strike with a tajiki needle. If you hit, roll damage for your needle, and the target makes a Will save.

**Success** The target is unaffected.

**Failure** Either, the target incurs a -2 status penalty to its proficiency ranks in one of the following:

- All Armor types and Unarmored Defense
- All Weapon types
- Proficiency ranks in spells and spell DCs

or, a -6 status penalty to Perception- and Deception-based checks

**Critical Failure** The target gains a -4 status penalty to proficiency ranks (Untrained max (0 bonus)). Or, -8 status penalty to all Perception- and Deception-based checks.

**Heightened [10th] DISTRESSING AURA:** The affected creature emanates a 15-foot aura. Any enemy in the aura makes a Will save.

**Failure** Any enemies that fail suffer the effects listed under "failure" in the spell's entry.

**Critical Failure** Any enemies that critically fail suffer the effects listed under "critical failure" in the spell's entry.

After making the save, the target does not make another save as long as it stays in the aura's range. If it moves out of and back into the area, it must make the save again.

## HEAL SWORD

## FOCUS 2

UNCOMMON TRANSMUTATION DESTROYER

Cast  $\blacklozenge\blacklozenge$  somatic

You channel tajiki into your damaged longsword forging it anew. This removes the Destroyed, and Broken conditions.

In addition, until the start of the next round, the restored, limitless longsword becomes immune to all forms of damage.

## INESCAPABLE VANQUISHER

## FOCUS 6

UNCOMMON TRANSMUTATION DESTROYER

Cast  $\blacklozenge$  somatic

Duration 1 minute

Your tajiki-charged mind shatters the illusion of physical limitations. You gain a Fly and a Swim speed equal to your Land speed. You may end the spell at will. If you are flying when the spell ends, you start to fall but the effect endures to the last moment, so you take no damage from the fall, and land standing up. If you are swimming when the spell ends, you rise to the surface, the spell ending at the last moment.

**Heightened [16th]** You also gain a Burrow speed. If you are burrowing when the spell ends, you rise to the surface, the spell ending at the last moment.

## INVERSION STRIKE

## FOCUS 10

UNCOMMON DESTROYER TRANSMUTATION

Cast  $\blacklozenge$  somatic

Targets 1 creature

**Saving Throw** Fortitude; **Duration** number of rounds equal to your proficiency rank in tajiki spells

You warp a creature's physiology turning its resistances into vulnerabilities. Make a melee, or ranged Strike using a tajiki fighting needle. If it hits, roll damage, and the target makes a Fortitude save.

**Success** For the duration of the spell, the target loses all resistances to physical, and energy damage, and regeneration.

**Failure** In addition to losing its resistances, and regeneration, for the duration of the spell, the target gains all that apply:

- **Damage Acceptance** When the target is hit by an attack type in which it had resistance to, it takes an additional amount of damage equal to that resistance.
- **Degeneration** When a target that had regeneration has Hit Point loss, each round at the beginning of its turn, it loses the number of Hit Points listed for its regeneration ability, until it loses an amount of Hit Points equal to its current total Hit Point loss.

**Critical Failure** The spell's duration is doubled.

**Threaten Inversion**  $\blacklozenge$  **Frequency** Regardless of the result of Threaten Inversion, the target becomes immune for 10 minutes; **Trigger** A creature is affected by *inversion strike*; **Duration** A number of weeks equal to your destroyer level; **Effect** You may make an Intimidation check to Demoralize that creature. If you display a tajiki fighting needle to the target: • You do not incur the -4 penalty if the target can't hear nor understand your language • You gain a +4 circumstance bonus to the check, and the check can be made from a distance the target can see you; **Success** Against you, the target is frightened 4. In addition, it is under pressure for the duration of the battle. The target cannot remove the Under Pressure condition, and does not need to be within your reach.

## PATIENCE OR PAIN

## FOCUS 4

UNCOMMON NECROMANCY DESTROYER

Cast  $\blacklozenge$  somatic

Targets 1 creature

**Saving Throw** Fortitude; **Duration** 1d4 + 2 rounds

You cause the tajiki in a creature's muscles to surge when it attacks inflicting injury to itself from the excessive force. Make a melee, or ranged Strike with a tajiki fighting needle. If it hits, roll damage for your needle, and the target makes a Fortitude save.

**Success** The target is unaffected.

**Failure** On the first attack of its turn, if the target does damage with a physical melee attack, it deals half that damage to itself. Any resistances, or immunities to damage the target creature possesses do not apply to this damage.

