



Beyond Monks

The Art of the Fight

A Martial Arts Sourcebook

By James Garr

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Beyond Monks™

Preface

When I was a child, I watched a lot of old kung fu movies of the wuxia genre. Until the age of 7 or 8, (okay, 25) I actually believed that if your kung fu was good enough, you could easily fly through the air.

Wuxia can be thought of as the genre of Chinese swords and sorcery fantasy.

Beyond Monks™ isn't necessarily about wuxia; it's simply a martial arts sourcebook for the d20 system. It's a box of tools that you can use to bring the martial arts to life in your campaign, as YOU see fit. Like any toolbox, you use what you need, and ignore the rest.

This is a "rules-heavy book" that isn't designed to tell you what kind of campaign to run. It includes no campaign settings or adventures. Most likely, you have your own stories to tell anyway, and just need some tools to help with the telling.

So, *Beyond Monks™* is only about wuxia and/or Asian campaign settings if you want it to be. It fits in equally well with a traditional fantasy campaign setting with magic, monks, dragons, and knights.

Having said that, I'll admit that those wire-work ninja and Shao-lin monks I watched every Sunday, and still watch, were the inspiration for this book. Chow Yun-Fat, Jackie Chan and Jet Li movies are beginning to fill my DVD cabinet, and I dream that my kung fu is good enough to help me fly.

PS: Special thanks to my wife Heather for making this book a possibility. As you know, I don't own the company as much as it owns me.

I would like to claim responsibility for any mistakes in the book, while giving full credit for the really great parts to the playtesters who served as my design editors/sounding boards/guinea pigs for this project. I didn't always give in to your point of view, but I always listened.

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Table of Contents

Chapter 1: New Classes	3
The Martial Artist	4
Prestige Classes	10
Armor Pugilist.....	10
Blade Artist.....	11
Blood Hunter	13
Crooked Monk.....	15
Ghost Killer.....	17
Ki Blaster	19
Psynergist	20
Storm Lord	22
Sylvan Monk.....	23
Tanterist	25
Chapter 2: Martial Art Feats and Styles	27
New Feats.....	28
Style Mastery Feats	39
Making Your Own	39
Style Mastery Feat Benefits	39
Chapter 3: Building a Master.....	43
Multiclass Archetypes.....	44
Beast Observer	44
Mystic Warrior	45
Ninja	46
Temple Guardian	46
Weapon Master.....	47
Customizing the Monk	49
Changing Class Abilities	49
Organizations	49
Chapter 4: New Options.....	51
Cinematic Combat	52
Improvising Weapons	55
Drinking and Fighting.....	57
The Effects of Drinking.....	57
Drunken Boxing	57
New Options for Skills	58
New Uses for Existing Skills	58
Speeding Up Jump Checks	58
High Speed	59
Speed Special Effects.....	59
New Magic Items	60
Appendix: NPC Martial Artists	63
Options Index.....	64

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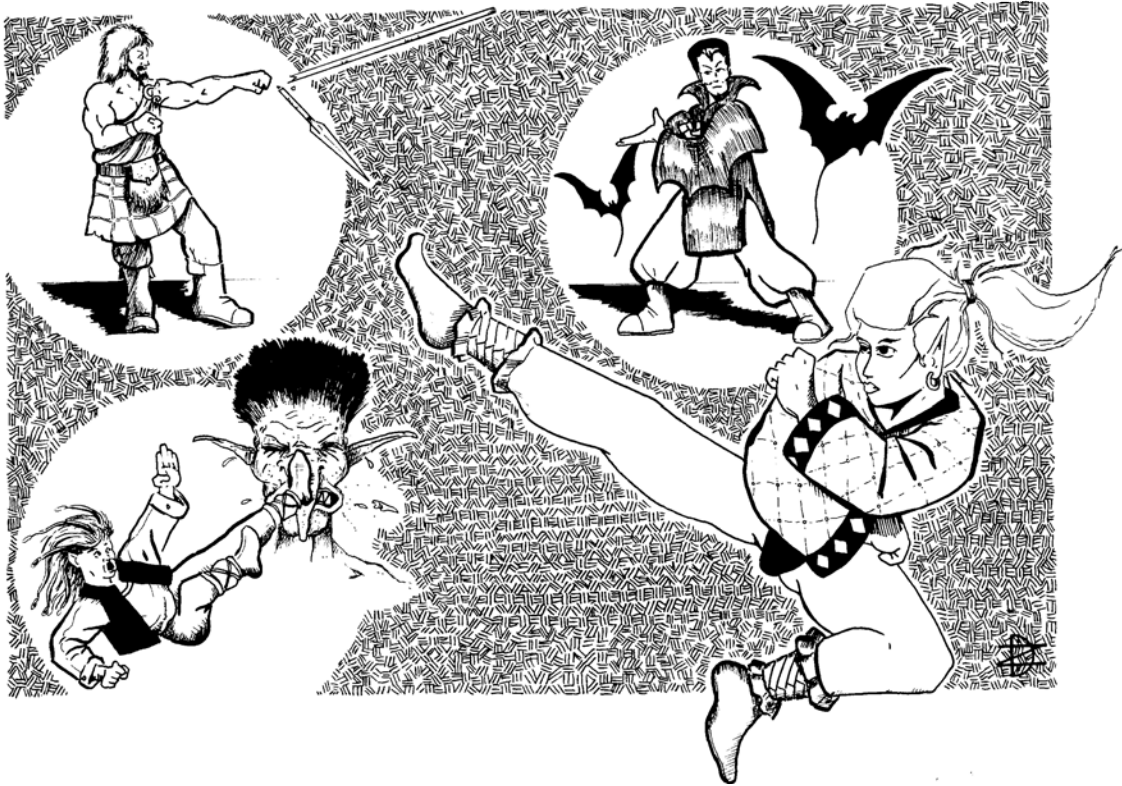
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Chapter 1: New Classes



Bracing his mind against enchantments, the armored warrior charged the unarmed robed figure. It was with surprise that he found himself sprawled on the ground, his weapon taken by the thin man. "At least it wasn't a fireball," he thought as he regained his feet warily.

Design Notes

In this chapter, you'll find a new core class, the martial artist, and several new prestige classes, and a table with the martial artist's bonus feat list, which includes all the new general, fighter, and ki feats listed in chapter 2.

So why add a new core class? The monk is very defensive, while the fighter is more offensive, and multiclassing fighter/monks can approximate a martial artist. Multiclassing in the d20 system makes adding new core classes unnecessary most of the time. However, the monk is designed to be single-classed, while the martial artist is designed to multiclass friendly. The monk is very static, while the martial artist is one of the most customizable classes in the game. The monk is very spiritual while the martial artist focuses purely on combat. The martial artist fills the niche of the non-spiritual unarmed specialist while leaving plenty of room for the tank-like fighter, and the more spiritual monk. It

is a specialized warrior class designed to stand by the barbarian, paladin, and ranger as a "fighter substitute".

On paper, the martial artist may look too powerful when compared to the fighter. The class has more skill points, better saving throws, more mobility, great unarmed damage, etc. In playtesting, we found that in most combats, the fighter still rules. Don't underestimate the value of strong armor, big weapons, Weapon Specialization, and a pile of bonus feats. The martial artist may be able to fill in for the fighter, but won't replace him.

The prestige classes are designed for use with the monk, fighter, or other core classes, though all of them can be used with the martial artist. Some of them have new feats as class requirements, or use a new feat or two in some way, but for the most part they don't require anything other than the core rules. We aimed for variety, while making all of them associated with the martial arts in some way.

Open Content

The text descriptions of the prestige classes are Product Identity. The contents detailing the martial artist class, the game statistics and names of the prestige classes, and the Combat Awareness feat on page 21 are all Open Content.

The Martial Artist

A martial artist is a character devoted to mastering combat, much like a fighter or a monk. Unlike the fighter, the martial artist avoids heavy weapons or armor and relies more on precision, knowledge, and skill than brute force. Unlike the monk, the martial artist is focused purely on combat techniques, and doesn't seek spiritual enlightenment or gain much in the way of supernatural powers.

The martial artist is a new core class, not a prestige class, and can be taken by any race at 1st level. Unlike monks, there are no multiclassing restrictions on the martial artist, and no alignment restrictions. (For more on multiclassing martial artists, see page 8.)

This class is not based on martial artists from real world history. It is a fantasy class, only partially based on real life stereotypes, and is designed to be a fun class to play in a party with fighters, sorcerers, monks, etc. It's not a simulation of real world martial arts or a replacement for the monk class.

The martial artist is also designed to be easily multiclassed. If you want a fighter that really knows how to brawl in a tavern, a sorcerer that specializes in delivering touch spells with devastating kicks, or a cleric that uses his fists, or just want to add some stylish combat to your campaign, then this is the class for you.

Humans, elves and half-elves are the most likely to become martial artists, but martial artists can be any race or come from any background. They are comfortable with most any light weapon that can be gracefully wielded or with nothing but

their bodies. Martial artists start play with the same amount of gold as a monk.

Game Rule Information

Abilities: A good Dexterity is essential to a martial artist to avoid blows. Strength is important as well, helping a martial artist hit harder, and a good Constitution will help them survive. Feats often have other ability scores as prerequisites, making every ability potentially useful.

Alignment: Any

Hit Dice: d10

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex)

At 1st level martial artists start with (4 + Int modifier) x 4 skill points. They gain 4 + Int modifier skill points per level afterwards.

Weapons and armor proficiency: Martial artists are proficient with all simple weapons, nunchaku, kama, siangham, and the shuriken. They are not proficient with armor or shields.

A martial artist gains a dodge bonus to AC determined by his level (see Table 1-1, the Martial Artist). These bonuses are lost whenever the martial artist loses his Dexterity modifier due to being caught flat-footed, stunned, or immobilized. This modifier stacks with other dodge bonuses, and represent the martial artist's superior ability to avoid being hit by dodging and rolling with blows.

Wearing any armor, using a shield, or using a non-finessable weapon (see boxed text to the left) prevents a martial artist from gaining his level bonuses to AC and from using his finishing move ability, and may prevent the use of other abilities.

Unarmed Strike (Ex): A martial artist fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that he attacks. Any part of his body can be used as a weapon, and there is no "off-hand" for unarmed attacks by a martial artist. When fighting with any one-handed weapon, the martial artist may make an unarmed attack with his off-hand, but must follow the rules for two-handed fighting. Also, he can make an off-hand attack with a weapon after making an unarmed attack, also suffering penalties for two-weapon fighting.

Martial artists have no special unarmed attack bonus progression like monks. They use their base attack bonus for all attacks, just like other classes.

Flurry of Blows: Martial artists may use the monk's flurry of blows ability with unarmed strikes or with any light or monk weapons (See boxed text to the left). When making a flurry of blows, you

Finessable and monk weapons

Martial artists prefer weapons that can be wielded gracefully in combat.

A finessable weapon is a weapon that can be used with the Weapon Finesse feat. If an ability or feat requires the use of finessable weapons you don't have to take the Weapon Finesse feat, but you must be using a weapon that *could* be used with Weapon Finesse.

Monk weapons (weapons that can be used with a monk's more favorable unarmed attack bonus) are always considered to be finessable for martial artists because graceful arts of fighting tend to develop around such weapons.

Finishing moves (see page 5) require a finessable weapon, such as a spiked chain, a rapier, or any light or monk weapon, while a martial artist using flurry of blows (see this page) requires a light or monk weapon.

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus
1	+1	+2	+2	+0	Unarmed Strike, Surge 1/day	1d6	+1
2	+2	+3	+3	+0	Finishing Move +1d6	1d6	+2
3	+3	+3	+3	+1	Martial Secret	1d8	+2
4	+4	+4	+4	+1	Iron Palm	1d8	+2
5	+5	+4	+4	+1	Bonus Feat, Can take the Stunning Fist feat	1d8	+2
6	+6/+1	+5	+5	+2	Finishing Move +2d6	1d10	+3
7	+7/+2	+5	+5	+2	Martial Secret	1d10	+3
8	+8/+3	+6	+6	+2	Surge 2/day	1d10	+3
9	+9/+4	+6	+6	+3	Bonus Feat	1d12	+3
10	+10/+5	+7	+7	+3	Finishing Move +3d6	1d12	+4
11	+11/+6/+1	+7	+7	+3	Martial Secret	1d12	+4
12	+12/+7/+2	+8	+8	+4	Steel Palm	2d8	+4
13	+13/+8/+3	+8	+8	+4	Bonus Feat	2d8	+4
14	+14/+9/+4	+9	+9	+4	Finishing Move +4d6	2d8	+5
15	+15/+10/+5	+9	+9	+5	Martial Secret	1d20	+5
16	+16/+11/+6/+1	+10	+10	+5	Surge 3/day	1d20	+5
17	+17/+12/+7/+2	+10	+10	+5	Bonus Feat	1d20	+5
18	+18/+13/+8/+3	+11	+11	+6	Finishing Move +5d6	4d6	+6
19	+19/+14/+9/+4	+11	+11	+6	Martial Secret	4d6	+6
20	+20/+15/+10/+5	+12	+12	+6	No fatigue after using Surge	4d6	+6

Table 1-1, The Martial Artist

make one extra attack in a round at your highest base attack bonus, but that attack and all of your other attacks suffer a –2 penalty each (See PHB, Chapter 3, Monk, Unarmed Strike for details.).

Unarmed Damage: At 1st level, the martial artist uses 1d6 for his base unarmed strike damage if Medium sized, or 1d4 if Small. This damage progresses as listed on Table 1-1 or 1-2, respectively. The martial artist usually does normal damage with his unarmed strikes or grappling but may also choose to deal his damage as subdual damage with no penalty to the attack.

Level	Damage
1-2	1d4
3-5	1d6
6-8	1d8
9-11	1d10
12-14	1d12
15-17	2d8
18-20	1d20

Table 1-2, Small Martial Artist Damage

Surge (Ex): As a free action you can focus your mind and body to enter a natural state of perfect coordination, resulting in a surge of speed-increasing adrenaline. Your base speed increases by +20ft. (up to a maximum of 50ft.), you gain a +2 haste bonus to AC, and your attack roll penalties when using flurry of blows or lightning flurry are reduced by one. These bonuses last for up to three rounds plus your Constitution bonus, if any. After the surge is over, you lose these bonuses and are

fatigued (-2 to Strength and Dexterity, cannot run or charge) until the end of the encounter. You can only surge once per encounter, and only a number of times per day determined by your level (see Table 1-1, the Martial Artist). You may only surge when not wearing armor and carrying no more than a light load.

You must surge on your turn, and cannot surge in response to an event. *For example, if you attack with a flurry of blows and miss by one point, you couldn't begin to surge to cause the attack to hit.*

At 20th level, you are no longer fatigued after surging.

Finishing Move (Ex): Starting at 2nd level, once per round you can make a powerful and precise melee attack called a finishing move. By giving up your Dexterity bonus to AC and all other

Finishing Move: When should you use it?

A finishing move is like a “not-so-sneaky” sneak attack, and requires a bit of tactical thought.

Use finishing moves in the following situations:

- When using Spring Attack or Stunning Fist, so your enemy can't hit back.
- When fighting heavily wounded foes.
- When you can afford to be hit back.

Don't use finishing moves when low on hit points, when fighting a lot of creatures at once, or when your enemies can use sneak attacks.

dodge bonuses to AC for one round, including your dodge bonus to AC for your martial artist level, you may use the attack action to make a single finishing move. A finishing move is a standard melee attack action made with an unarmed strike or finessable weapon (see boxed text on page 4) that targets vital areas of your opponent's anatomy. If successful, your attack causes additional bonus damage determined by your martial artist level (see Table 1-1 on page 5). This damage is added last, after adding other damage bonuses for Strength or critical hits.

Other feats and abilities can be used to enhance or modify a finishing move. For instance, an unarmed finishing move can also be used with the Stunning Fist or Eagle Strike feats, and a finishing move may also be a sneak attack.

Creatures immune to critical hits and items suffer no extra damage from a finishing move. You cannot make a finishing move with a non-finessable weapon, while in a grapple, or while wearing armor or using a shield.

Iron Palm (Ex): Through conditioning and practice, at 4th level you learn to break objects efficiently. You can use the full attack action to make a single unarmed attack against an object. If your attack roll succeeds, it causes double damage. This ability cannot be used with finishing moves or sneak attacks, or against held or worn items. Using Iron Palm provokes an attack of opportunity.

Steel Palm (Ex): At 12th level, using Iron Palm (see above) takes only a standard action.

Bonus Feats (Ex): The martial artist gains bonus feats at various levels, as listed on Table 1-1, The Martial Artist. These bonus feats must be drawn from Table 1-4 on page 9.

Stunning Fist (Ex): At 5th level or higher, martial artists are eligible to use any available feat slot to take the Stunning Fist feat without meeting any of the feat's prerequisites. You can use a martial secret to gain this feat as well, see below.

Martial Secret: Martial secrets are talents that help define a martial artist's style. Choose from the following secrets at the levels indicated on Table 1-1, the Martial Artist. Unless otherwise noted below, you may only take a particular martial secret once:

- **Aggressive Charge (Ex):** Your fighting style emphasizes offense. Whenever charging with an unarmed strike you may gain an additional +1 bonus to your attack roll in exchange for taking an additional –2 penalty to your AC for one round. You may take this secret more than once and the modifiers stack.
- **Agile Mind (Ex):** You gain 4 skill points. These may only be used to buy ranks in skills with the key abilities of Strength, Dexterity or Constitution. You may take this martial secret more than once.