**Critical Failure** On every attack of its turn, whenever it does damage with a physical melee attack, it deals half the damage to itself.

## PHASE TRAP

## FOCUS 10

UNCOMMON ABJURATION DESTROYER

Cast  $\blacklozenge\blacklozenge$  (2 creatures),  $\blacklozenge\blacklozenge\blacklozenge$  (3 creatures); somatic

Targets 2 or 3 creatures

**Saving Throw** Fortitude, special (see below); **Duration** varies

The most devious spell a destroyer can unleash on an enemy. You entangle the life force of creatures, so they share one life force in separate bodies, then phase them into an ethereal state where the only escape is for all to succeed on a save at the same time.

Make a melee, or ranged Strike on each target using a different tajiki needle for each. Roll damage for any that hit. If you hit at least 2 targets, those targets make a Fortitude save. At least 2 targets must fail the save, or the spell fails automatically.

**Success** The target is unaffected.

**Failure** The targets become ethereal, paralyzed, and stupified 8. Their place in initiative moves to last in the round.

The targets cannot be harmed in this state except by attacks that can harm ethereal beings.

At the end of each round, the targets can make a Will save to escape the phase trap. If one target fails, they all fail, regardless of the results. If all targets save, they escape the trap.

As a Free action, you can remove any number of creatures from the phase trap.

In the round creatures escape, or are freed from the phase trap, they go at the last initiative in the round, and are flat-footed.

## PROXIMITY PAIN

## FOCUS 3

UNCOMMON ABJURATION DESTROYER

Cast  $\blacklozenge\blacklozenge$  (2 creatures),  $\blacklozenge\blacklozenge\blacklozenge$  (3 creatures); somatic

Targets 2 or 3 creatures

**Saving Throw** Fortitude; **Duration** 1 minute

You alter creatures so they painfully resonate when near each other. Make a melee, or ranged Strike on two, or three creatures using a different tajiki needle for each. Roll your needle damage for any creatures you hit, and those targets make a Fortitude save. At least two targets must fail the save for the spell to take effect.

**Success** The target is not affected.

**Failure** When any of the affected targets comes 30 feet, or closer to each other in a round, they are enfeebled 2. At the beginning of each subsequent round that affected target creatures are 30 feet, or closer to each other, the enfeebled value increases by 2. Moving more than 30 feet apart removes the condition, and coming back within 30 feet "resets" the effect (enfeebled 2, enfeebled 4 on 2nd round, and so on).

## RESIST MANIFESTATION

## FOCUS 6

UNCOMMON ABJURATION DESTROYER

**Cast** ✦ somatic

**Targets** 1 creature

**Saving Throw** Will; **Duration** until target casts 2 spells that expend Spell Slots or Focus Points, uses a breath weapon 2 times, or a combination of both; or, 24 hours from the time Resist Manifestation took effect

You create a field of *tajiki* within a creature's body that interferes with the manifestation of spells, and breath weapons. Make a melee, or ranged Strike using a *tajiki* needle. This attack does not incur a multiple attack penalty because it occurs outside of your turn. If it hits, roll damage, and the target makes a Will save.

**Success** The target is unaffected.

**Failure** The target must:

- Cast a spell using 2 Spell Slots of the spell's level.
- Cast a focus spell using 2 Focus Points.
- Cast a constant spell using a Spell Slot of the spell's level, and the spellcasting actions it requires, each round it wants to keep it active.
- Cast an At Will spell using a Spell Slot of the spell's level, and the spellcasting actions it requires.
- Use 4 actions to use a breath weapon; the target chooses any 4 actions, over the course of any number of its turns during a battle. It can use any combination of actions (1 Single action, then a Three-action activity; 2 Two-action activities; etc. The breath weapon is used on the 4th action.

## RETURN FIRE

## FOCUS 8

UNCOMMON DESTROYER ATTACK

**Frequency** Once cast, you cannot cast it again for 1d4 rounds.

**Cast** ✨ somatic

**Duration** number of rounds equal to your proficiency rank in *tajiki* spells

You energize your longsword with *tajiki*, turning it into a mighty paddle, and swat back your enemies' missiles. For the duration of the spell, you can use Free actions to swat back any missile that targets you, and requires an attack roll to hit you (rays, bombs, arrows, and so on). When an enemy targets you, make a Sense Intention check opposed by the triggering creature's Deception DC.

**Success** You swat back the missile to the triggering creature, another creature, or the weapon the triggering creature used to attack you. This attack uses all the bonuses it had when it targeted you, and you add your Dexterity modifier to the attack, and damage rolls as a circumstance bonus. This attack does not incur a multiple attack penalty because it occurs outside of your turn. Against this attack the target is flat-footed.

**Critical Success** In addition, you reacted so quick, barely any time was consumed. You gain an additional reaction that only can be used before your next turn, and only to do Return Fire or one of the following: Counter Manifestation; Fangbreaker; Haywire; Immediate Readiness; Lurch; Thwart Intention; Thwarting Strike

You cannot gain a third reaction in this way.

**Special** For the duration of Return Fire, the limitless longsword used is immune to physical damage.

## SHARED FATE

## FOCUS 4

UNCOMMON NECROMANCY DESTROYER

**Cast** ✨✨ (2 creatures), ✨✨✨ (3 creatures); somatic

**Targets** 2 or 3 creatures

**Saving Throw** Will; **Duration** (see below)

You link the life force of creatures so they all suffer the same damage. Make a melee, or ranged Strike on each target using a different *tajiki* needle for each. Roll the damage for any that hit, and those targets make a Will save. At least two targets must fail the save for the spell to take effect.

**Success** The target is unaffected.

**Failure** Any damage taken by one affected target is automatically applied to the other affected targets. Only the resistances, and immunities of the target being attacked directly are applied to the damage. Once a target has taken 36 points of damage via this link, it is severed from the link.

**Critical Failure** The creature is also sickened 4 until its severed from the link.

## SNAPBACK

## FOCUS 3

UNCOMMON DESTROYER

**Cast** ✨ somatic

**Trigger** A creature targets you, or your limitless longsword with a physical melee attack.

A split second before the enemy hits your weapon, you make it flexible. The triggering creature rolls the damage for its attack. Your weapon is immune to the damage, and you immediately make a melee strike using your limitless longsword, on either the triggering creature, or the weapon\* it used to attack, adding its attack roll modifier to your attack roll, and the damage it dealt to your damage roll. You do not add precision, and energy damage, or other special effects the triggering creature's weapon causes on a successful attack. This attack does not incur a multiple attack penalty because it occurs outside of your turn.

In addition, if your attack hits, the enemy makes a Fortitude save.

**Failure** The creature is knocked prone.

\*For your attack, the triggering creature's weapon is considered an unattended item.

## TAJIKI HEALING

## FOCUS 1

UNCOMMON HEALING NECROMANCY DESTROYER

**Cast** ✦ to ✨✨; somatic

**Targets** You or 1 creature

**Saving Throw** none; Fortitude for unwilling targets

✦ You, or a willing creature you can touch, regains 10 Hit Points. An unwilling target makes a Fortitude check.

**Success** Target is not healed

**Failure** Target is healed

✨✨ You send a stream of *tajiki* to a target you can see, or detect with *tajiki sight* within 30 feet. You have pinpoint control over the movement of the stream allowing you to guide it through, around, over, and under obstacles, or creatures in the way.

**Heightened [8th]** The Hit Points regained increases by 10.

**Heightened [14th]** The Hit Points regained increases by 10.

**Heightened [20th]** The Hit Points regained increases by 10.

## TAIJKI SIGHT

## FOCUS 5

UNCOMMON TRANSMUTATION DESTROYER

**Cast** ◆ somatic

**Targets** You

**Duration** 1 minute

You gain the ability to detect the life force in creatures. You gain:

**Lifesense, 60 feet** You can sense the vital essence of living and undead creatures within 60 feet. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

In addition, any creature within 60 feet that is concealed, or hidden becomes observed, and invisible creatures are considered hidden. And, if you succeed on the Seek action to locate an invisible creature it becomes observed.

In addition, while using *taijiki sight*, you gain a +4 status bonus to Sense Intention checks, and Sense Intention DCs, and a +2 status bonus to Recall Knowledge checks to identify creatures.

**Special** If you Cast the taijiki spell *always aware* (page 21) while *taijiki sight* is active, the special sight it gives you functions in all directions.

## TAIJKI TRANSFER

## FOCUS 7

UNCOMMON NECROMANCY DESTROYER

**Cast** ◆ (1 creature), ◆◆ (2 creatures), ◆◆◆ (3 creatures); somatic

**Targets** Up to 3 creatures

**Saving Throw** Fortitude; **Duration** 1 minute

You steal life force from creatures, and use it to empower yourself, or an ally. Make a melee, or range Strike on each target using a different taijiki needle for each. Roll damage for any target you hit, and those creatures make a Fortitude save.