- **Air Advocate (Ex):** Your style of combat has a strong foundation of mental strength. You may add your Wisdom bonus to melee attack rolls (but not damage rolls) instead of your Strength bonus. To take this martial secret, you must have at least seven feats from the Mental Feats section of the martial artist's bonus feat list on page 9.
- **Blade Form (Ex):** Because of your specialized training, the bastard sword, two-bladed sword, or katana is now a finessable weapon for you, and can now be used with the finishing move ability (but not with flurry of blows or lightning flurry). You must have the appropriate Exotic Weapon Proficiency feat to take this secret. You can take this secret multiple times. Each time it is taken, it applies to one of the above weapons for which you have the Exotic Weapon Proficiency feat.
- **Chain Form (Ex):** You may use flurry of blows (or lightning flurry if you have that ability) with the dwarven war grapple (see page 60), the kusari-gama (see DMG, Chapter 5, Building a Different World, Asian Weapons), or the spiked chain. You must have the proper Exotic Weapon Proficiency feat to take this secret. You may take this secret multiple times. Each time, it applies to one of the above weapons.
- **Cheetah Speed (Ex):** As long as you are unarmored and carry no more than a light load, your base speed is increased by +10ft up to a maximum of 50ft.
- **Crippling Strike (Ex):** Whenever you successfully hit with a finishing move (see page 5), you cause one point of Strength damage. Creatures immune to critical hits are also immune to this ability. You must be a 15th level martial artist to gain this secret.
- **Crush of the Bear (Ex):** Using the full attack action, you can make a single powerful unarmed strike with a +1 bonus to damage. You may take a single 5ft. step before this attack. This secret can be taken multiple times. Each time it is taken, your damage bonus increases by +1.
- **Deep Meditation (Su):** Once per day, you may recover up to twice your martial artist level in hit points by slipping into a deep trance. Deep meditation requires 10 minutes to use, during which you are unconscious and helpless. You must have the Meditation feat and a Wisdom of 13 or higher to take this secret.
- **Dragon's Scale (Ex):** You have trained your mind and body to defend against any threat. You gain a +1 bonus to all of your saving throws. To take this martial secret, you must have one of the following feats: Great Fortitude, Iron Will, or Lightning Reflexes.

- **Earth Advocate (Ex):** Your style is heavily focused on grapples and throws. You do not provoke an attack of opportunity when starting a grapple and gain a +4 bonus to opposed rolls when attempting to trip an opponent or when someone attempts to trip you. You must have at least seven feats from the Hard/Soft Feats section of the martial artist's bonus feat list (see page 9) to take this martial secret.
- **Evasion (Ex):** While wearing light or no armor, if you make a successful saving throw against an attack that normally deals half damage on a successful save, you take no damage. You must be at least a 7th level martial artist to take this secret.
- **Fire Advocate (Ex):** Your style is exceptionally hard, making you a fearsome combatant. You gain a +1 competence bonus to your unarmed strike damage. You must have at least seven feats from the Hard Feats section of the martial artist's bonus feat list (see page 9) to take this secret.
- **Full Circle (Ex):** You have a well-rounded, synergetic style. You gain one bonus feat from the mental or ki feats section of the martial artist bonus feat list that you have the prerequisites for. You must already have at least two feats each from the hard, soft and hard/soft sections on the martial artist's bonus feat list on page 9 to take this martial secret.
- **Improved Evasion (Ex):** When wearing light or no armor, you still take no damage when making a Reflex save against attacks such as a *fireball* or dragon's breath, and now take only half damage if you fail. To take this secret you must be a 15th level martial artist, and must have the evasion class ability or martial secret.
- **Improved Surge (Ex):** You can surge (see surge special ability on page 5) one additional time per day. You must have the Run feat and cheetah speed secret to take this martial secret.
- **Kama Form (Ex):** Your critical threat multiplier with a kama is now x3.
- **Ki Strike (Su):** Your unarmed strikes can damage a creature with damage reduction as if the attack were made using a weapon with a +1 enhancement bonus. You must be a 15th level martial artist to take this secret.
- **Leap of the Clouds (Su):** While you are unarmored, your jumping distance is no longer limited by your height. You must be at least an 11th level martial artist and your Wisdom must be 13 or higher to take this secret.
- **Lightning Flurry (Ex):** When unarmored, you can use flurry of blows to make two extra attacks, instead of just one, with unarmed strikes or with monk or light weapons. Instead of a -2 penalty to your attack rolls, all of your attacks have a -4 penalty. You must use the full attack action when using this secret.
- **Mercurial Fencing (Ex):** You can use a rapier with flurry of blows (or lightning flurry, if you have that ability) as if it were a light weapon. You must have the Weapon Finesse: Rapier feat to take this martial secret.
- **Monkey Footwork (Ex):** By studying the evasive tactics of monkeys and other animals, you gain a +1 dodge bonus to AC. This bonus is lost whenever you lose your Dexterity modifier due to being unprepared, ambushed, stunned, immobilized and so on. This modifier represents the martial artist's superior ability to avoid being hit by dodging and rolling with blows. Wearing armor or using a shield prevents you from using monkey footwork. You may take this martial secret multiple times.
- **Nunchaku Form (Ex):** You are skilled at using a nunchaku for defense. Whenever wielding a nunchaku, you gain an additional +2 dodge bonus to AC when fighting defensively.
- **Raptor's Wing (Ex):** Like a bird of prey, you prefer to attack from the air. You can use the full attack action to make a single extra-high, leaping unarmed strike. Your attack roll has a +1 competence bonus for every 5 ranks you have with the Jump skill. You may not move while using this secret, except for a 5ft. step before attacking. You must have the Jump skill with at least 5 ranks and a base attack bonus of +6 or higher to take this secret.
- **Rhino Hide (Ex):** You gain the Toughness feat as a free bonus feat, plus an additional hit point, for a total of +4 hit points. You may take this martial secret multiple times.
- **Shuriken Expert (Ex):** You throw shuriken with accuracy. You gain the benefits of the Point Blank Shot and Precise Shot feats when throwing shuriken.
- **Siangham Form (Ex):** You are skilled at finding the gaps in armor with a siangham. You gain a +2 bonus to your attack rolls when using a siangham against opponents wearing medium or heavy armor.
- **Skill Specialist (Ex):** Choose a martial artist class skill that you have 5 or more ranks in. You gain the Skill Focus feat as a free bonus feat with that skill, plus an additional +2 bonus when using that skill for a total bonus of +4.
- **Spear Form (Ex):** You are proficient with halfspears, javelins, shortspears and longspears, and they are finessable weapons for you. Additionally, you can choose to wield a shortspear as a bludgeoning/piercing double weapon (1d6/1d6, crit x2).
- **Staff Form (Ex):** For you, the quarterstaff is considered a monk weapon, as well as

finessable. Also, whenever wielding a quarterstaff, you gain a +2 competence bonus to Balance, Jump, and Tumbling skill checks. You must have the Weapon Focus: Quarterstaff feat to take this martial secret.

- **Stick Fighting (Ex):** When wielding a light club in each hand, you gain a +1 dodge bonus to AC. A Small club does 1d4 damage (crit x2), and a Tiny club does 1d3 damage (crit x2).
- **Stunning Fist (Ex):** You gain the Stunning Fist feat as a free bonus feat, without meeting any of the feat's prerequisites. You must be at least a 7th level martial artist to take this secret.
- **Tiger Spirit (Su):** You gain three additional stunning attacks per day. You may take this martial secret multiple times to gain more stunning attacks per day. You must have the Stunning Fist feat or stunning attacks ability to take this martial secret.
- **Water Advocate (Ex):** You prefer a passive style of combat and are at your best if your foe makes the first move. You may ready full attack actions to take place later in the round, instead of just partial actions. You must have at least seven feats from the Soft Feats section of the martial artist's bonus feat list (see page 9) to take this martial secret.
- **Weapon Threat (Ex):** You are good at fending off unarmed foes with a weapon. When you are wielding a weapon you have the Weapon Focus feat with, unarmed strikes against you provoke an attack of opportunity. This secret is effective even if your opponent has the Improved Unarmed Strike feat or is a martial artist or monk. Opponents with a higher base attack bonus are unaffected by this secret.

Human Martial Artist Starting Package

To quickly create a martial artist PC, use the following template.

Armor: None, Speed 30ft.

Weapons: nunchaku (1d6, crit x2, 2lb., Small, Bludgeoning), 9 shuriken (1, crit x2, 1/10lb., Tiny, Piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Feat: Dodge if Dexterity of 13 or higher, otherwise Kickboxing.

Bonus Feat: Weapon Finesse: Unarmed Strike or Escape Technique

Martial Secret: Monkey Footwork (+1 dodge bonus to AC)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, hooded lantern and flint and steel. Gold: 1d4.

Alternative Martial Artist Starting Package

Same as human martial artist, except

Race: Dwarf, elf, half-elf, or half-orc

Armor: None, speed 20ft. (dwarf only)

Skill Selection: Pick a number of skills equal to 4+Int modifier.

Bonus Feat: none

Alternative Martial Artist Starting Package

Same as human martial artist, except

Race: Gnome or halfling

Armor: None, speed 20ft.

Skill Selection: Pick a number of skills equal to 4+Int modifier.

Weapons: halfling nunchaku (1d4, crit x2, 1lb., Tiny, Bludgeoning) instead of nunchaku.

Bonus Feat: none

Skill	Ranks	Ability	Armor
Balance	4	Dex	0
Bluff	4	Cha	0
Climb	4	Str	0
Concentration	4	Con	0
Escape Artist	4	Dex	0
Heal	4	Wis	0
Intimidate	4	Cha	0
Jump	4	Str	0
Perform	4	Cha	0
Ride	4	Dex	0
Sense Motive	4	Wis	0
Swim	4	Str	-4*
Tumble	4	Dex	0

Table 1-3, Starting Package Skills

*-1 per 5 pounds of equipment

Multiclassing Martial Artists

The rules for multiclassing martial artists are the same as any other class, except when determining unarmed damage after multiclassing with the monk class (or with classes that do unarmed damage as a monk, like the prestige classes in this book).

To determine unarmed damage for a martial artist multiclassed as a monk, add the monk and martial artist levels together and use the monk's damage progression for the combined number of levels. If the damage for your martial artist level alone is higher, use that instead.

For example, a monk 1/martial artist 6 would have an unarmed damage of 1d10 for being a 6th level martial artist, not 1d8 as a 7th level monk.

<p>Hard Feats</p> <p>Bull Charge** (<i>Speed 40ft</i>) First Blood** Flash Attack** Improved Unarmed Strike* Boxing (<i>BAB 4+</i>) Combination Foot Sweep One-Inch Punch Kickboxing (<i>BAB 4+</i>) Flip Kick (<i>Tumble Skill 5 ranks</i>) Pounce** (<i>Lightning Reflexes, BAB +6, Speed 40ft</i>) Power Attack* (<i>Str 13+</i>) Mighty Strike (<i>Improved Unarmed Strike, Toughness</i>) Somersault Charge (<i>Tumbling skill 5 ranks</i>) Weapon Focus: Unarmed Strike* (<i>BAB +1</i>)</p> <p>Soft Feats</p> <p>Back-to-Back** Dancing Charge (<i>Perform skill (dance) 5 ranks</i>) Deflect Arrows* (<i>Improved Unarmed Strike, Dex 13+</i>) Improved Deflect Arrows Dodge* (<i>Dex 13+</i>) Improved Dodge** (<i>Alertness</i>) Mobility* Spring Attack (<i>BAB+4</i>)* Whirlwind Attack* (<i>Expertise, Int 13+</i>) Drunken Stance (<i>Improved Unarmed Strike, BAB+6</i>) Expert Feint** (<i>Bluff Skill</i>) Expertise* (<i>Int 13+</i>) Artful Dodge** (<i>Dodge, Dex 13+</i>) Improved Disarm* Expert Disarm (<i>Quick Draw</i>*) Fancy Footwork** Guardian** Improved Critical* (<i>BAB+8</i>) Off the Wall (<i>Jump skill 5 ranks, Tumble skill 5 ranks</i>) Precise Attack** (<i>Dex 13+</i>) Silent Fighting (<i>Improved Unarmed Strike, Move Silently skill 5 ranks</i>) Weapon Finesse: Unarmed Strike* (<i>BAB+1</i>)</p> <p>Hard/Soft Feats</p> <p>Charge Throw Contortionist (<i>Can only be taken at 1st level</i>) Creature Club** (<i>Str 15+</i>) Escape Technique Improved Trip* (<i>Expertise, Int 13+</i>) Leveraged Throw (<i>Improved Unarmed Strike</i>) One-Arm Lock Reversal Body Slam Sleeper Hold Sure-Footed** The Bigger They Are (<i>Improved Unarmed Strike</i>) Trap Step (<i>Fancy Footwork, Improved Unarmed Strike</i>) Vice Grip (<i>Str 13+</i>) Bear Hug Unorthodox Wrestling Weapon Focus: Grapple* (<i>BAB +1</i>)</p>	<p>Weapon Feats</p> <p>Exotic Weapon Proficiency* Martial Weapon Proficiency* Quick Draw* Weapon Handling** (<i>Proficiency with Weapon</i>) Two-Weapon Fighting* Double Strike** (<i>Weapon Finesse</i>) Weapon Display** (<i>BAB +3, Bluff skill</i>) Weapon Finesse* (<i>BAB +1</i>) Weapon Deflect** (<i>Proficiency with Weapon, Dex 13+</i>) Improved Weapon Deflect**</p> <p>Mental Feats</p> <p>Analyze Opponent** (<i>Wis 13+</i>) Blind-Fight* Combat Mind** (<i>Int 13+</i>) Combat Reflexes* Perfect Reflexes (<i>Lightning Reflexes, base Ref save 6+</i>) Iron Will* Master** (<i>Cha 13+, level 10+, 7+ feats</i>) Ponderous Attack**</p> <p>Ki Feats</p> <p>Stunning Fist* or stunning attack ability (<i>Imp. Unarmed Strike</i>) Being Elsewhere (<i>Wis 13+, Speed 90ft</i>) Cobra Strike (<i>Wis 13+, BAB +4</i>) Dragon Strike (<i>Wis 13+</i>) Eagle Strike (<i>Wis 13+</i>) Extreme Conditioning (<i>Toughness, Con 13+, Wis 13+ BAB+3</i>) Far Strike (<i>Wis 15+</i>) Fiery Strike (<i>Wis 15+</i>) Flashback (<i>Wis 17+</i>) Focus Ki (<i>Wis 13+, BAB +4</i>) Inner Balance (<i>Wis 15+</i>) Inner Darkness (<i>Wis 15+, any non-good align</i>) Inner Light (<i>Wis 15+, any non-evil align</i>) Impossible Balance (<i>Balance skill 10 ranks, Wis 13+</i>) Ki Strength (<i>Wis 13+</i>) Knockback Strike (<i>Wis 13+</i>) Long Now (<i>Wis 13+</i>) Mantis Strike (<i>Wis 13+, BAB+6</i>) Meditation (<i>Wis 13+</i>) Mongoose Strike (<i>Wis 15+</i>) Phoenix Child (<i>Great Fortitude, Wis 13+</i>) Presence (<i>Wis 13+, Diplomacy Skill, Intimidate Skill</i>) Rapid Stun (<i>Wis 13+, BAB+8</i>) Resist Stun Soft Energy (<i>Wis 15+, BAB+6</i>) Steel Limbs (<i>Power Attack, Str 13+</i>) Strike Through (<i>Wis 15+</i>) Stunning Focus (<i>Wis 13+, BAB+8</i>) Thunder Strike (<i>Wis 13+</i>) Venom Strike (<i>Wis 13+</i>)</p> <p>Metamagic Feats</p> <p>Channel Ki (<i>Improved Unarmed Strike, Stunning Fist or stunning attacks ability, any other metamagic feat</i>) Melee Spell (<i>Improved Unarmed Strike, BAB +6</i>)</p>
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Table 1-4. Martial Arts Bonus Feat List: See the feat descriptions starting on page 28 for more information. “BAB” stands for base attack bonus. Some of the bonus feats available to a martial artist cannot be acquired until the martial artist has gained one or more prerequisite feats. These feats are indented and listed below the prerequisite feat, and may have additional prerequisites listed in parentheses. Feats with an asterisk (*) are from the PHB. A double asterisk (**) indicates a new feat that may be added by the DM to the fighter’s bonus feat list as well.

Prestige Classes

All of the prestige classes in this book require the Improved Unarmed Strike feat and continue to improve their unarmed damage as follows:

Unarmed Damage: Add your prestige class levels with any monk levels then use the monk's table on page 38 of the PHB to determine your unarmed damage. See page 8 for details on multiclassing martial artists.

For example, a monk 6/ tanterist 5 would have the unarmed damage of a 11th level monk (1d10).

Armor Pugilist

"Stabbing me in the back? How honorable of you."

Armor pugilism is an intense style specializing in using extreme physical conditioning combined with secret breathing techniques to make the flesh as tough as steel. Armor pugilists are fearsome warriors; they seem invulnerable to all but the most powerful attacks while shunning any protection.

Training to take this class is punishing and many die before learning its secrets. Armor pugilists often sport numerous scars and thick calluses, created by breaking objects and subjecting themselves to intense heat, cold or acid.

Armor pugilists can be of any alignment, race, or occupation. Most seem to be half-orcs, humans, or dwarves, and very few, if any, are elves.

Hit Dice: d12

Requirements

Base Attack Bonus: +5 or higher

Feats: Improved Unarmed Strike, Extreme Conditioning, Steel Limbs, Stunning Fist or stunning

attack ability, Toughness (taken at least twice)

Class Skills

The armor pugilist's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Swim (Str), and Tumble (Dex).

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: You gain no additional proficiency with any weapons or armor. Armor pugilists cannot use their special abilities while wearing armor or using a shield.

Energy Resistance (Ex): You have an amount of resistance to acid, cold, and fire damage equal to your armor pugilist class level.

Natural Armor Bonus (Ex): Constant conditioning hardens your skin, granting a natural armor bonus to AC that replaces the bonus from Extreme Conditioning.

Damage Reduction (Ex): Your constant conditioning also gives you increased damage reduction to all attacks. This replaces the damage reduction from Extreme Conditioning.

Fortified Skin (Ex): You can survive attacks that would kill an ordinary creature. You have a percentage chance to negate a critical hit, finishing move (see page 5) or sneak attack, causing damage to be rolled normally (see Table 1-6, The Armor Pugilist).

Pain Immunity (Ex): You ignore pain. You still feel pain, but can ignore any adverse effects of it.

Critical Immunity (Su): You are immune to critical hits. Note that as a result, you are also immune to both finishing move (see page 5) and sneak attack damage.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	0	0	Energy Resistance
2nd	+1	+3	0	0	Fortified Skin 25%
3rd	+2	+3	+1	+1	Natural Armor Bonus +2
4th	+3	+4	+1	+1	Damage Reduction 2/-
5th	+3	+4	+1	+1	Pain Immunity
6th	+4	+5	+2	+2	Fortified Skin 50%
7th	+5	+5	+2	+2	Natural Armor Bonus +3
8th	+6	+6	+2	+2	Damage Reduction 3/-
9th	+6	+6	+3	+3	
10th	+7	+7	+3	+3	Critical Immunity

Table 1-6, The Armor Pugilist

Blade Artist

“My pretty will teach you some manners.”

In the streets of the largest cities, the most effective weapons are often the most concealable and available. A simple dagger is often seen as a tool, rather than a threat, and no match for the chainmail and longswords of the city guard.

A blade artist is someone who has taken the art of knife fighting to a higher level than that seen in street fights and tavern brawls. He has learned the finer points of using a dagger to take down much heavier armed foes by combining knife fighting with a specialized unarmed style. The most masterful blade artists develop magical talent with the dagger, making them surprisingly dangerous.

The attitude of a blade artist is that the blade is a partner more than a tool. It is an extension of himself, and something akin to a familiar or cohort. All blade artists name their favorite knives, and sometimes the blades of others. Indeed, the greatest blade artists imbue part of their soul into their weapon, and become one with their blade, in a sense. They often refer to such a blade as a relative, dear friend, or even lover.

This obsession with their weapon causes many to doubt a blade artist's sanity. A low-level blade artist may only be regarded as a little fanatical about his favorite knife. A high-level blade artist would probably be committed to a mental institution, if he weren't so dangerous.

Blade artists sometimes learn their craft from a thieves' guild or criminal family, but usually a talented individual is self-taught and learns by dueling others. Fighters, monks and rogues are the most common members of the class, and assassins often take a few levels.

Hit Dice: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	0	+2	0	Dagger Specialization, Quick Attack
2nd	+1	0	+3	0	Rapid Throw, Signature Blade
3rd	+2	+1	+3	+1	Blade Claw
4th	+3	+1	+4	+1	Stunning Blade
5th	+3	+1	+4	+1	Returning Blade
6th	+4	+2	+5	+2	Magic Fang
7th	+5	+2	+5	+2	Power Throw
8th	+6	+2	+6	+2	Blade Parry
9th	+6	+3	+6	+3	Keen Blade
10th	+7	+3	+7	+3	Sentient Blade

Table 1-7, The Blade Artist

Requirements

Base attack bonus: +5 or higher

Skills: Craft (weaponsmith) 2 ranks

Feats: Improved Unarmed Strike, Stunning Fist (or stunning attack ability), Quick Draw, Point Blank Shot, Weapon Finesse: Dagger, Weapon Focus: Dagger

Class Skills

The blade artist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Perform (Cha), Sense Motive (Wis), and Tumble (Dex).

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Blade artists gain no additional proficiency with weapons or armor. Wearing medium or heavy armor, or wielding a shield prevents a blade artist from using any special abilities.

Dagger Specialization (Ex): Blade artists gain the fighter's Weapon Specialization: Dagger feat at 1st level. If you already have this feat, your base damage with a dagger increases to 1d6.

Quick Attack (Ex): You draw and strike with one fluid motion. If you draw a dagger and immediately make a melee or thrown attack with it, your opponent cannot use their Dexterity bonus to AC or any other dodge bonus against that attack. This ability relies on surprise, and therefore only applies to the first such attack you make in a combat.

Rapid Throw (Ex): You may make an extra attack with a thrown dagger. All of your attack rolls

this round gain a –2 penalty, and you must use the full attack action. If you have the Rapid Shot feat, your penalty is reduced to –1.

Signature Blade (Su): You can designate a particular dagger as your signature blade. The chosen dagger must be of masterwork quality, and may be enchanted. This ability takes a full day to activate, during which you practice with the blade and become attuned to it through meditation.

Your signature blade can never be lost or stolen. Thieves find that the pilfered dagger simply disappears within one minute and returns to you. Your bond to this weapon is broken only if you sell it or give it away, fail to retrieve it within 24 hours after throwing it, or attune a different dagger to be your signature blade.

Your signature blade's powers, including all other special abilities you gain as a blade artist, only work for you. *For example, the keen blade ability gained at 9th level only works while you are wielding the dagger.*

Removing the bond you have to your signature blade also deactivates all the powers the dagger gains because of this class.

Blade Claw (Su): Your signature blade is now considered a natural weapon. It cannot be disarmed and you may use your base unarmed damage when striking with the dagger, if it is higher than the dagger's base damage.

If you are a monk, your blade can be used in melee with your more favorable unarmed attack bonuses as if it were an unarmed strike. Your blade artist level stacks with your monk level for determining your unarmed attack bonus and number of unarmed attacks.

Stunning Blade (Su): You may use the Stunning Fist or stunning attack ability when making a melee attack with your signature blade.

Magic Fang (Su): Your signature blade gains a +1 enhancement bonus to attack and damage rolls as if the dagger was a claw and you were enchanted with a *magic fang* spell. This bonus stacks with any other magical enhancement bonuses on the blade, up to a maximum of +5.

Returning Blade (Su): Your signature blade gains the *returning* special ability. It returns to you on the following round it was thrown, just before your turn. This has no effect if your signature blade already has the *returning* special ability.

Power Throw (Ex): At the beginning of your turn, before taking any actions, you may choose to subtract a number from your attack rolls, and add the same number to your damage rolls on all your ranged attacks with daggers. These numbers may not exceed your base attack bonus. The penalty to the attack roll and bonus to damage apply for one round.

Blade Parry (Ex): You have mastered the dangerous art of parrying with a dagger. As long as you wield a dagger in one hand, and nothing in the other, you gain a +2 dodge bonus to your AC.

Keen Blade (Su): Your signature blade gains the *keen* special ability, doubling its critical threat range. This has no effect if your signature blade already has the *keen* special ability or is enchanted with the *keen edge* spell.

Sentient Blade (Su): Upon becoming 10th level, your current signature blade is imbued with part of your soul. You can never again break your bond with your signature blade, cannot sell or give it away, and it still cannot be lost. Your blade becomes intelligent (roll on table 8-31, page 228 of the DMG, and all other appropriate tables to determine its ability scores and powers). Its alignment is automatically the same as yours, and speaks any languages you speak. Sentient blades reform and reappear into your possession in 24 hours if destroyed. A sentient blade can only be destroyed permanently if you die first.

Sample NPC Blade Artist

Ringwald the Serrated, male human Mnk7/Blade Artist 4/Assassin1: CR 12; Medium-sized Humanoid (human); HD7d8+4d8+1d6; hp 56; Init +2; Spd 50ft; AC 16 (+1 monk level, +2 Dex, +3 Wis); Melee *dagger* +3 +15/+12/+9 (1d10+5, crit 19-20/x2); Ranged masterwork throwing dagger +13/+10 (1d4+2, crit 19-20/x2); SA stunning attacks, death attack (DC11), sneak attack +1d6, Quick Attack, Rapid Throw, Stunning Blade; SQ Still Mind, Slow Fall (30ft.), Purity of Body, Wholeness of Body, Leap of the Clouds; AL LE; SV Fort +9, Ref +13, Will +12; Str 9, Dex 14, Con 10, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +10, Bluff +4, Craft (Weaponsmith) +12, Disguise +4, Hide +8, Jump +7, Move Silently +8, Tumbling +10; Deflect Arrows, Improved Trip, Quick Draw, Point Blank Shot, Precise Shot, Weapon Finesse: Dagger, Weapon Focus: Dagger, Weapon Display: Dagger, Weapon Specialization: Dagger.

Equipment: *dagger* +3 (signature blade, named Clarisse), *monk's belt*, monk's robes, 20 masterwork throwing daggers hidden in various custom sewn pockets, 2 doses of large scorpion venom (Injury DC 18, 1d6Str/1d6Str)

Ringwald kills for artistic fulfillment. Clarisse is what he has named his 8" slightly curved dagger that he crafted himself. Ringwald never uses poison with his signature blade; he doesn't want to mar Clarisse's mirror-like finish. His nickname, the Serrated, is from his heavily scarred face.

Blood Hunter

“I can hear your heart beating and smell the fear in your blood. It’s ... annoying.”

A blood hunter is a mortal that has learned a secret style of martial arts called *cruorsh* from a vampire master. This class is primarily designed as an NPC class but could be used if you have evil PCs in your campaign.

Cruorsh is a wicked style of martial arts that enables blood hunters to use their limbs like blades. Every blood hunter is bound to his or her vampire master, and relies on their master for their training. In turn, they complete certain tasks, like killing vampire hunters, finding fresh food, hunting other vampires, or finding certain treasures.

Some blood hunters eventually battle their masters, if they survive long enough. Every master of cruorsh is a blood hunter that was slain by his master. It is rumored that the cruorsh style was originally created by a group of vampire monks as a way to enslave the local human kingdom’s warriors into becoming their servants. The vampires could have created vampire spawn, but needed mortal agents to serve them, as undead servants were too easily detected and defeated. The promise of power lured many into learning this dark art.

The few blood hunters that slay their masters become known as cruorshan slayers. Their blood bond gone, they are free to use their powers as they see fit, and are greatly feared by vampires everywhere.

Hit Dice: D10

Requirements

Alignment: Any evil

Base attack bonus: +6 or higher

Feats: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Track

Special: You must have made peaceful contact with a cruorshan vampire, that is, a blood hunter with the vampire template, and have sworn allegiance to that creature in response for training and a taste of the vampire’s blood.

Class Skills

The blood hunter’s class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Blood hunters gain no proficiency with weapons or armor. None of a blood hunter’s special abilities, except the blood bond, function if any type of armor is worn or a shield is wielded.

Blood Bond (Su): Each time you gain a level as a blood hunter you feel a supernatural pull toward your vampire master. If you have been a loyal and competent servant, the vampire master lets you drink a little more blood to strengthen the bond. Upon gaining a level of blood hunter, this rite must be performed before gaining any new special abilities. Your blood bond lets you know the general location of your master at all times, whether he or she is far away or near, and in what direction. Your master has the same ability to a greater

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	0	0	Blood Bond, Cruorsh Style, Detect Blood
2nd	+1	+3	0	0	Unarmed Finishing Move +1d6
3rd	+2	+3	+1	+1	Painful Strike
4th	+3	+4	+1	+1	Unarmed Finishing Move +2d6
5th	+3	+4	+1	+1	Wounding Strike
6th	+4	+5	+2	+2	Unarmed Finishing Move +3d6
7th	+5	+5	+2	+2	Vampiric Strike
8th	+6	+6	+2	+2	Unarmed Finishing Move +4d6
9th	+6	+6	+3	+3	Heart Strike
10th	+7	+7	+3	+3	Unarmed Finishing Move +5d6, Reckoning of Blood

Table 1-8, The Blood Hunter

extent, and can also appear to you in your dreams to give you messages.

If your master is destroyed, the blood bond is also destroyed, and you may no longer advance as a blood hunter until renewing the bond with a different cruorshan vampire.

Cruorsh Style (Su): At first level, a blood hunter learns the basic cruorsh martial art style. Your unarmed strikes are now treated as slashing or piercing attacks and you gain a +1 bonus to damage with unarmed attacks. When attempting to cause subdual damage while unarmed, you now have a –4 penalty to your attack roll.

Detect Blood (Su): You can smell blood or bleeding creatures. As a result, you gain Alertness as a free bonus feat. You gain a +4 competence bonus to your Wilderness Lore checks when tracking a wounded creature, or a vampire or vampire spawn.

Unarmed Finishing Move (Ex): You gain the martial artist's finishing move ability (see page 5), but only when using unarmed strikes. If a blood hunter gets the finishing move ability from another source (such as the martial artist class), this bonus stacks when using unarmed strikes.

Painful Strike (Su): Once per round, before rolling your attack roll against an opponent in unarmed combat, you may choose to do minimum damage (as if all damage dice rolled a 1), resulting in a more painful, if less serious injury. If you do so, your opponent is shaken and suffers a –2 morale penalty on all skill checks, attacks and saving throws for one round.

Wounding Strike (Su): When making an unarmed strike, you may give up one of your stunning attacks for the day to cause damage as a weapon with the *wounding* special ability (see the DMG, Chapter 8, Magic Item Descriptions, Weapons).

Vampiric Strike (Su): By giving up one of your stunning attacks for the day, you can make an unarmed strike into a vampiric strike. A vampiric strike causes an additional +1d8 damage. You are healed the same amount as this extra damage, up to your maximum hit points.

Heart Strike (Su): A heart strike is a type of unarmed strike. You must declare that an unarmed strike is a heart strike before making the attack roll. If you hit, you don't roll for damage, but your opponent must make a Fortitude saving throw (DC 10 + half your blood hunter level + Wisdom modifier) or you have ripped out his heart (or some other vital organ of your choice) and killed him instantly. If the saving throw is successful, your attack only does 1 point of piercing damage.

To use this ability, your opponent must have a heart or some other singular vital organ to grab, and

must be vulnerable to critical hits. Heart Strike can only be attempted once per day.

Reckoning of Blood (Su): At 10th level, a blood hunter may attempt to slay his vampire master. Doing so permanently breaks the blood bond, and grants the following abilities:

- *Increased Attributes (Ex):* Your Strength and Charisma are each permanently increased by +2.
- *Resistance to Vampires (Su):* You are immune to a vampire's *domination* and *energy drain* abilities.
- *Vampire Slaying (Su):* You may ignore a vampire's damage reduction when using unarmed strikes, and cause +2 damage to vampires and vampire spawn.

Blood hunters who slay their masters are referred to as Cruorshan Slayers, and are greatly feared and hated by vampires everywhere. Many who fail in the attempt become vampires themselves, and are permanent slaves to their masters.

Though all instinctively know of it, most blood hunters never attempt to gain power from the Reckoning of Blood and serve their masters faithfully for their entire lives.

Cruorshan vampires are aware of the Reckoning of Blood, as well as the level of the blood hunters they're bonded to, and protect themselves accordingly. The more powerful the blood hunter, the more wary the master vampire becomes of his servant. Cruorshan masters often stop seeing blood hunters face to face, force them to communicate through other servants, and sometimes send them on dangerous missions that take them far away for extended periods. A few even slay their servants before they become too powerful, making this a dangerous class to progress in.

Most cruorshan vampires tried and failed to slay their own masters, and thus serve an even more powerful vampire. This creates an entire network of evil mortals and undead that can be coordinated to act on a single goal. The lead vampire at the top of one of these "families" is usually quite old and powerful. Often such a family involves themselves in organized crime or even high level politics, and may be pulling the strings of a puppet king or other powerful mortal.

Ex-Bloodhunters

If your alignment is no longer evil, you become an ex-bloodhunter. Your blood bond is broken, and you may no longer advance in the class, but retain all special abilities. Their undead masters often hunt down ex-bloodhunters and their allies.

Crooked Monk

“Sometimes the path to enlightenment is twisted.”

Crooked monks are sometimes mistaken for strange monsters. Masters of the art can stretch their bones like taffy, punching the tallest giants in the chin or reaching an enemy across a room. They are spastically fast, and are always in a hurry both in combat and other pursuits.

The crooked monks, like all monks, seek enlightenment. Unlike regular monks, crooked monks are thoroughly chaotic. Crooked monks believe that to achieve enlightenment, one must do everything at least once. Traditional monk scholars counter this belief with the argument that if that is so, then since crooked monks have never experienced discipline, they will never achieve their goal, and therefore their lifestyle is invalid. Crooked monks merely laugh at this logic, and then quickly find something else to do besides wasting their time arguing with a stoic monk.

If any one trait defines a crooked monk, it is a short attention span. In their quest to do everything, they don't pay attention to anyone or anything for long. They travel most of the year, gathering at their ramshackle monasteries now and then, at no particular time, to tell tales and train.

While most crooked monks aren't evil, their chaotic behavior often gets them in trouble with the authorities in civilized lands. They have been known to challenge strangers to duels for no reason, to help dungeon dwelling creatures defend their homes against adventurers, and rob from the poor to give to the rich. Tales have been told of crooked monks who have rescued damsels in distress, only to recapture them for ransom themselves later, or of the crooked monk who attempted to become a cleric of two opposing faiths. If it's completely illogical, chances are that a crooked monk will try to do it.

One aspect of a crooked monk that is thoroughly lawful is their word. A crooked monk may steal from you, sleep with your wife, or kick your dog, (all because he hasn't done it before) but unless you're a mortal enemy he won't lie about it. When questioned about this, most are stubbornly silent, but a few have explained that lying to others is only a step away from lying to yourself, and one who lies to himself will never really try to do everything, and thus will never be enlightened. Crooked monks see lying to an enemy as “acting”, and no different than feinting in combat. It is believed by traditional monks that this one lawful trait enables them to use the mysteriously subtle magic known as ki.

Crooked monks tend to value friendship. They tend to be extremely loyal to anyone who puts up

with them for more than a day, and spare their companions the worst of their erratic behavior.

Humans, gnomes, halflings, elves and half-elves are the most common races that take this class, though an occasional half-orc is not unheard of. There has never been a dwarven crooked monk, though it is conceivable.

Hit Dice: d8

Requirements

Alignment: Any Chaotic (most are CN)

Feats: Improved Unarmed Strike

Skills: Escape Artist 10 ranks

Special: Crooked monks must be willing to try anything. To become a crooked monk, you must first have levels in at least three different core (non-prestige) classes.

Class Skills

The crooked monk's skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill).

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Crooked monks are proficient with all simple weapons, the nunchaku, siangham, kama, and shuriken. They are not proficient with any armor or shields, and cannot use any of their special abilities while wearing armor or using a shield.

Monk Abilities (Su): You have the unarmed damage, slow fall ability, and fast movement of a monk of the same level. At 9th level and higher, your fast movement becomes a supernatural ability.

Contortionist (Ex): The 1st level crooked monk becomes a master of flexibility. Through painful and strenuous training, you actually become double-jointed and able to bend in ways impossible for a normal member of your race. You gain the Contortionist feat as a free bonus feat, despite not being 1st level.

If you already have the Contortionist feat, you gain Skill Focus: Escape Artist instead.

Cross Class Affinity (Ex): You gain 2 extra skill points whenever you gain a level of crooked monk. These points must be spent on cross class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Contortionist, Cross Class Affinity, Flurry of Blows
2nd	+1	+3	+3	+3	Crooked Charge
3rd	+2	+3	+3	+3	Frantic Defense
4th	+3	+4	+4	+4	Long Grasp
5th	+3	+4	+4	+4	Leap of the Clouds
6th	+4	+5	+5	+5	Abundant Step
7th	+5	+5	+5	+5	Constrict
8th	+6	+6	+6	+6	Ki Strike +1
9th	+6	+6	+6	+6	Haste
10th	+7	+7	+7	+7	Freedom of Movement
11th	+8	+7	+7	+7	Cloak of Chaos
12th	+9	+8	+8	+8	Ki Strike +2
13th	+9	+8	+8	+8	Imperfect Self

Table 1-9, The Crooked Monk

skills. Standard rules for purchasing cross class skills apply; one skill point can only purchase one-half a rank in a cross class skill.

Flurry of Blows (Ex): You gain the monk's flurry of blows ability when using unarmed strikes or monk weapons (see the PHB, Chapter 3, Monk, Game Rule Information for more details).