**Success** Target is unaffected.

**Failure** The target takes 6d6 negative damage. You, or an ally gains temporary Hit Points equal to half the negative damage taken by all targets. If the recipient of the Hit Points is another creature you must be able to touch it. This is a Free action.

The temporary Hit Points are lost after 1 minute.

◆ Instead of touching the target, you send a stream of taijiki to it. It must be within 30 feet, and you can see, or detect it with *taijiki sight*. You have pinpoint control over the movement of the stream allowing you to guide it through, around, over, and under obstacles or creatures in the way.

## TITAN'S LONGSWORD

## FOCUS 6

UNCOMMON TRANSMUTATION DESTROYER

**Cast** ◆ somatic

**Targets** 1 limitless longsword

**Duration** 1 minute

Your limitless longsword grows longer. Your reach with the affected limitless longsword becomes 10 feet. Once complete, this spell cannot be dispelled by the *dispel magic* spell, or similar effects.

## THE TWITCHES

## FOCUS 5

UNCOMMON NECROMANCY DESTROYER

**Cast** ◆ somatic

**Targets** 1 creature

**Saving Throw** Fortitude; **Duration** 1d6 + 1 rounds

You make a creature's taijiki surge in sporadic pulses, causing body wide spasms that wreak chaos on its physical abilities. Make a melee, or ranged Strike using a taijiki fighting needle. If it hits, roll damage for your needle, and the target makes a Fortitude save.

**Success** The target is unaffected

**Failure** The target is enfeebled 2, clumsy 2 and flat-footed for the current round. For the spell's duration, each round at the beginning of its turn, it must make a Fortitude save. If it succeeds, it acts normally for the round. If it fails, it suffers the failure effects for the round.

**Critical Failure** Instead, the target is enfeebled 4, clumsy 4, and flat-footed for the current round.

**Heightened [18th] TWITCH-INDUCING AURA:** The affected creature emanates a 15-foot aura. Any enemy in the area makes a Fortitude save. After making the save, the target does not make another save as long as it stays in the aura's range. If it moves out of and back into range, it must make the save again.

**Failure** Any enemy that fails suffers the effects listed

**Failure** Any enemy that fails suffers the effects listed under "Failure" in the spell's entry.

**Critical Failure** Any enemy that critically fails suffers the effects listed under "Critical Failure" in the spell's entry.

## UNSTEADY

## FOCUS 1

UNCOMMON NECROMANCY DESTROYER

**Cast** ◆ somatic

**Targets** 1 creature

**Saving Throw** Fortitude; **Duration** a number of rounds equal to your proficiency rank in taijiki spells

You weaken the taijiki flow in a creature's equilibrium meridian destroying its balance. Make a melee, or ranged Strike with a taijiki fighting needle. If you hit, roll damage, and the target makes a Fortitude save.

**Success** The target is unaffected.

**Failure** For the duration of the spell, the target is clumsy 2, and at the beginning of its turn, must use a Single action to steady itself, or use a Free action to stumble a number of feet equal to 5 x your proficiency rank in taijiki spells, in a direction you choose. This movement is voluntary, thus triggers Attacks of Opportunity.

If the target cannot move the total distance because the square(s) in its path are occupied by unwilling creatures, its movement ends, and it triggers reactions as though it moved out of the square it ended in.

**Critical Failure** Instead of a Single action to steady itself, it must use a Two-action activity. And instead of clumsy 2, is clumsy 4.

**Heightened [14th] UNSTEADYING AURA:** The affected creature emanates a 15-foot radius aura. Any enemy in the radius makes a Fortitude save. After making the save, the target does not make another save as long as it stays in the aura's range. If it moves out of and back into range, it must make the save again.

**Failure** Any enemy that fails suffers the effects listed under "failure" in the spell's entry.

**Critical Failure** Any enemy that critically fails suffers the effects listed under "critical failure" in the spell's entry.

# MULTICLASSING

This section contains rules and feats for characters who devote their spare time to being destroyers.

## DESTROYER ARCHETYPE

Sometimes, people who are already fighting the forces of evil are called to serve the universe. For more information about archetypes, see the "Archetypes" section in Chapter 3 of the *Pathfinder Second Edition Core Rulebook*.

## MULTICLASS DESTROYER CHARACTERS

The reduced multiple attack penalty is extremely helpful to characters of any class. And it's a great way for a character to gain many powerful reactions to attacks and critical misses, and spells designed to ruin foes' combat abilities, and assist allies.