Crooked Charge (Ex): You no longer have to move in a straight line to charge.

Frantic Defense (Ex): Due to your spastic, unpredictable fighting style, you gain a +1 dodge bonus to AC for every three levels you have as a crooked monk, rounded down. You lose this dodge bonus whenever you lose your Dexterity bonus to AC. *For example, a 9th level crooked monk would have a +2 dodge bonus to AC.*

Long Grasp (Su): Your limbs are capable of stretching to extreme lengths at will, giving your unarmed attacks an additional 5ft. of reach. You can still strike adjacent targets.

Leap of the Clouds (Su): Your jumping distance (horizontal or vertical) is no longer limited by your height.

Abundant Step (Sp): You may *dimension door* once per day. Your caster level is your crooked monk class level.

Constrict (Su): Your limbs are as effective as a python at squeezing the life out of a foe. If you make a successful grapple check to cause damage, you cause an extra 1d6 in bludgeoning damage.

Ki Strike (Su): You gain the monk's ki strike ability as listed on Table 1-9, the Crooked Monk.

Haste (Sp): Once per day, as a standard action you may become *hasted*, as the spell.

Freedom of Movement (Su): You are permanently affected by a *freedom of movement*

spell, allowing you to ignore effects that impede your movement, such as a *web* or *hold person* spell, or even underwater movement or paralysis.

Cloak of Chaos (Sp): Once per day, as a standard action you may create a *cloak of chaos*. Your caster level is equal to your crooked monk class level.

Imperfect Self (Su): You have achieved a chaotic form of enlightenment. A 13th level crooked monk becomes a magical being and is treated as a native outsider (an extra-planar creature) instead of a humanoid. You are unaffected by spells that affect humanoids, such as *charm person*, but may still be raised from the dead. You gain damage reduction 20/+1, and instantly regenerate the first 20 points of damage from non-magical attacks.

Your state of enlightenment and self-awareness has become so acute that you are completely aware of your imperfect form, and have become immune to transformation. No mortal magic can alter your form. Effects such as polymorph or petrification force you into a new shape for a moment, but you can return to your original form, if desired, as a free action on your turn. Healing magic affects you normally.

Ex-Crooked Monk

If your alignment becomes non-chaotic, you become an Ex-Crooked Monk and lose the use of all supernatural and spell-like special abilities. Changing back to a chaotic alignment gives you back the use of your lost abilities.

Ghost Killer

“Yes grandfather...oh, I wasn't talking to you.”

Ghost killers are the descendants of long-dead heroic warriors. From childhood, they have heard the whispers of their ancestors in their dreams and feel the call to become a great warrior. Upon becoming ghost killers, they hear more than whispers.

Their ancestors live on the outer planes and serve divine powers that abhor undead. They use their otherworldly knowledge to help the ghost killer put ghosts and other spirits of the undead to rest.

Every ghost was once a living creature that died while experiencing a powerful emotion. Instead of ascending as a petitioning spirit to an outer plane, the creature's spirit became trapped on the ethereal plane, a cloudy realm that coexists with the normal universe. Destroying the ghost outright only removes it for a short time, and it always returns. To banish a ghost permanently, one must take actions that allow its spirit to rest.

Some common ways to put a ghost to rest include avenging its death or that of a loved one, clearing the ghost's family name of an ancient crime, finding a hidden treasure and giving it to the ghost's descendants, or simply giving its corpse a proper burial. An evil ghost may need to be defeated in combat with a particular weapon. Every ghost can be put to rest, but the unique method must be found for each particular one.

The ghost killer often spends much time researching the history of the ghost to learn this method. Ghost killers are detectives as much as they are warriors.

Dwarves are especially well suited as ghost killers, as most dwarves revere their ancestors and have a detailed genealogical history spanning millennium.

Hit Dice: d8

Requirements

Alignment: Any good

Base attack bonus: +4

Feats: Focus Ki, Improved Unarmed Strike, Stunning Fist (or stunning attack ability), Iron Will

Skills: Diplomacy 5 ranks, Knowledge: Religion 2 ranks, Scry 2 ranks

Special: You must have the ability to turn the undead.

Class Skills

The ghost killer's class skills (and the key ability for each skill) are: Balance (Dex), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (all skills) (Int), Sense Motive (Wis), Tumble (Dex)

Skill points at Each Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiency: Ghost killers gain no weapon or armor proficiencies, and cannot use any of their special abilities while wearing armor or using a shield.

Monk Abilities (Su): You have the unarmed damage, fast movement, and AC bonus of a monk of a level equal to your ghost killer level plus any monk levels you have.

Turn Undead (Su): Add one-half your ghost killer class level to your clerical level for the purpose of turning the undead. You may take the Extra Turning feat like a cleric by spending a regular feat slot.

Ghost Touch (Su): Your unarmed attacks can

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Ghost Touch, Patron Ancestor (+1 Knowledge bonus)
2nd	+1	+3	+3	+3	<i>Augury</i> , Benevolent Touch
3rd	+2	+3	+3	+3	Patron Ancestor (+2 Knowledge bonus)
4th	+3	+4	+4	+4	Fear Immunity
5th	+3	+4	+4	+4	Patron Ancestor (+3 Knowledge bonus)
6th	+4	+5	+5	+5	<i>Speak with Dead</i>
7th	+5	+5	+5	+5	Patron Ancestor (+4 Knowledge bonus)
8th	+6	+6	+6	+6	<i>Divination</i>
9th	+6	+6	+6	+6	Patron Ancestor (+5 Knowledge bonus)
10th	+7	+7	+7	+7	Contact Patron Ancestor, Ghost Form

Table 1-10, The Ghost Killer

now affect incorporeal creatures with every hit, as if enchanted with the *ghost touch* special ability (see the DMG, Chapter 8, Magic Item Descriptions, Weapons). However, there is a down side. Ghosts and other incorporeal creature can strike you normally as well. You exist in both the corporeal and incorporeal world.

Patron Ancestor (Su): One of your ancestors has taken a particular liking to you. Usually this is an ancestor with the same alignment, a similar personality, and a striking resemblance to you. You can gain subtle advice from this ancestor in the form of visions, voices, and dreams, and can use this advice to get a sacred bonus to all Knowledge skill checks equal to half your level, rounded up.

Augury (Sp): Your patron ancestor gives you hints about the future. You can use *augury* as a spell-like ability a number of times per day equal to 1 plus your Wisdom bonus, if any.

Benevolent Touch (Su): You can channel positive energy through your unarmed strikes. Declare your attack to be a benevolent touch before rolling the attack dice. If you strike an undead creature, you cause an additional +2d6 holy damage and may roll a Turning Check against that creature, with half your ghost killer level, rounded down, counting as cleric levels. Even if your attack misses or the creature you hit is not undead, this ability uses up one of your Turning attempts for the day.

For example, a cleric 3/ghost killer 7 strikes a 6 hit dice spectre with benevolent touch. The ghost killer has an effective clerical level of 6 when using benevolent touch and the spectre has +2 turn resistance, making its effective hit dice equal to 8. The ghost killer needs to roll at least a 16 to turn the spectre. If he succeeds, the spectre is turned. If he succeeds and is at least 16th level (twice the spectre's hit dice), the spectre is destroyed.

Fear Immunity (Su): You are immune to fear, even magical fear.

Speak with Dead (Sp): You can use *speak with dead* as a spell-like ability once per day.

Divination (Sp): You can use *divination* as a spell-like ability once per day. Using this ability represents entering a dream-like state and talking with your Patron Ancestor in a limited fashion.

Contact Patron Ancestor (Sp): This is a limited use of the *contact other plane* spell. When used, you are actually attempting to contact your patron ancestor on an outer plane. Consider your patron ancestor as a demi-deity for the purpose of this ability, but treat results of "Lie" or "Random Answer" as "Don't Know" instead. This is a spell-like ability that can be used once per day, and your caster level is your character level. Treat the plane contacted as "appropriate" if your patron ancestor has a good chance of knowing the answer to the

question. *For example, if your question is about a famous event that happened when your ancestor was alive, the plane is considered appropriate.*

Ghost Form (Sp): You can step into the world of ghosts, also known as the ethereal plane, and become incorporeal (see the DMG, Chapter 3, Condition Summary). This ability is exactly like the *ethereal jaunt* spell, except you are not invisible, only translucent. Ghost Form can be used once per day.

Ex-Ghost Killers

If you dishonor your ancestors by willfully committing evil acts then you become an ex-ghost killer and lose all special abilities of the class.

Sample NPC Ghost Killer

Shala, female dwarf Clr1/Mnk5/Ghost Killer 6:
CR 12; Medium-size Humanoid (dwarf); HD 5d8+1d8+6d8; hp 66; Init +2; Spd 40ft; AC 23 (+2 ring of protection, +3 bracers of armor, +2 amulet of natural armor, +2 Dex, +3 Wis, +1 Mnk); Melee unarmed strike +9/+4 (1d10); Ranged *hand axe* +1, *returning* +7/+2 (1d6+3/crit x3); SA flurry of blows, stunning attacks, benevolent touch; SQ dwarven traits, evasion, still mind, slow fall (20ft), purity of body, *augury*, fear immunity, *speak with the dead*, turn undead; AL NG; SV: Fort +13, Ref +12, Will +17; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +11, Diplomacy +15, Heal +4, Knowledge (arcana) +11, Listen +5, Tumbling +11; Improved Unarmed Strike, Stunning Fist, Dodge, Deflect Arrows, Iron Will, Focus Ki, Extra Turning, Escape Technique.

Cleric Spells Prepared (3/2): 0-cure minor wounds (2), detect undead (1); 1-cure light wounds, *invisibility to undead*.

Domain Spells (Pelor / Healing and Sun): 1-cure light wounds.

Equipment: *hand axe* +1 *returning*, *ring of protection* +2, *bracers of armor* +3, *amulet of natural armor* +2, *cloak of protection* +1, *potion of blur*, *potion of cure moderate wounds*, wooden holy symbol, traveler's clothes, 2 flasks of holy water.

Shala of Clan Shalebright is a plain-looking female dwarf determined to rid the abandoned dwarven halls in her kingdom from hordes of undead. She has a close relationship with the spirit of her deceased grandfather, an advisor to a mighty dwarven thane. Shala is kind and polite, but will let nothing stand in the way of her quest, only stopping long enough to rest and recruit mercenaries to help. She's usually dirty and disheveled, and perhaps a little too optimistic.

Ki Blaster

“Give me some room.”

Ki is a subtle form of magic, but some learn to use it in less than subtle ways. Ki blasters have learned to use raw ki as a distance attack with devastating effect. The form of this energy blast, sometimes called a totem, varies with the individual. Some blasts appear as fiery dragons, others like acidic knives or frosty ghosts.

Ki blasters harness either positive or negative ki rather than the more traditional approach of balancing the two extremes to achieve a subtle effect. Evil ki blasters harness negative ki, while good ki blasters control positive ki. Consequently, their outlooks on life vary greatly, but all ki blasters are radicals of some sort and believe in absolutes. Their views are black and white, and their power gained by choosing a side.

Hit Dice: d8

Requirements

Alignment: Any Good or Evil

Base attack bonus: +5 or higher

Feats: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Far Strike, Focus Ki

Special: To become a ki blaster, you must have either the Inner Darkness or Inner Light ki feats.

Class Skills

The ki blaster’s skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Swim (Str), and Tumble (Dex).

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Ki blasters gain no additional weapon or armor proficiencies

and cannot use any of their special abilities while wearing armor or using a shield.

Energy Blast (Su): By giving up one of your stunning attacks for the day, in the place of an unarmed strike, you can fire a blast of energy by gathering ki internally and projecting it outwards with a shout. The blast causes an amount of energy damage equal to your base unarmed damage. This energy is one of the following types: acid, cold, fire, electricity, or sonic. The type of energy, and its color and shape, is chosen when this class is taken, and cannot be changed. The appearance of this “totem” has no real effect, but often reflects the personality of the ki blaster.

Energy blasts have a range of 30ft. A Fortitude save (DC is equal to 10 plus half your character level plus your Wisdom bonus) results in half damage. Energy blasts are ranged touch attacks used in place of an unarmed strike, and only one may be used per round. Firing an energy blast does not provoke an attack of opportunity.

Stunning Attacks (Su): You gain an additional number of stunning attacks per day equal to your ki blaster class level.

Stunning Blast (Su): Your energy blasts (or shaped blasts, see below) can be stunning attacks. By giving up an additional stunning attack for the day, the blast does damage normally, but your opponent must also make a Fortitude saving throw (DC is equal to 10 plus half your character level plus your Wisdom bonus) or be stunned for one round.

Extra Energy Type (Su): Choose one of the following energy types that you didn’t choose at first level: acid, cold, fire, electricity, or sonic. You can use either type of energy with your energy blasts.

For example, if at 1st level, you chose sonic energy, at 3rd level you could choose cold, enabling you to fire sonic or cold blasts.

Rapid Blast (Su): If you can make multiple unarmed strikes in a round, you can now fire more than one energy blast per round. Each time you make an energy blast, you must give up a stunning attack for the day, and each use takes the place of an unarmed attack. Multiple ki blasts require the full attack action. *For example a monk8/ki blaster4 using flurry of blows could make 3 energy blasts in a round with a –2 penalty to each attack roll.*

Shaped Blast (Su): As a standard action, by giving up two stunning attacks for the day, you may shape an energy blast into a 30ft. cone. Everyone in the area of effect gets a Reflex save (DC is equal to 10 plus half your character level plus your Wisdom bonus) for half damage.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	0	0	+2	Energy Blast, Stunning Attacks
2nd	+1	0	0	+3	Stunning Blast
3rd	+2	+1	+1	+3	Extra Energy Type
4th	+3	+1	+1	+4	Rapid Blast
5th	+3	+1	+1	+4	Shaped Blast

Table 1-11, The Ki Blaster

Psynergist

“Only by focusing inward can you see the world around you.”

By combining psionics with the power of ki, the psynergist seeks inner peace. Like monks, they are disciplined warriors, but use their psionic talents to get an edge.

Somehow, psynergists have always known that they were different. As children they may have exhibited strange powers and thought of as cursed or strange. To control their powers, they are often taken in by a traditional monastery of monks and learn to live a disciplined lifestyle, but sometimes develop their powers alone or with help as a psion or psychic warrior.

The psynergist is a class that can be learned from other psynergists, or can be discovered alone and unaided. Indeed, the study of one’s self is what being a psynergist is all about and most have never encountered another of their kind. They would be surprised to learn that on some worlds, entire monasteries are devoted to learning this class. Usually observers, even longtime companions, mistake their use of psionics for ki, or vice versa. This is an easy mistake to make, since a true psynergist blends ki and psionics seamlessly into a single magical force originating from deep within.

This class uses psionic rules, and is only appropriate for campaigns that use those rules. Refer to the Psionics Handbook for information on psionic rules, including feats, powers and classes.

Hit Dice: d8

Requirements

Alignment: Any Lawful

Base attack bonus: +4 or higher

Feats: Improved Unarmed Strike, Inertial Armor, Stunning Fist (or the monk’s stunning attack ability), plus any two psionic feats.

Base Power Points/Day: 4+ (not including bonus power points)

Class Skills

A psynergist’s class skills, and the key ability for each, are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill points at each additional level: 4 + Int modifier

Class Features

Weapon and armor proficiency: You are proficient with all simple weapons, the kama, the nunchaku, the siangham, and the shuriken. You do not gain proficiency with any type of armor or shields. Wearing armor or using a shield causes your supernatural abilities to fail.

Monk Abilities (Su): You have the unarmed damage, fast movement, and stunning attacks per day as a monk of a level equal to your psynergist level plus any monk levels you may have.

Psionics (Su): Psynergists continue to develop their psionic ability, though at a slow pace. You gain more power points per day and discover new powers (chosen from the Psionics Handbook, Chapter 5, Psychic Warrior Powers) as listed on Table 1-13, Psynergist Psionics. Psynergists do not gain bonus power points, and do not have a

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Psionics, Smooth Energy, Stunning Attacks
2nd	+1	+3	+3	+3	Bonus Feat, Inner Defense
3rd	+2	+3	+3	+3	Warp Reality
4th	+3	+4	+4	+4	Leap of the Clouds
5th	+3	+4	+4	+4	Psi-Strike
6th	+4	+5	+5	+5	Bonus Feat
7th	+5	+5	+5	+5	
8th	+6	+6	+6	+6	Bonus Feat
9th	+6	+6	+6	+6	
10th	+7	+7	+7	+7	Synergy

Table 1-12, The Psynergist

primary discipline.

Smooth Energy (Su): You can convert ki to psionic power and vice versa. As a free action on your turn, you may give up a stunning attack for the day to gain three power points, or you may spend five power points to gain an additional stunning attack for the day. You may only use this ability once per round.

Inner Defense (Su): You bolster your natural psionic abilities with ki to provide incredible defenses. As long as you retain more than 1 power point in your reserve, you gain a +1 armor bonus to AC for every reserve point you have above 1, up to one-half your class level as a psynergist, rounded down. This bonus stacks with the +4 armor bonus to AC from the Inertial Armor psionic feat, but not from any armor bonus granted by wearing armor or wielding a shield.

For example, if you are a 6th level psynergist and have at least 7 points in reserve, you gain a total armor bonus to AC of +7 (+4 from Inertial Armor, +3 for Inner Defense).

Bonus Feat (Su): Psynergists hone their combat skills with psionic feats. At 2nd, 6th and 8th levels you may choose any one of the following psionic feats as a bonus feat. You must meet the prerequisites of the chosen feat: Combat Awareness*, Deep Impact, Fell Shot, Great Sunder, Mental Leap, Psionic Body, Psionic Charge, Psionic Dodge, Psionic Fist, Psionic Metabolism, Psionic Shot, Psionic Weapon, Rapid Metabolism, Return Shot, Speed of Thought, Stand Still, Unavoidable Strike, Up the Walls.

**new psionic feat, see boxed text below*

Warp Reality (Su): Your inner self is so strong, you can bend reality to protect yourself. As long as you have at least 10 power points in your reserve pool, you gain a +1 bonus to all of your saving throws for every 3 levels you have as a psynergist, up to +3 at 9th level.

Leap of the Clouds (Su): Your jumping distance (vertical and horizontal) is no longer limited by your height.

Psi-Strike (Su): You can charge up your unarmed strikes with psionic energy. At the beginning of your turn, if you spend 5 power points, your unarmed strikes gain the ability to avoid damage reduction as if the blow were made with a weapon with a +1 enhancement bonus. For every 5 power points extra that you spend, treat your attacks as if made with as a weapon with an additional +1 enhancement bonus. You can spend up to 20 power points, in this way to strike opponents as if you had a weapon with up to a +4 enhancement bonus. The effect of psi-strike lasts for one round.

Synergy (Su): Your ki and psionic abilities combined have become more than what they could

be separately. As long as you have your maximum power points in your reserve pool, you may act as if under the effect of a *haste* spell (you gain an extra partial action each round, a +4 *haste* bonus to your AC, and you can jump one and a half times as far as normal). This effect does not stack with *haste*, *mass haste*, or *timestop* spells or effects.

Ex-Psynergists

If your alignment becomes non-Lawful, you lack the discipline necessary for this class and become an ex-psynergist. Ex-psynergists lose the use of all of their supernatural abilities, including any psionics gained as a psynergist, until their alignment becomes Lawful again.

Level	Power Points/Day	- Powers Discovered -		
		0	1	2
1st	+1	-	-	-
2nd	+3	-	-	-
3rd	+3	-	-	-
4th	+3	-	-	-
5th	+5	-	-	-
6th	+5	1	-	-
7th	+5	2	-	-
8th	+7	2	1	-
9th	+7	2	2	-
10th	+7	2	2	1

Table 1-13, Psynergist Psionics

New Psionic Feat

Combat Awareness [Psionic]

Your instincts cut through the fog of battle.

Prerequisites: Reserve power points 5+

Benefits: As long as you have at least 5 power points in reserve, you don't lose your Dexterity bonus to AC when flat-footed or against opponents you are unaware of.

Special: This ability does not work against rogues that are four or more levels higher than you.

Storm Lord

“After you’ve returned to dust, the winds will still howl and the lightning will still sing.”

The storm lords believe that the basic elements are not fire, air, water, and earth, but frost, lightning, wind, and rain. They are warriors dedicated to perfecting themselves in combat by emulating the fury of nature.

Storm lords are most often druids or sorcerers that have learned to combine their spellcasting with the inner strength of the martial arts.

Not surprisingly, storm lords usually get along well with storm giants.

Hit Dice: d8

Requirements

Alignment: Any non-Lawful

Feats: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Thunder Strike

Skills: Wilderness Lore 8 ranks

Special: You must be able to cast at least one spell with the [electricity] descriptor or you must have been hit by lightning from an actual storm.

Class Skills

The class skills of storm lords (and the key ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Sense Motive (Wis), Spellcraft (Int), Tumble (Dex), Wilderness Lore (Wis)

Skill points at each level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: Storm lords gain no extra proficiencies with weapons or armor, and cannot use any of their special abilities while wearing armor or using a shield.

Storm Resistance (Su): You gain electrical and cold resistance equal to twice your class level.

Stunning Attacks (Ex): You gain a number of stunning attacks per day equal to your class level.

Weather Sense (Ex): You can sense when a storm is coming. You gain a +10 competence bonus when using Wilderness Lore skill checks to predict the weather, even when indoors.

Innate Shocking Grasp (Sp): Beginning at 2nd level, you may use *shocking grasp* once every other round. This ability is part of your fighting style and does not provoke an attack of opportunity. Your storm lord level is your caster level for this ability.

Call Lightning (Sp): At 3rd level, you may use *call lightning* as a spell-like ability once per day.

Storm Secret (Sp or Su): Storm lords gain the ability to use storm secrets from Table 1-15. Your storm lord class level plus your Wisdom bonus, if any, limits which secrets can be chosen, and each secret can only be gained once. To activate a storm secret that is a spell-like ability, you must give up a number of stunning attacks for the day equal to its druidic, air, or water spell level.

Anchored (Su): No wind, no matter how powerful, can move you unless you allow it to do so.

Wis Bonus + Lvl	Storm Secret
4	<i>obscuring mist</i> (Sp)
6	<i>fog cloud</i> (Sp)
8	<i>sleet storm</i> (Sp)
8	<i>air walk</i> (Sp)
10	<i>control winds</i> (Sp)
10	<i>ice storm</i> (Sp)
12	<i>control weather</i> (Sp)
12	electricity immunity (Su)
12	cold immunity (Su)

Table 1-15, Storm secrets

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	0	0	Storm Resistance, Stunning Attacks, Weather Sense
2nd	+1	+3	0	0	Innate Shocking Grasp
3rd	+2	+3	+1	+1	Call Lightning
4th	+3	+4	+1	+1	Storm Secret
5th	+3	+4	+1	+1	
6th	+4	+5	+2	+2	Storm Secret
7th	+5	+5	+2	+2	
8th	+6	+6	+2	+2	Storm Secret
9th	+6	+6	+3	+3	
10th	+7	+7	+3	+3	Anchored, Storm Secret

Table 1-14, The Storm Lord

Sylvan Monk

“Miss me?”

To most students of martial combat, the idea of dodging a blow is a fundamental concept. To a few devoted learners, the concept of simply moving out of the way is only scratching the surface of a much deeper truth. These advanced students, known as sylvan monks, believe that enlightenment and martial mastery stem from not getting out of the way of an outside force, but instead accepting that force, and letting it flow through and around them. They see this concept in every leaf, blade of grass, and drop of rain.

To a sylvan monk, a perfect dodge does not involve reacting to an attack, but instead not responding at all. When mastered, this technique will allow one to accept an attack as if they were never in its path. This allows them to bend reality so that they in fact are not, and never were, in the path of any attack.

The informal schools teaching this style of combat are found in or near deeply forested areas or other wild settings. They are almost always open-aired natural clearings with few or no structures. The dedication to nature inherent in their studies makes druids and even rangers a common sight in their training sessions, but most are primarily monks.

Sylvan monks continue to study nature throughout their careers. Different groups of sylvan monks favor various type of animals and/or plants, and therefore go by different names. One school that reveres monkeys might refer to themselves as “Monkey Fists”, another group may refer to themselves as “Iron Willows”, while a group in the tundra may call themselves “Snow Leopards” or even simply “monks”. Feel free to modify the name of this prestige class to suite your campaign and

your own taste.

Elves, half-elves, humans, and gnomes are the most likely races to take this prestige class. It is suggested that monks who take this prestige class be allowed to continue to advance as monks if they wish.

Hit Dice: d8

Requirements

Feats: Deflect Arrows, Dodge, Improved Unarmed Strike, Leveraged Throw, plus any one of the following feats: Charge Throw, Mobility or Improved Trip.

Skills: Tumble 9 ranks, Knowledge: Nature 4 ranks

Special: Sylvan monks must have the evasion ability (as a rogue or monk, for instance).

Class Skills

The sylvan monk class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Intuit Direction (Wis), Knowledge: Nature (Int), Sense Motive (Wis), Swim (Str), Spot (Wis), Tumble (Dex), and Wilderness Lore (Wis).

Skill Points at each level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Sylvan monks gain no additional proficiencies with any weapons or armor and may not use any of their special abilities while wearing armor or using a shield.

Monk Abilities: You have the unarmed

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Improved Evasion
2nd	+1	+0	+3	+3	Counter-Throw, Secrets of Nature
3rd	+2	+1	+3	+3	Willow Technique
4th	+3	+1	+4	+4	Redirection
5th	+3	+1	+4	+4	Abundant Step
6th	+4	+2	+5	+5	Defensive Roll
7th	+5	+2	+5	+5	Power Throw
8th	+6	+2	+6	+6	Elusive Soul
9th	+6	+3	+6	+6	Bend But Not Break
10th	+7	+3	+7	+7	Not There

Table 1-16, The Sylvan Monk

damage, fast movement, and slow fall abilities as a monk of a level equal to your sylvan monk level plus any monk levels you may have.

Improved Evasion (Ex): At 1st level you gain the monk's improved evasion ability. When wearing light or no armor, you still take no damage when making a Reflex save against attacks such as a *fireball* or dragon's breath, and now take only half damage if you fail.

Counter-Throw (Ex): You gain a bonus equal to your sylvan monk class level to both your attack roll and opposed strength check when using the Leveraged Throw feat (see page 33).

Secrets of Nature (Su): Through your intense study of animals and plants in the wild, you learn subtle secrets of defense. For example, you may learn to roll with a blow from the way the grass flows with the wind, or to move unpredictably by watching a wild pig being chased by a tiger.

For every 4 ranks you have in the Knowledge (nature) skill, you gain a +1 dodge bonus to AC, up to a maximum of half your sylvan monk class level.

Willow Technique (Ex): You learn to minimize the damage taken from a blow by completely accepting it. As a result, you gain damage reduction of 1/- at 3rd level. This increases to 2/- at 6th level, and 3/- at 9th level. Because this ability depends on responding to the attack, it is lost whenever you lose your Dexterity modifier to AC. This ability does not stack with damage reduction from any other source.

Redirection (Su): You can redirect your opponent's attack, sending them flying to the ground. Starting at 4th level, whenever an opponent within 5 ft. misses you by 10 or more with a melee attack, they provoke an attack of opportunity from you that may only be used to make a trip attack. You may use the Leverage Throw feat as if you had readied the trip attack. At 6th level the attack of opportunity is provoked whenever your opponent's attack misses by 8 or more. At 8th level, the attack need only miss by 6 or more and at 10th level the attack of opportunity is provoked if your opponent misses by 4 or more.

Abundant Step (Sp): At 5th level, you may *dimension door* once per day. Your caster level is your sylvan monk class level. At 10th level, you may use this ability twice per day.

Defensive Roll (Ex): You can roll with a potentially deadly strike to take less damage from it. Once per day, whenever you would be reduced to zero hit points or less by damage in combat (from a weapon other strike, not a spell or special ability) you may attempt to roll with the damage. Make a Reflex saving throw (DC=damage dealt). If you succeed, you only take half damage from the blow. You must be aware of the attack and able to react to use this ability. If you cannot use your Dexterity

bonus to AC for any reason, for example if flat-footed or immobilized, then you can't use defensive roll. Your evasion and improved evasion abilities have no effect on the results of the Reflex save for a defensive roll.

Power Throw (Ex): When you successfully make any trip attack, you may automatically deal your unarmed strike damage to the tripped opponent.

Elusive Soul (Su): Your ability to accept and avoid attacks extends into the realm of magic. You gain spell resistance equal to your sylvan monk class level +15.

Bend But Not Break (Su): You cannot be tripped or bull rushed. All attempts to do so fail, and you simply roll with the attack and remain in place.

Not There (Su): You have mastered the art of avoiding an attack by ceasing to exist. By giving up one of your uses of abundant step for the day, when you would normally be hit with an opponent's attack, a trap, or a spell effect, you may instantly disappear, becoming non-existent. This ability negates the effects of any attack or spell effect targeting you, and allows you to avoid area effects.

Non-existent creatures are completely safe, and cannot be affected by anything. You aren't simply on another plane. You aren't anywhere. You have no knowledge of anyone's actions or events while *not there*, and after returning only remember what happened up to the moment of the attack that triggered its use.

At the beginning of your next turn, you *dimension door* as a 10th level caster back into reality, reappearing in the same spot or up to 800ft. away. A *dimensional anchor* cast on you before using *not there* can stop you from using *dimension door* to travel upon your return, but cannot stop you from disappearing or returning to reality with *not there*.

It is suggested that the player of a sylvan monk using *not there* declare where they will be reappearing, then leave the room until it is his or her turn.

This ability is not considered an action, and can be used any time you are about to suffer the effects of an attack, trap, or spell effect, but may only be used once per day.

For example, Roku is a 10th level sylvan monk. A powerful fireball engulfs the area he is in, so instead of making a Reflex saving throw, he gives up one of his uses of abundant step to use become non-existent. He disappears and takes no damage from the fireball, and decides to reappear behind the wizard. On his action, he dimension doors to where the wizard was earlier. Unfortunately, while Roku was non-existent, the wizard moved, so Roku cannot immediately attack, and must move first.

Tanterist

“Pay attention student. This pressure point relieves pain. A distance to the left equal to the width of a butterfly’s heart, and he won’t wake up for days.”

There is a legend that a great school of healers and an equally great school of martial artists were brought together during a widespread disaster. Having open minds, they quickly found they had a lot to learn from each other. The healers learned much about the preventive medicine of exercise and conditioning and the martial artists created a new style, called tantere, based on the healers’ knowledge of anatomy.

Tantere is a particularly difficult martial art to learn, requiring excellent physical conditioning, as well as a sharp mind. Tanterists are diligent scholars in the anatomy of humans and other races, and are accomplished healers. They are very serious in their studies, as their art requires dedication and attention to detail.

Tanterists tend to be pacifists by nature, and usually study the martial arts for the purpose of exercise and conditioning, or for self-defense. However, a few tanterists are mercenaries who simply use the art as another weapon in their arsenal. Still fewer are ruthless assassins that have forgotten more ways to murder than most will ever know.

Hit Dice: d10

Requirements

Alignment: Any Lawful.

Base attack bonus: +5

Skills: Healing 5 ranks, Profession (Herbalist) 5 ranks

Feats: Improved Unarmed Strike, Stunning Fist or stunning attacks ability, Endurance

Class Skills

The tanterist’s class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Healing (Wis), Jump (Str), Knowledge (nature) (Int), Profession (Wis), Sense Motive (Wis), Swim (Str), and Tumble (Dex).

Skill points at each level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Tanterists gain no extra proficiencies with weapons or armor, and cannot use any of their special abilities while wearing armor or using a shield.

Stunning Attack (Su): A tanterist has the monk’s stunning attack ability (see the PHB, Chapter 3, Monk, Game Rule Information). Your tanterist level stacks with that of any monk levels you have for determining how many stunning attacks per day you have.

Tantere Style (Ex): You have an exceptional amount of knowledge about the anatomy of humanoid creatures, and your fighting style takes advantage of it. When attacking a humanoid or monstrous humanoid with an unarmed attack, you gain a +2 bonus to attack rolls. You also gain a +2 synergy bonus to Healing skill checks.

Healing Touch (Ex): The tanterist uses non-traditional techniques such as chiropractic therapy, pressure points, acupuncture, strange herbs, etc, to heal with unusual effectiveness.

By giving up one of your stunning attacks for the day, you can heal a creature of up to twice your level as a tanterist in hit points. You require a

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Stunning Attack, Tantere Style, Healing Touch
2nd	+1	+3	+3	+3	Unarmed Finishing Move +1d6, Stunning Specialist
3rd	+2	+3	+3	+3	Disarming Touch
4th	+3	+4	+4	+4	Unarmed Finishing Move +2d6
5th	+3	+4	+4	+4	Spasm Touch
6th	+4	+5	+5	+5	Unarmed Finishing Move +3d6
7th	+5	+5	+5	+5	Weakness Touch
8th	+6	+6	+6	+6	Unarmed Finishing Move +4d6
9th	+6	+6	+6	+6	Paralyzing Touch
10th	+7	+7	+7	+7	Unarmed Finishing Move +5d6, Quivering Palm

Table 1-17, The Tanterist

healer's kit to use this ability and you must make a healing skill check at DC 20. If your check fails, you cannot use this ability on that creature again for 24 hours. It takes 10 minutes to apply the healing touch.

For example, with a successful healing skill check, a 6th level tanterist can sacrifice one stunning attack to heal up to 12 points of damage.

Unarmed Finishing Move (Ex): You gain the martial artist's finishing move ability (see page 5), but only when using unarmed strikes. If a tanterist gets the finishing move ability from another source (such as the martial artist class), this bonus damage stacks when using unarmed strikes.

Stunning Specialist (Su): You gain the Stunning Focus feat for free (see page 37), even if you don't meet the prerequisites. If you already have the Stunning Focus feat, you gain an extra stunning attack per day.

Disarming Touch (Su): By giving up one of your stunning attacks for the day, and making an unarmed finishing move, you cause your opponent to drop everything they're holding unless they make a Fortitude save (DC 10 + your tanterist class level + Wisdom modifier), in addition to normal damage. Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

Spasm Touch (Ex): Your unarmed finishing moves strike nerve centers causing victims to take 2 points of temporary Dexterity loss, in addition to normal damage. The victim can make a Fortitude save (DC 10 + one-half your tanterist class level +

Wisdom modifier) to restore all Dexterity lost to this ability at the beginning of their turn each round as a free action. Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

Weakness Touch (Ex): Your unarmed finishing moves are executed with such precision that the victim also takes 2 points of temporary Strength loss. The victim can make a Fortitude save (DC 10 + your tanterist class level + Wisdom modifier) to restore all Strength lost to this ability at the beginning of their turn each round as a free action. Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

Paralyzing Touch (Su): You can paralyze an opponent merely by applying pressure to the right spots. By giving up three of your stunning attacks for the day and making a successful unarmed finishing move, you can make an unarmed strike that causes no damage, but paralyzes an enemy unless they make a Fortitude saving throw (DC 10 + your tanterist class level + Wisdom modifier). The opponent is paralyzed for one round (see the DMG, Chapter 3, Condition Summary). Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

Quivering Palm (Su): You gain the monk ability of the same name (See the PHB, Chapter 3, Monk, Game Rule Information) except the saving throw is DC 20 + your Wisdom modifier, and only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected.