## DESTROYER DEDICATION FEAT 2

ARCHETYPE DESTROYER MULTICLASS

**Prerequisites** Wisdom 14, Charisma 14, Dexterity 14  
Any Good or True Neutral alignment.

When able, you serve as the universe's agent of fury.

You gain the destroyer's Destroyer Style (page 3), Signature Weapons (page 5), Taijiki Spells (page 6), and the Mark of the Destroyer (page 6) class features.

You become trained in destroyer class DC, unarmored defense, taijiki spells and taijiki spell DCs, and expert in signature weapon use.

You become trained in Deception, Lore (creatures), and Lore (affiliations); for each of these skills in which you were already trained, you instead become trained in a skill of your choice.

You are bound by the oath you made to Bahaurang, and alignment requirements (page 5).

At 12 level, you gain the destroyer's guardian taijiki field ability, Greater Guardian.

**Special** You cannot select another dedication feat until you have gained two other feats from the destroyer archetype.

## BASIC DESTRUCTION FEAT 4

ARCHETYPE

**Prerequisites** Destroyer Dedication

You gain a 1st- or 2nd-level destroyer feat.

## DESTROYER RESILIENCY FEAT 4

ARCHETYPE

**Prerequisites** Destroyer Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier.

You gain 3 additional Hit Points for each destroyer archetype class feat you have. As you continue selecting destroyer archetype class feats, you continue to gain additional Hit Points in this way.

## ADVANCED DESTRUCTION FEAT 6

ARCHETYPE

**Prerequisites** Destroyer Dedication

You gain one destroyer feat. For the purpose of meeting its prerequisites, your destroyer level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another destroyer feat.

## EXPERT DESTROYER FEAT 8

ARCHETYPE

**Prerequisites** Destroyer Dedication

Your proficiency rank in Destroyer Style increases to expert.

## DENY ADVANTAGE FEAT 10

ARCHETYPE

**Prerequisites** Destroyer Dedication

You gain the destroyer's Deny Advantage class feature (page 7).

## EXPERT TAIJIKI SPELLCASTING FEAT 12

ARCHETYPE

**Prerequisites** Destroyer Dedication

Your proficiency rank in taijiki spell use increases to expert.

## ADAMANTINE INSIDE AND OUT FEAT 12

ARCHETYPE

**Prerequisites** Destroyer Dedication, expert in either Will or Fortitude saving throw, or expert in both.

Your proficiency rank in the applicable saving throw(s) increases to master.

### DREAM•ENGINEER

CEO • Corry Fitchpatric

Developer • Corry Fitchpatric

Designer • Corry Fitchpatric

Art Director • Corry Fitchpatric

# THE UNIVERSE IS ANGRY.

Evil causes pain to taijiki, the life force that flows through all living things in the universe.

## YOU ARE ITS WEAPON.

Destroyers are warriors hand-picked by the universe itself to purge it of evil.

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This 25-page guide contains everything you need to play as the universe's agent of fury, from levels 1 to 20, in *Pathfinder Second Edition*. Includes 87 feats to customize your destroyer, as well as multiclass feats for characters of other classes who answer the call to serve the universe.

Instead of hacking and slashing, or blasting its way through foes, the destroyer is a “rogue” warrior. It relies on perception to discern what foes are going to do, so it can attack, defend, and move with perfect timing, undoing them with minimal effort. And some use devious, taijiki magic to cripple, and steal their life force.

The destroyer class introduces new ways to fight evil:

- **Sense Intention** Use your taijiki-enhanced senses in combat to detect when your enemies are going to attack, and when openings will appear in their defenses, improving your attacks and defenses. As you level up, choose to learn advanced techniques from tons of feats, that let you pull off amazing stunts of timing such as redirecting, or negating attacks, and backlashing spells.
- **Fumbler's Gift** Respond with punishing counterattacks, or prevent them from regaining their balance, when your enemies make critical misses.
- **Taijiki Spells** Wreak havoc on the taijiki flowing through your enemies causing bizarre and crippling, physiological conditions. And manipulate your own to gain extraordinary abilities.

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*"The mannerisms, and gestures a creature uses in combat are a type of language – a body language – that if you can read it, will tell you everything he's going to do. I taught you the fundamentals of how to do that. It's up to you to become better at it. But it will take dedication. For while body language is universal, each creature has its own dialect. If you become legendary at it, there will be no evil that can escape destruction by your hands."*

– Bahaurang, Vengeful Aspect of the Universe, and Grandmaster of Destroyers

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