Sample NPC Tanterist

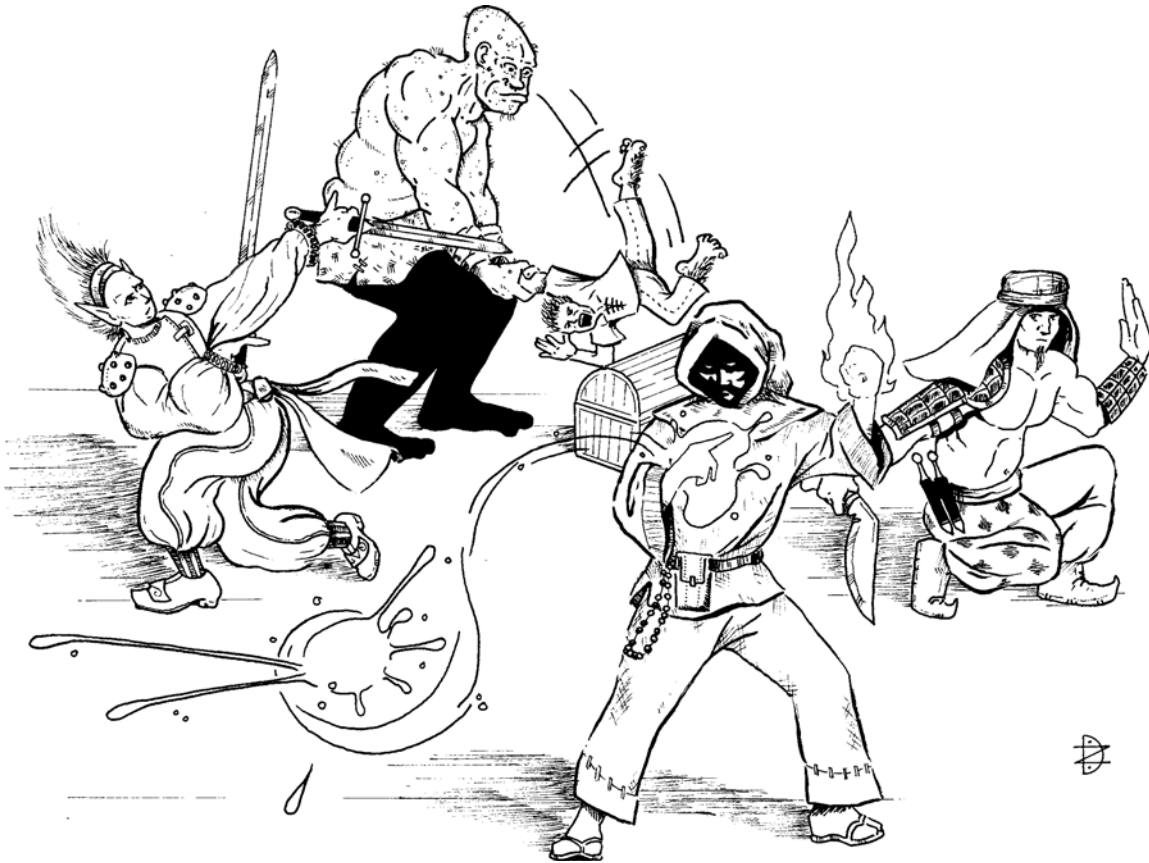
Farwalker, male human Mnk7/Tanterist 3: CR 10; Medium-size Humanoid (Human); HD 7d8+3d10; hp 49; Init +2; Spd 50ft; AC 20 (+2 *bracers of armor*, +1 *amulet of natural armor*, +1 *ring of protection*, +2 Dex, +3 Wis, +1 Mnk); Melee unarmed strike +9/+4 (1d10-1); SA flurry of blows, stunning attacks, tantere style, unarmed finishing move +1d6, disarming touch; SQ: evasion, still mind, slow fall (30ft), purity of body, wholeness of body, leap of the clouds, healing touch; AL LN; SV: Fort +10, Ref +8, Will +9; Str 8, Dex 14, Con 14, Int 13, Wis 16, Cha 14.

Skills and Feats: Balance +17, Diplomacy +12, Heal +11, Jump +14, Knowledge: nature +4, Profession: Herbalist +11, Tumble +17; Deflect Arrows, Endurance, Analyze Opponent, Weapon Finesse: Unarmed Strike, Meditation, Great Fortitude, Phoenix Child*, Stunning Focus.

Equipment: *bracers of armor* +2, *amulet of natural armor* +1, *ring of protection* +1, *gloves of dexterity* +2, *monk's belt*, healer's kit.

Warren "Farwalker" of House Huldane was stricken with a wasting disease during his youth, and given by his noble parents to a local monastery in hopes that they could save his life. Through rigorous training, Warren regained his health after many years, though he is still relatively weak and skinny. He learned to use meditation to overcome his physical limitations, and now travels the world in search of more ways to improve. Many would-be robbers have met their ends underestimating the bony, dark-skinned young man. Farwalker can often be found healing the weak and defending them from the powerful. **(Farwalker sacrificed Improved Trip to get the Phoenix Child ki feat, see rules for customizing the monk class, page 49)*

Chapter 2: Martial Art Feats and Styles



“Unyielding Fury!” the red sashed intruder yelled as he punched through the door.

Calmly leaning out of the way of the attack and grasping the fist, the old master pulled his assailant through, completely destroying the oaken door, and sent him to the floor like a rag doll.

“The pious willow lives longer than the proudest storm.”

Design Notes

Feats are the backbone of martial arts, because they allow you to bend or break the rules in interesting ways. Contrary to popular belief, feats do not need to be perfectly balanced in the d20 system. Some feats are simply better than others, and that’s not a bad thing.

The reasons for this disparity are many. For one thing, it’s impossible to create more than a few interesting feats without creating some that are better than others. Also, weaker feats serve a purpose in the game. They are useful for NPCs, as interesting prerequisites for more powerful feats or prestige classes, and for role-playing. We’ve made an effort to balance feats as much as possible, but

you’ll find that some are inevitably better than others.

Ki feats are supernatural abilities designed for use by monks. Often these feats allow you to give up one of your stunning attacks for the day to gain some other benefit. This is extremely useful if you happen to be facing a multitude of creatures that cannot be stunned anyway, and adds to the monk’s mystique.

Style mastery feats are designed to reward interesting choices that would otherwise be unwise, and to add a needed aspect of accomplishment to the martial arts. They may seem to give something for nothing, but if you examine the prerequisites, you’ll find that they have subtle costs.

Near the back of the book you’ll find an options index where you can select which feats you want in your campaign.

Open Content

The feat names and rules are all Open Content.

New Feats

The following feats are all martial artist bonus feats listed on Table 1-4, on page 9, and presented here in alphabetical order. Fighters may add the feats marked “fighter” to their bonus feat list.

Ki feats are a type of supernatural feat that require some mastery of the magical energy known as “ki”.

Analyze Opponent [Fighter, General]

You are good at sizing up your opponents.

Prerequisites: Wis 13+

Benefits: If you use a standard action to do nothing but observe a single opponent within 30ft., your melee attack rolls against that opponent gain a +1 insight bonus, and you have a +1 dodge bonus to AC against his attacks. These modifiers last until the end of the encounter. This feat can only be used once in a encounter against a particular enemy.

Artful Dodge [Fighter, General]

You predict where your opponent will strike next, and make sure you're not there.

Prerequisites: Dodge, Dex 13+

Benefits: You may apply your Intelligence bonus instead of your Dexterity bonus as a dodge bonus to AC. Conditions that cause you to lose your Dexterity bonus to AC cause you to lose this bonus instead.

Back-to-Back [Fighter, General]

You use teamwork to defend yourself.

Benefits: If you are within 5 ft. of a friend, opponents who flank you do not get any bonuses to their attack rolls for flanking you. You are still flanked, for instance you can still be sneak attacked by a rogue.

If you are within 5 ft. of a friend who also has the Back-to-Back feat, neither of you can be flanked.

Normal: When flanked, the flanking opponents gain a +2 bonus to attack rolls against you, and rogues can sneak attack.

Bear Hug [General]

You can squeeze the breath out of an opponent.

Prerequisites: Improved Unarmed Strike, Vice Grip, Str 13+

Benefits: When you damage an opponent by grappling, you cause 2 points of temporary Strength loss unless they make a Fortitude saving throw (DC

10 + one-half your level + your Strength modifier). This Strength loss lasts only as long as you are grappling with the opponent. This feat only affects creatures of your size category or smaller.

Being Elsewhere [Ki]

You're just a blur.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+, Base Speed 90ft

Benefits: You have one-quarter concealment (10% miss chance) during combat due to your fast movement, unless you are flat-footed or immobilized. The Blind-Fight feat does not work against this concealment.

Body Slam [General]

Gravity is your friend.

Prerequisites: Reversal, Base attack bonus +3 or higher

Benefits: You can try to perform a Body Slam as an attack while grappling, but not when pinned. You must declare you are attempting a Body Slam before making an opposed grapple check with a –4 penalty to the roll. If you succeed, you end the grapple, and your opponent becomes prone, as if tripped.

Boxing [General]

You are good at fighting up close with your fists.

Prerequisites: Improved Unarmed Strike, Base attack bonus of +4 or higher

Benefits: Once per round, before making your first unarmed strike of the round, you may choose to gain a +2 competence bonus to that attack roll. This attack must be made with your hands, so you must have one hand free.

Special: Against an opponent armed with a weapon or natural weapons, using this feat always provokes an attack of opportunity, even if you have the Improved Unarmed Strike feat.

Bull Charge [Fighter, General]

You charge hard.

Prerequisites: Speed 40ft or higher

Benefits: Whenever you hit with a charging attack, you may immediately attempt a bull rush (as a charge action) on the same opponent as a free action.

Channel Ki [Metamagic]

You use ki to enhance your spells.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, any other metamagic feat

Benefits: By giving up one of your stunning attacks for the day, you can decrease the cost of any other metamagic feat by one spell level, to a minimum cost of zero.

For example, you could use Channel Ki to reduce the level of the spell slot of a Maximized spell to 2 levels higher than normal instead of 3.

Using this ability is not considered an action, and can only be used once per round while casting the spell.

Special: This metamagic feat can only be used by those able to cast spells on the fly, without preparation, such as bards or sorcerers. Channel Ki cannot be used with prepared spells.

Charge Throw [General]

You use the power of a charging opponent's attack against them.

Prerequisites: Improved Unarmed Strike

Benefit: When an opponent charges you, they provoke an attack of opportunity from you that can only be used in an attempt to trip. If your trip attack is successful, then your opponent ends up prone in the direction of the charge 5ft. from you, and his charge attack automatically fails. Your opponent cannot attempt to trip you if your trip attempt fails.

Cobra Strike [Ki]

You are good at ending fights with snake-like strikes.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+, Base attack bonus of +4 or higher

Benefits: Whenever achieving a critical threat with an unarmed strike, you may choose to give up one of your stunning attacks for the day before confirming the critical. If you do so, your critical multiplier for this attack is increased by 1. This ability can only be used once per round.

For example, if you get a critical threat with a hand axe (critical multiplier x3), and give up a stunning attack for the day to declare your attack to be a Cobra Strike, your critical multiplier is increased to x4.

Special: If you use the Soft Energy feat and get a critical threat on an unarmed strike, you could increase your critical multiplier by 1 to x4 with Cobra Strike. A critical multiplier can never be higher than x4.

Combat Mind [Fighter, General]

You think before you fight.

Prerequisites: Int 13+

Benefits: Before rolling for initiative, you may choose to take a -4 penalty to the roll. If you do so, your attack rolls gain a +1 insight bonus or you gain a +1 dodge bonus to AC during the entire combat. You choose which bonus you receive before taking your first action.

Combination [General]

You are good at using one attack to set up another.

Prerequisites: Improved Unarmed Strike

Benefits: If you make an unarmed strike that is a critical threat, instead of confirming the critical you can choose to make an extra unarmed strike against the same opponent using the same attack bonus, but with a +4 bonus to the attack roll. You can only make one extra attack per round with this feat.

Special: Your extra attack is too imprecise to be a sneak attack, stunning attack, or finishing move (see page 5), but could be a critical hit.

Contortionist [General]

You were born double-jointed and are very flexible.

Prerequisites: You must take this feat at 1st level during character creation.

Benefits: You gain a +4 racial bonus to Escape Artist skill checks, and can fit through tight spaces as if you were one size category smaller.

Creature Club [Fighter, General]

Ogres sometimes call this move the "halfling smack-down".

Prerequisites: Str 15+

Benefits: If you have grappled and pinned a creature that is 2 size categories smaller than you, you may wield the pinned creature as a weapon, and threaten the area around you. Creatures of other sizes are too small or large to be used as a weapon effectively. Subsequent attacks that round or on later rounds can also be used to grapple with the hapless creature, as long as the creature is still pinned. You must use both hands to attack in this manner. You threaten the area around you with the pinned creature as you would if armed with a club one size category larger than you.

Each time you hit in combat with the creature, you deal damage according to its size (see below) plus one-and-a-half times your Strength bonus for using both hands. The damage is split between the creature wielded as a club, and the target, rounded down. If the creature is wearing spiked armor, add that to the damage received by the target.

Damage dealt: Tiny 1d4, Small 1d6, Medium 1d10, Large 2d6, Huge 2d8.

For example, a Huge sized cloud giant with this feat, a Strength of 35, and 3 attacks per round uses the full attack action and grapples a Medium sized human fighter named Gort with his first attack. On his second attack he pins Gort. On the third attack, he uses Creature Club to attack Cabral, one of the Gort's companions, with the human club, and hits for 1d10+18 points of damage, rolling a 5, for 23 points total. Gort and Cabral each take 11 points of damage. Unfortunately, for Cabral, the hapless Gort was wearing spiked armor, so Cabral takes another 1d6 damage.

Dancing Charge [General]

Your graceful moves help you maneuver without losing momentum.

Prerequisites: Perform skill 5 ranks (one of your performance types must be “dance”)

Benefits: You don't need to move in a straight line to charge. This feat cannot be used while wearing medium or heavy armor.

Normal: Charging attacks must be in a straight line.

Double Strike [Fighter, General]

You can make a single deadly strike with two weapons.

Prerequisites: Ambidexterity, Two-Weapon Fighting, Weapon Finesse

Benefits: You can declare a single attack to be a Double Strike before making the attack roll. A Double Strike must be your only attack of the round. It is an attempt to make a single strike with two weapons, one wielded in each hand. Make a single attack roll with a –4 penalty. If it hits, each weapon causes damage normally, and if it misses, both weapons miss. Use the lower critical threat range and critical multiplier of the two weapons. For weapons with enhancement bonuses, use the lower of the two bonuses for the attack roll, but add both bonuses for damage. Strength bonuses and additional damage from finishing moves, critical hits or sneak attacks are only added once for the attack.

Special: You must have Weapon Finesse with each weapon wielded. Your Strength bonus, if any, is added as if wielding a single one-handed weapon.

Dragon Strike [Ki]

You can make an unarmed attack that inspires fear.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+

Benefits: By giving up one of your stunning attacks for the day, you can make an unarmed strike that causes opponents struck who fail a Will

save (DC equal to 10 + half your character level + your Wisdom bonus) to be shaken for a number of rounds equal to 1 plus your Wisdom bonus, if any. Shaken creatures have a –2 morale penalty to attack rolls, damage rolls, and saving throws. This ability can only be used once per round.

Special: This feat only works on creatures with an Intelligence of at least 2 who are not immune to stunning attacks.

Drunken Stance [General]

You have learned a method of fighting that is based on moving as if drunk.

Prerequisites: Improved Unarmed Strike, Base attack bonus +6 or higher

Benefits: Whenever you are unarmored, and choose to fight defensively (see the PHB, Chapter 8, Actions in Combat, Attack Actions), your movements are unpredictable, causing you to have one-half concealment (20% miss chance) against all attacks for 1 round. The Blind-Fight feat is ineffective against this concealment.

Eagle Strike [Ki]

You cause great damage with a leaping kick.

Prerequisites: Improved Unarmed Strike, Stunning Fist (or stunning attack ability), Wis 13+

Benefits: By giving up one of your stunning attacks for the day before making the attack roll for a charging unarmed strike, you gain a +4 bonus to damage if you hit. This ability can only be used once per round.

Escape Technique [General]

You are good at getting out of a grapple.

Prerequisites: Improved Unarmed Strike, Escape Artist skill

Benefits: You have a +8 competence bonus when using the Escape Artist skill to wriggle free of a grapple (see the PHB, Chapter 8, Special Attacks and Damage, Grapple).

Expert Disarm [General]

You can take an opponent's weapon as easy as they can draw it themselves.

Prerequisites: Improved Unarmed Strike, Expertise, Improved Disarm, Quick Draw, Int 13+

Benefits: If you successfully disarm an opponent and have a free hand (or two hands for a weapon that is larger than you), you are able to grab their weapon and may make an attack of opportunity against that opponent with it.

Expert Feint [Fighter, General]

Prerequisites: Bluff skill

Benefits: You can use the Bluff skill to feint with a +4 competence bonus to the skill check.

Extreme Conditioning [Ki]

Through constant conditioning, your body has become hard and tough.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Toughness, Base attack bonus +3, Con 13+, Wis 13+

Benefits: You gain a +1 natural armor bonus to your AC and damage reduction 1/-.

Fancy Footwork [Fighter, General]

You float like a butterfly...

Benefits: You may make a 5 ft step both before and after attacking with a standard action. This movement never provokes attacks of opportunity.

Far Strike [Ki]

Your powerful unarmed strikes can project through the air to hit an opponent at a distance.

Prerequisites: Improved Unarmed Strike, Stunning Fist (or stunning attack ability), Wis 15+

Benefits: By giving up one of your stunning attacks for the day, for one round your unarmed strikes can be used as ranged attacks. These imprecise attacks cannot be a finishing move (see page 5), stunning attack, a sneak attack, or subdual damage. Treat a Far Strike as a thrown attack with a range increment of 10ft that does damage as a normal unarmed strike.

Fiery Strike [Ki]

You can imbue your unarmed strikes with fire.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 15+

Benefits: By giving up one of your stunning attacks for the day, once per round you can make an unarmed strike that deals an amount of fire damage equal to 1 plus your Wisdom bonus, plus normal unarmed damage.

First Blood [Fighter, General]

Strike first, and ask questions later.

Benefits: You gain a +4 competence bonus to your attack roll when you attack a flat-footed opponent in melee.

Flashback [Ki]

Your memories help you in combat.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attacks ability, Wis 17+

Benefits: By giving up a stunning attack for the day, you experience a memory flashback. The memory may be from your childhood, training, or even an event experienced by one of your ancestors. As a result of these flashbacks, you gain the use of a general feat from the martial artist's bonus feat list (see page 9) for one round. You don't need to meet the feat's prerequisites.

The memory should be relevant to the feat, and you should describe the memory aloud before gaining the feat. Try to come up with flashbacks in advance; if you take too long, the DM should rule that this feat cannot be used. You may never use the same memory twice, but may gain the same feat repeatedly.

Using flashback only takes an instant and does not count as an action.

If you want to gain the Power Attack feat, you might describe a childhood memory of an enraged elephant felling a tree, of a strong ancestor striking through an opponent's armor, or of yourself in training breaking several bricks.

Flash Attack [Fighter, General]

You often attack in a burst of energy.

Benefits: If you take the refocus action, on the next round you gain an extra partial action that can only be used to attack an opponent in melee.

Flip Kick [General]

You can kick as you somersault.

Prerequisites: Improved Unarmed Strike, Kickboxing, Tumble skill at 5 ranks

Benefits: If you successfully use Tumble to move through an enemy square without provoking an attack of opportunity (DC 25), that enemy provokes an attack of opportunity from you. Your attack of opportunity must be an unarmed kick.

Focus Ki [Ki]

Your unarmed strikes are charged with supernatural power.

Prerequisites: Improved Unarmed Strike, Stunning Fist (or stunning attack ability), Base attack bonus +4 or higher, Wis 13+**Benefit:** By giving up one of your stunning attacks for the day, for up to one round you can treat your unarmed strikes as if the blow was from a weapon with a +3 enhancement bonus for the purpose of avoiding damage reduction. If you have the monk's ki strike

ability, treat your unarmed strikes as if the blow were made by a weapon with an additional enhancement bonus of +2. For instance, if you are a 13th level monk (ki strike +2), your ki strike could ignore damage reduction of +4 or lower when using this feat.

Foot Sweep [General]

By crouching low and making a sweeping kick, you can trip opponents effectively.

Prerequisites: Improved Unarmed Strike

Benefits: Before making the attack roll, you can declare an unarmed strike with your leg to be a Foot Sweep. Your strike is a trip attack that does one-half your normal unarmed strike damage if successful. If the trip attack fails, your opponent cannot attempt to trip you. You cannot use this feat while wearing medium or heavy armor.

Special: If you also have the Cleave feat, and successfully trip one opponent with Foot Sweep, you may use Foot Sweep against a second adjacent opponent. If you have Great Cleave, you may continue to use Foot Sweep against adjacent opponents until you fail to trip one of them.

Guardian [Fighter, General]

You are effective at interfering with attacks against your friends.

Benefits: Whenever using the Aid Another action to defend a friend against an opponent in melee (see the PHB, Chapter 8, Special Attacks and Damage, Aid Another) your friend's AC is increased by +4 instead of +2 against that opponent.

Impossible Balance [Ki]

You can keep your balance in impossible circumstances.

Prerequisites: Improved Unarmed Strike, Stunning Fist (or stunning attack ability), Balance skill at 10 ranks

Benefits: For each stunning attack for the day that you give up, you gain a +20 bonus to all Balance checks for one round. This feat can enable you to balance on surfaces (without holding on) that would normally be impossible. Use Table 2-1 below to find the DC, and add +5 to the DC if the surface is especially slippery or angled, and +20 to the DC if it is moving.

For example, if you were to give up three stunning attacks for the day, you would have a +60 bonus to Balance checks for one round, and could easily walk on a nearly vertical surface.

Improved Deflect Arrows [General]

You can deflect multiple ranged attacks in a round.

Prerequisites: Improved Unarmed Strike, Deflect Arrows, Dex 13+

Benefits: You can use the Deflect Arrows feat to deflect a number of ranged attacks per round equal to 1 plus your Dexterity bonus.

Normal: You can only deflect 1 ranged attack per round with Deflect Arrows.

Improved Dodge [Fighter, General]

You are able to dodge multiple attackers.

Prerequisites: Alertness, Dodge, Dex 13+

Benefits: You have a +2 dodge bonus against any number of attackers that you are aware of. This replaces, and does not stack with, the +1 dodge bonus from the Dodge feat.

Improved Weapon Deflect [Fighter, General]

Choose a melee weapon that you have the Weapon Deflect feat with. You can use your chosen weapon to deflect multiple ranged attacks.

Prerequisites: Weapon Deflect, Weapon Finesse, Base attack bonus +3 or higher, Dex 13+

Benefits: You can use the Weapon Deflect feat to deflect a number of ranged attacks per round equal to 1 plus your Dexterity bonus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new melee weapon you have the Weapon Deflect feat with.

Inner Balance [Ki]

You strive to balance your internal positive and negative energies.

Surface	Balance DC
7-12 inches wide	10
2-6 inches wide	15
1 to 2 inches wide	20
Friendly Creature	30
Less than an inch wide	40
Unfriendly Creature	50
Nearly vertical surface	60
Unfriendly Flying Creature	70
Any surface that can't support your weight, including water, a tiny branch, a vertical surface, etc.	90

Table 2-1, Impossible Balance Difficulty Classes

Prerequisites: Focus Ki, Stunning Fist or stunning attack ability, Wis 15+, base attack bonus +4 or higher

Benefits: You gain a +1 bonus to all saving throws and an additional stunning attack per day.

Special: You cannot take this feat if you have the Inner Darkness or Inner Light ki feats.

Inner Darkness [Ki]

You've learned to tap into your internal negative energy.

Prerequisites: Focus Ki, Stunning Fist or stunning attack ability, Wis 15+, base attack bonus +4 or higher, any non-good alignment

Benefits: By giving up one of your stunning attacks for the day, for up to one round your unarmed strikes cause an extra +1d6 damage against creatures of good alignment.

Special: You cannot take this feat if you have the Inner Balance or Inner Light ki feats.

Inner Light [Ki]

You've learned to tap into your internal positive energy.

Prerequisites: Focus Ki, Stunning Fist or stunning attack ability, Wis 15+, base attack bonus +4 or higher, any non-evil alignment

Benefits: By giving up one of your stunning attacks for the day, for up to one round your unarmed strikes cause an extra +1d6 damage against creatures of evil alignment.

Special: You cannot take this feat if you have the Inner Balance or Inner Darkness ki feats.

Ki Strength [Ki]

You can use your ki to perform feats of incredible strength.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+

Benefits: By giving up one of your stunning attacks for the day, you may use your Wisdom score as your Strength score for one round. You may use this ability during your turn as a free action.

Kickboxing [General]

You are a good kick boxer.

Prerequisites: Improved Unarmed Strike, Base attack bonus of +4 or higher

Benefits: Once per round, before making your first unarmed strike of the round, you may choose to gain a +2 competence bonus to the damage roll for that attack. This attack must be a kick, so you must have a leg free.

Special: Against an opponent armed with a weapon or natural weapons, using this feat always provokes an attack of opportunity, even if you have the Improved Unarmed Strike feat.

Knockback Strike [Ki]

You can knock opponents across the room.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+

Benefits: By giving up one of your stunning attacks for the day, you can imbue an unarmed strike with enough energy to cause an opponent to fly backwards through the air. In addition to taking normal damage from your attack, unless your opponent makes a Fortitude saving throw, (DC equal to 10 + half your level + your Wisdom bonus) a Knockback Strike causes them to be knocked directly away 10 feet and become prone, as if tripped. Hitting a wall, a large object, or another character does not cause additional damage, but does stop movement into that square. This ability can only be used once per round.

This feat does not work on creatures more than two size categories larger than you.

Leveraged Throw [General]

You are good at using an opponent's power against them.

Prerequisites: Improved Unarmed Strike

Benefits: Whenever you make a readied trip attack triggered by a melee attack against you, and your opponent has a higher Strength score than you, you may use their Strength score for the opposed roll instead of your own. Your opponent must use their Dexterity score to oppose this trip attack, and may not attempt to trip you if your attempt fails.

This feat does not work on creatures more than two size categories larger or smaller than you.

If your opponent's melee attack was a charge or bull rush, you gain a +4 bonus to your Strength check for your trip attack when using Leveraged Throw.

Normal: Your opponent chooses either Dexterity or Strength to oppose your trip attack, and may attempt to trip you if it fails.

Long Now [Ki]

Time seems to slow for you when you focus.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+

Benefits: By giving up one of your stunning attacks for the day, on your turn you can enter a mental state called the Long Now as a free action. During the Long Now, you are completely calm and

everything else seems to slow down, enabling you to take 10 on any Dexterity-based skill check, even if under duress.

Also, while using the Long Now, you gain a +4 dodge bonus to AC, and a +4 bonus to Reflex saving throws.

Even though it seems longer, the Long Now lasts for one round.

Mantis Strike [Ki]

Fast and powerful, you are a patient and versatile predator.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+, base attack bonus of +6 or higher

Benefits: You may not move before or after using this feat. By giving up a stunning attack for the day, you can make a single unarmed strike as a full attack action that either has a +4 competence bonus to the attack roll or to the damage roll. You must choose which type of bonus before making the attack roll.

Master [Fighter, General]

Prerequisites: Cha 13+, 10th level or higher, at least seven other feats from the fighter or martial artist's bonus feat lists (see page 9).

Benefits: You are acknowledged as a true master of the combat arts. You gain followers (but no cohorts) according to your leadership score in the same manner as the Leadership feat, except that they are all fighters, martial artists (see page 4), or monks. Instead of using NPC classes, subtract one level. A 2nd level follower might be a 1st level monk, for instance. A 1st level follower has no levels and a d4 hit die. Higher level followers are instructors or advanced students, and you are the headmaster. There is a 25% chance that a given follower gains a level over a year of instruction.

Your followers set up a martial arts school in your name, at no charge to you, and run the day-to-day operations for you. The facility is a building of your design. Your followers provide the first 10,000gp for its construction. (This is enough for a nicely built facility the size of about two large houses). You may add to this total with your own gold to make it larger or better equipped. Construction takes at least a full month.

The nature of the school is up to you. It can be a monastery, an urban dojo, a dueling academy, a proving ground for knights, or some other form of combat school. No matter how remote, it will attract eager students because of your reputation.

You are expected to occasionally give lessons (at least one day out of a month, or 12 days a year)

to your followers. In return, you have the prestige of being formally acknowledged as a master of the martial arts, may use the school as a residence and base of operations, and the school earns you a small income (from 10gp to 100gp a month, the exact amount is up to the DM). You may call on your followers to go adventuring with you up to one week out of a month. If you call them away from the school more often, or don't give any lessons, the school will close. If your school closes, your followers sell the property and all benefits of this feat are lost until you invest at least a month of time and a minimum of 10,000gp to reopen the school.

Note that being acknowledged as a "master" may cause others to seek you out to test their skills in friendly, or not so friendly, duels. But usually, it's useful to have a powerful reputation. As long as your school has a good (or infamous) reputation, NPC attitudes toward you are one category better than normal, two categories higher if they are students or alumni. NPCs not from the local region may not have heard of you or your school.

Meditation [Ki]

You supplement your normal rest with regular meditation.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+

Benefits: Calculate how many hit points and ability score points you heal naturally as if you always receive full bed rest, no matter your activity.

If you are exhausted, 10 minutes of meditation will cause you to be only fatigued, and one hour of meditation removes the fatigued condition.

A meditating character is considered to be blind, flat-footed and will be unaware of creatures moving silently, but is not unconscious or helpless.

Normal: It takes one hour of complete rest for an exhausted character to become fatigued, and 8 hours of complete rest for you to no longer be fatigued (see the DMG, Chapter 3, Condition Summary).

Melee Spell [Metamagic]

You can follow through the somatic motions of a spell with an unarmed strike.

Prerequisites: Improved Unarmed Strike, Base attack bonus +6 or higher

Benefits: You have the ability to make an extra unarmed strike immediately after successfully casting a spell with a casting time of one action and the somatic component. A melee spell uses a spell slot one level higher than the spell's actual level.

Special: Only those who prepare their spells, such as wizards, can use this feat. It is useless to

bards and sorcerers. Metamagic spells cast on the fly always have a cast time longer than 1 action.

Mighty Strike [General]

You have trained to hit hard, at the expense of accuracy.

Prerequisites: Improved Unarmed Strike, Power Attack, Toughness, Str 13+, Base attack bonus +6 or higher

Benefits: Before making the attack roll for an unarmed strike, you may choose to make a Mighty Strike and gain a –4 penalty to your attack roll. If you do so, your damage for this unarmed strike is increased according to Table 2-2, Mighty Strike unarmed damage. If your base unarmed damage is already 4d6, you gain a bonus of +1 to damage rolls with a Mighty Strike.

Special: Your unarmed damage cannot be increased higher than 4d6+1 with this feat, nor can it be increased more than once with this feat.

Mongoose Strike [Ki]

Your attack is quicker than the eye.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 15+

Benefits: By giving up one of your stunning attacks for the day; for one round your unarmed strikes are so blindingly fast, your opponent cannot use any Dexterity bonus to AC or dodge bonuses against them.

Special: A Mongoose Strike is an imprecise attack and cannot be a stunning attack, sneak attack or finishing move (see page 5).

Off the Wall [General]

You gain mobility by leaping off the walls.

Prerequisites: Jump skill 5 ranks, Tumble skill 5 ranks

Benefits: As long as you and your opponent are within 10ft of a wall or other vertical surface at some point during your movement, you can spring off that wall to gain a +6 circumstance bonus to tumbling skill checks when attempting to avoid attacks of opportunity while moving through threatened areas.

One-Arm Lock [General]

You can attack others while grappling.

Prerequisites: Improved Unarmed Strike

Benefits: You can grapple with one limb, and threaten adjacent areas normally with the rest of your body. You still lose your Dexterity bonus to AC against opponents you aren't grappling. You cannot use your free limbs to initiate a second grapple, but can use them to make unarmed strikes, or to attack with a weapon as an off-hand attack.

One-Inch Punch [General]

You can make a powerful unarmed strike while in close quarters.

Prerequisites: Improved Unarmed Strike

Benefits: Using the full attack action, you can make a single unarmed strike (that doesn't have to be a punch) that has a +2 competence bonus to the attack and damage rolls by gaining a –4 penalty to your AC for one round. You may only make a single 5 ft. step before attacking.

Perfect Reflexes [General]

Your reactions are unbelievably fast.

Prerequisites: Combat Reflexes, Lightning Reflexes, base Reflex save 6+

Benefits: You can still make an additional number of attacks of opportunity per round equal to your Dexterity bonus, but now you can make more than one attack of opportunity per round against a single enemy. You still may only make one attack per provocation.

For example, you have a Dexterity of 17 and Perfect Reflexes. A hasted enemy moves more than 5ft. within your threatened area, provoking an attack. He continues to move another 5ft. within your threatened area, provoking a second attack. He casts a spell, provoking a third attack. Then he uses his partial action from haste to move out of your threatened area, provoking a fourth attack. You could have attacked him all four times.

Phoenix Child [Ki]

Your ki provides you with a powerful second wind.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Great Fortitude, Wis 13+

Benefits: When reduced to less than zero but greater than –10 hit points, you are immediately cured of enough damage to bring you back to zero hit points (disabled). This ability does not require an action. It activates automatically, but only once per day.

Base Damage	Mighty Strike Damage
1d3	1d4
1d4	1d6
1d6	1d8
1d8	1d10
1d10	1d12
1d12	2d8
2d8	1d20
1d20	4d6

Table 2-2, Mighty Strike

Ponderous Attack [Fighter, General]

Wait for it...

Benefits: If you delay until the last possible moment this round (-10 minus your initiative bonus, see the PHB, Chapter 8, Special Initiative Actions), your first melee attack gains a +2 competence bonus to the attack and damage rolls.

Special: You must use the delay option during the round in order to gain this bonus. If you start the round with initiative already equal to -10 minus your initiative bonus, then you cannot use this feat.

Pounce [Fighter, General]

You begin battles with surprising ferocity.

Prerequisites: Lightning Reflexes, Base attack bonus +6 or higher, Speed 40ft

Benefits: You may use the full attack action to make multiple melee attacks when charging. This must be your first action since rolling for initiative, or you must have used the refocus action last round. You may not use this feat while wearing heavy armor.

Precise Attack [Fighter, General]

You can sacrifice power for increased accuracy.

Prerequisites: Dex 13+

Benefits: On your turn, before making any attack rolls, you may choose to gain a +2 competence bonus to melee attack rolls and do half damage (rounded down). This bonus to attack and penalty to damage lasts until your next action.

Special: This feat may not be used at the same time as Power Attack.

Presence [Ki]

Your presence is tangible.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Diplomacy skill, Intimidate skill, Wis 13+

Benefits: Diplomacy and Intimidate are always class skills for you, and by giving up one of your stunning attacks for the day, you gain a +4 bonus on Diplomacy or Intimidate skill checks for one round. You may use this feat as a free action on your turn once per round.

Rapid Stun [Ki]

You can make an extra stunning attack each round.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, base attack bonus of +8 or higher, Wis 13+

Benefits: If you are using the full attack action to make multiple unarmed attacks due to a high base attack bonus or flurry of blows, up to two of those attacks can be stunning attacks. Each stunning attack uses up one of your stunning attacks per day.

Normal: Only one stunning attack may be attempted per round.

Resist Stun [Ki]

You are resistant to being stunned by an unarmed strike.

Benefits: You gain a +4 bonus to Fortitude saving throws against stunning attacks, and a +1 bonus to all other Fortitude saving throws.

Reversal [General]

You turn the tables when grappling.

Benefits: When grappling, if your opponent succeeds in a grapple check with you to cause damage or pin you, you can immediately attempt a second opposed grapple check. If you succeed on the second check, your opponent doesn't cause damage or pin you, and you pin your opponent instead. You may only use this feat on opponents who are no more than one size larger than you.

Silent Fighting [General]

You have learned to fight quietly

Prerequisites: Improved Unarmed Strike, Move Silently skill at 5 ranks

Benefits: You may use the move silently skill at no penalty while making unarmed strikes, as long as you do not move more than half your movement rate, wear no armor, and have less than a light load. You may also charge with an unarmed strike with no penalty to your move silently check, as long as you only move up to half your movement rate.

Sleeper Hold [General]

Say goodnight.

Benefits: You get a +2 competence bonus to damage rolls when causing subdual damage while grappling.

Soft Energy [Ki]

With a relaxed strike you can cause great damage.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 15+, Base attack bonus +6 or higher

Benefits: On your action before attacking, you may choose to take a penalty of -2 to all unarmed

attack rolls during the round. If you do, the critical multiplier of all of your unarmed attacks is increased by 1 for that round. *For example, instead of a x2 multiplier, you would have a x3 multiplier and cause triple damage on a successful critical hit.*

Special: Your critical multiplier for unarmed strikes may only be increased once per round using this feat.

Somersault Charge [General]

By tumbling while charging, you make yourself harder to hit.

Prerequisites: Tumbling skill 5 ranks

Benefits: If you succeed in a tumbling skill check at DC 20 while charging an opponent, you do not suffer a –2 penalty to AC from the charge. You must move at least 20ft during the charge. If you fail the Tumbling check, you suffer a –4 penalty to AC for 1 round, instead of the standard –2 penalty.

Normal: Making a charge attack incurs a –2 penalty to AC for 1 round.

Steel Limbs [Ki]

By focusing, you can tense up your limbs.

Prerequisites: Improved Unarmed Strike, Power Attack, Stunning Fist or stunning attack ability, Str 13+

Benefits: By giving up one of your stunning attacks for the day before making the attack roll, once per round you can cause an unarmed strike against an object to be more effective. Treat your target as having only half its normal hardness.

You also gain a +4 competence bonus to Strength checks when attempting to break an item (see the PHB, Chapter 8, Special Attacks and Damage, Attack an Object).

Strike Through [Ki]

The force of your unarmed strikes can render armor and cover obsolete.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 15+

Benefits: By giving up one of your stunning attacks for the day, for one round you can make all of your unarmed attacks ignore your opponent's armor and cover bonuses to AC. Magical enhancement bonuses to AC still count.

For example, your opponent is wearing full plate +5 and wielding a large shield +3, and has half cover from fighting around a tree for a total AC of 32 (10 base AC, +8 armor bonus, +5 enhancement bonus, + 2 shield armor bonus, +3 enhancement bonus, +4 cover bonus). His AC against your unarmed attacks while using this feat

would be 18 (10 base AC, +5 enhancement bonus, +3 enhancement bonus).

Stunning Focus [Ki]

Your stunning attacks are very effective.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, base attack bonus +8 or higher, Wis 13+

Benefits: Add +2 to the DC of the saving throws for your stunning attacks.

Sure-Footed [Fighter, General]

You rarely lose your footing in combat.

Benefits: You may use your Dexterity bonus instead of your Strength bonus when making opposed rolls for trip attacks, and when you fail a trip attack, the defender may not attempt to trip you.

Normal: You use Strength for opposed checks when tripping. If you lose the opposed check when making a trip attack the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you (see the PHB, Chapter 8, Special Attacks and Damage, Trip).

The Bigger They Are [General]

You are skilled at throwing larger opponents.

Prerequisites: Improved Unarmed Strike

Benefits: If you make a successful trip attack against a creature of a size category larger than you, they take a hard fall and suffer 1D6 points of damage for each size category larger than you. This ability only works against tall creatures such as giants, and not against long creatures such as horses, purple worms, or any creature with more than two legs.

For example, a Small gnomish monk with this feat trips an ogre. The Large ogre takes 2d6 points of damage for the fall. A Huge storm giant would have taken 3d6 points.

Thunder Strike [Ki]

Your unarmed strikes can emit thunderclaps.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability, Wis 13+

Benefits: By giving up one of your stunning attacks for the day, you can make an unarmed strike that causes an additional amount of sonic damage equal to 1 plus your Wisdom bonus, if any, and deafens your opponent unless they make a Fortitude saving throw (DC equal to 10 + half your level + your Wisdom bonus).

A deafened creature automatically fails Listen checks, suffers a –4 penalty on initiative, and has a

20% chance to miscast and lose any spell with a verbal component that he tries to cast. This ability can only be used once per round. The use of this feat can be heard for miles.

Trap Step [General]

You can use your footwork to keep opponents from escaping.

Prerequisites: Improved Unarmed Strike, Fancy Footwork

Benefits: Whenever an opponent adjacent to you attempts to move out of your threatened area, they provoke an attack of opportunity from you. This attack of opportunity may only be used to start a grapple.

This grapple is an entangling attack with one of your legs, but you do not move into their area or provoke an attack of opportunity. If you succeed with the grab and the opposed grapple check, your opponent cannot move this round. If you fail the grab or the opposed grapple check, they are free to move normally.

In any case, the grapple automatically ends after the grapple check. This feat may only be used on opponents of your size or smaller.

Unorthodox Wrestling [General]

Your wrestling style is quick and nimble.

Benefits: You may substitute your Dexterity bonus for your Strength bonus when grabbing an opponent or making opposed grapple checks.

Venom Strike [Ki]

You can imbue your unarmed strikes with poison.

Prerequisites: Improved Unarmed Strike, Stunning Fist or stunning attack ability

Benefits: By giving up one of your stunning attacks for the day, once per round you can make an unarmed strike that does normal damage and is coated with a mystical contact poison (DC equal to 10 plus half your level plus your Wisdom bonus, if any) that does 1d4 temporary Strength damage, with no secondary damage. The poison does no harm to you, and leaves no residue after striking.

Vise Grip [General]

Your grip is very powerful.

Prerequisites: Str 13+

Benefits: You gain a +1 competence bonus to your opposed grappling checks and unarmed damage when grappling.

Weapon Deflect [Fighter, General]

Choose a melee weapon that you have the Weapon Finesse feat with. You can use your chosen weapon to deflect ranged attacks.

Prerequisites: Weapon Finesse, Base attack bonus +3, Dex 13+

Benefits: You can use your chosen weapon to deflect ranged attacks as if you had the Deflect Arrows feat (see the PHB, Chapter 5, Feat Descriptions, Deflect Arrows).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new melee weapon you have the Weapon Finesse feat with.

Weapon Display [Fighter, General]

Choose a weapon you are proficient with. Your prowess with this weapon intimidates your enemies.

Prerequisites: Base attack bonus +3 or higher, Bluff skill

Benefits: Once per encounter as a standard action, you can perform a weapons display with your chosen melee weapon, spinning and twirling your weapon with practiced ease. Make a Bluff skill check opposed by the Sense Motive skill of all opponents witnessing the display. Until the end of the encounter, opponents who fail the opposed check have a –2 morale penalty to their attack rolls against you, and you have a +2 morale bonus to strike them with your chosen weapon.

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

Creatures with an Intelligence of less than three are unaffected by this feat. *For example, this feat could affect a human, a vampire, or an ogre, but not a zombie, golem or dog.*

Weapon Handling [Fighter, General]

Choose a melee weapon usable with the Weapon Finesse feat that you are proficient with. You handle it with effortless grace.

Prerequisites: Quick Draw

Benefits: You can sheathe your chosen weapon as a free action once per round, can make attacks with it that do subdual damage without the –4 penalty, and have a +4 bonus on opposed rolls when an opponent attempts to disarm you.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new finessable weapon that you are proficient with.

Style Mastery Feats

A martial arts style is really a combination of choices made when creating a character. It consists of feats, ability scores, skills, multiclassing, and even choices such as what equipment to use. Sometimes, a style can be summed up with a type of feat called a style mastery feat.

A *style mastery* is a powerful type of feat gained for free when the prerequisites are met. You do not have to spend a feat slot to gain a style mastery feat; you just have to gain all the prerequisite feats, skills, and any other requirements.

However, the DM may require that your character seek out someone who is already a master, and receive additional training from them. In some cultures, martial art styles are closely guarded secrets, and the secret masteries of some martial arts have been lost for centuries. Finding a true master could be part of a great adventure. Before gaining a style mastery feat, check with your DM.

Making Your Own

Part of the fun of martial arts is making up your own styles. If you decide to do so, keep in mind the following guidelines:

1. Make style prerequisites easier for monks or martial artists by including virtual feats they automatically receive or can easily gain, such as Improved Unarmed Strike or Stunning Fist. Adding Improved Trip as a prerequisite is a great way to make the style favor the monk class. Some weapon-based styles are easier for fighters to acquire, and that's fine. Fighters should have the most expertise with weapons.

2. Style masteries should be more powerful if they have more prerequisites, or prerequisites that are by themselves less useful than alternate choices. Preferably, they should grant original abilities that can't be gained any other way. Try not to design a style mastery feat that simply duplicates an existing feat or class ability.

3. Beware of "style overlap". If you create a dozen styles with common prerequisites, clever players will choose those feats in order to quickly master several styles. It's ok to have some overlap, but the more styles that you have with common prerequisites, the more likely this will be a problem, so try to have different prerequisites as much as possible.

4. Most styles shouldn't require a particular class. Try not to include prerequisite feats that require class abilities, Weapon Specialization, or exclusive skills, unless you have a compelling reason. The Shadow Warrior and Mage Fighting styles are examples of class specific styles. Class specific styles are ok, but should be the exception.

Style Mastery Feat Benefits

The benefits of gaining each martial art style mastery feat are listed below. The prerequisites for each style mastery feat are listed in Table 2-3, on page 41, rather than in the feat description.

In addition to the benefits listed in each feat, obtaining a style mastery feat might be required to to obtain membership in an organization in the campaign. Masters of a style are often allowed to wear special clothing, such as a colored belt, tassel, or special robes and in some cultures are sometimes given free food or lodging. Students of the martial arts often seek out masters for training.

Chain Storm [Style Mastery]

You fill the air with death.

Benefits: You gain the Whirlwind Attack feat as free bonus feat when using the spiked chain, even if you don't have the prerequisites. You can use Whirlwind Attack to attack anyone within your 10ft. threat range when using the spiked chain.

Cool Rage [Style Mastery]

Your calm demeanor allows you to control yourself in combat.

Benefits: You may take 10 when using the Balance, Jump and Tumble skills, even if you are in combat or other stressful situations.

Curved Death [Style Mastery]

Some cultures believe every kukri is alive and thirsty for blood.

Benefits: When hitting with a kukri, you do damage as if it were a weapon of *wounding* (see the DMG, Chapter 8, Magic Item Descriptions, Weapons).

Dancing Prisoner [Style Mastery]

Your feet are in the air more often than on the ground.

Benefits: You gain the Cleave feat as a free bonus feat when using unarmed kick attacks, even

if you don't meet the prerequisites. If you already have Cleave, you gain Great Cleave with your unarmed kick attacks instead.

Dwarven Iron Guard [Style Mastery]

You are as immovable as a mountain.

Benefits: As long as you haven't yet moved in a round and didn't move the previous round, you gain a +20 competence bonus on opposed checks when defending against attempts to bull rush, trip or overrun and gain a +2 dodge bonus to AC.

Elven Fencing [Style Mastery]

You are a master at executing a riposte.

Benefits: Melee attack rolls that miss you by more than four points provoke an attack of opportunity. You must use a rapier for this attack.

Golden Blade [Style Mastery]

You seek to master yourself by mastering your sword.

Benefits: Any attack that you make with a slashing weapon that you have the Weapon Finesse feat with may be a stunning attack. It still uses up one of your stunning attacks for the day.

Knife and Foot [Style Mastery]

You combine knife attacks with punishing kicks.

Benefits: If you use the full attack action to make more than one attack in a round with a dagger, you may make one extra unarmed strike; a kicking attack, at your base attack bonus. If you use the full attack action to make more than one unarmed strike in a round, and they are all kicking attacks, you may make one extra attack with a dagger at your base attack bonus. The extra attack is a free action and occurs at the end of your turn.

Mage Fighting [Style Mastery]

You are adept at casting while fighting.

Benefits: You can use the Melee Spell feat (see page 34) for free, without using a higher spell slot.

Mauling Bear [Style Mastery]

Your style imitates that of bears.

Benefits: You no longer provoke attacks of opportunity when grappling and your size modifier

for grappling checks is one category higher than your actual size.

One Against Many [Style Mastery]

The more the merrier.

Benefits: You gain Whirlwind Attack as a free bonus feat when making unarmed attacks, even if you don't meet the prerequisites.

Orcish Pit Fighting [Style Mastery]

Your attacks are ferocious.

Benefits: You gain the Frightful Presence ability (see the MM, Introduction, Reading the Entries, Main Statistics Block). An opponent that you have attacked with an Intelligence of at least 3 and fewer hit dice than you must make a Will save at DC of 10+ half your character level + your Charisma modifier or be shaken (see the DMG, Chapter 3, Condition Summary).

Shadow Warrior [Style Mastery]

Surprise is your ally.

Benefits: When making an unarmed sneak attack, your critical multiplier is increased by 1. Your critical multiplier can never be increased to more than x4 with this feat.

Tiger's Claw [Style Mastery]

Your style mimics predatory cats.

Benefits: When using punch daggers (also called katars), you cannot be disarmed, can attack with both weapons while grappling, and suffer no penalties to your attack rolls when making an off-hand attack.

Unyielding Fury [Style Mastery]

Your style is aggressive.

Benefits: Your unarmed strikes gain a +1 bonus to damage and cannot be interrupted by readied actions. Readied actions triggered by your unarmed strikes occur immediately after your unarmed strikes miss or deal damage.

Willow Branch [Style Mastery]

By bending, you avoid being broken.

Benefits: Because you move with the attacks, you have Damage Reduction 1/- against melee and ranged attacks that you are aware of.

Style Mastery feat	Prerequisite feats	Other prerequisites (skills and abilities)
<p>Chain Storm</p> <p><i>The kusari-gama can be a substitute for the spiked chain when mastering this style.</i></p>	<p>Exotic Weapon Proficiency: Spiked Chain Expertise Quick Draw Sure-Footed Weapon Display: Spiked Chain Weapon Finesse: Spiked Chain Weapon Handling: Spiked Chain</p>	<p>Base attack bonus 6+ Int 13+ Balance skill 5 ranks Bluff skill</p>
<p>Cool Rage</p> <p><i>This style was created by an order of monks who believed reality was a dream-like illusion. By refusing the reality of existence, they learned to transcend it.</i></p>	<p>Being Elsewhere Improved Unarmed Strike Improved Trip Long Now Meditation Off the Wall Stunning Fist (or stunning attack ability)</p>	<p>Wis 13+ Jump skill 5 ranks Tumble skill 5 ranks Speed 60ft</p>
<p>Curved Death</p> <p><i>The secrets of this style were often guarded jealously by several societies of assassins.</i></p>	<p>Ambidexterity Analyze Opponent Improved Critical: Kukri Exotic Weapon Proficiency: Kukri Two Weapon Fighting Weapon Finesse: Kukri</p>	<p>Base attack bonus 8+ Dex 15+</p>
<p>Dancing Prisoner</p> <p><i>Developed in secret by manacled slaves of various underground evil races, practice for this style was disguised as a dance by the captives.</i></p>	<p>Dancing Charge Escape Technique Fancy Footwork Flip Kick Improved Unarmed Strike Kickboxing Somersault Charge</p>	<p>Perform (Dance) skill 5 ranks Jump skill Tumble skill 5 ranks Dex 13+</p>
<p>Dwarven Iron Guard</p> <p><i>Created by an elite unit of dwarven defenders, Dwarven Iron Guard style is gaining popularity among humans tasked with defending temples or other fortifications.</i></p>	<p>Combat Mind Improved Unarmed Strike Iron Will Ponderous Attack Resist Stun Sure-Footed Toughness</p>	<p>Must be a Dwarf or Dwarf-friend Int 13+</p>
<p>Elven Fencing</p> <p><i>Elves fencing masters often graciously fight non-elves with their "off-hand". Sometimes non-elves are taught this style, but it is very rare.</i></p>	<p>Ambidexterity Analyze Opponent Expertise Improved Disarm Martial Weapon Proficiency: rapier Quick Draw Weapon Finesse: rapier</p>	<p>Must be an Elf or Elf-friend Perform (Dance) skill Dex 15+ Int 13+</p>
<p>Golden Blade</p> <p><i>Warriors commonly pursue this style, and it is often only taught to nobility or royalty.</i></p>	<p>Improved Unarmed Strike Focus Ki Stunning Fist (or stunning attack ability) Quick Draw Weapon Display (short sword or katana) Weapon Focus (short sword or katana) Weapon Handling (short sword or katana)</p>	<p>Base attack bonus 6+ Wis 13+</p>
<p>Knife and Foot</p> <p><i>In larger cities where bigger weapons are often forbidden, expert street fighters often prefer this style.</i></p>	<p>First Blood Foot Sweep Improved Unarmed Strike Kickboxing Off the Wall Weapon Finesse: Unarmed Strike Weapon Focus: Dagger</p>	<p>Base attack bonus 6+ Jump skill 5 ranks Tumble skill 5 ranks</p>

Table 2-3. Prerequisites for style mastery feats (continued on next page)

Style Mastery feat	Prerequisite feats	Other prerequisites (skills and abilities)
<p>Mage Fighting</p> <p><i>By reshaping the somatic moves of spellcasting into unarmed strikes, and vice versa, magic and the martial arts merge.</i></p>	<p>Combat Casting Improved Unarmed Strike Melee Spell Still Spell Weapon Finesse: Unarmed Strike Weapon Focus: Unarmed Strike</p>	<p>Base attack bonus 6+</p>
<p>Mauling Bear</p> <p><i>Barbarian tribes revering the great dire bears developed this style.</i></p>	<p>Bear Hug Bull Charge Improved Unarmed Strike Mighty Strike Power Attack Toughness Vice Grip</p>	<p>Str 13+ Speed 40ft or higher</p>
<p>One Against Many</p> <p><i>This style is often learned in lands bordering hordes of monsters.</i></p>	<p>Combat Reflexes Dodge Expertise Flash Attack Improved Dodge Improved Unarmed Strike Mobility</p>	<p>Dex 13+ Int 13+</p>
<p>Orcish Pit Fighting</p> <p><i>In orcish society, an orc without a weapon is usually a dead orc, even in the nursery. Pit fighters are normally non-orcish slaves of the orcs, forced to fight for entertainment.</i></p>	<p>Extreme Conditioning Improved Unarmed Strike Iron Will Power Attack Toughness Vice Grip</p>	<p>Base attack bonus 3+ Str 13+ Con 13+ Wis 13+</p>
<p>Shadow Warrior</p> <p><i>Often used by assassins and spies, it is difficult to find a teacher in this style unless you have contacts in the underworld.</i></p>	<p>Blind-Fight First Blood Improved Unarmed Strike Improved Trip Silent Fighting Stunning Fist (or stunning attack ability)</p>	<p>Bluff skill (for feinting) Hide skill 5 ranks Move Silently skill 5 ranks sneak attack ability</p>
<p>Tiger's Claw</p> <p><i>Primitive tribes attempting to emulate predatory cats created this style.</i></p>	<p>Ambidexterity Combat Reflexes Lightning Reflexes Pounce Two Weapon Fighting Weapon Finesse: punching dagger</p>	<p>Base attack bonus 6+ Dex 15+ Speed 40ft or higher</p>
<p>Unyielding Fury</p> <p><i>This hard style is popular everywhere.</i></p>	<p>Boxing Improved Unarmed Strike Kickboxing Mighty Strike Power Attack Steel Limbs Toughness</p>	<p>Str 13+ Base attack bonus 6+</p>
<p>Willow Branch</p> <p><i>A soft defensive style, common among the elves and those wishing to use an opponent's strength against them.</i></p>	<p>Charge Throw Escape Technique Improved Trip Improved Unarmed Strike Leveraged Throw Reversal Sure-Footed</p>	<p>Balance skill 5 ranks Dex 13+ Int 13+</p>

Table 2-3. Prerequisites for style mastery feats, continued

Chapter 3: Building a Master



The Brotherhood of Nine surrounded the temple, and their leader, a pale skinned man taller than the rest and wielding a wicked looking spiked chain, stepped forward.

“The Singing Crane will fall this day. Come out and bow down before your new masters.” The gates opened, and a silver haired lady in a white robe walked out with her head held high.

She spoke in a quiet, clear voice, “The Singing Crane does not bow before thieves and murderers. We have sworn to protect this land, and will stop you.”

“I was hoping you would say something like that,” he rasped as the chains began to spin.

Design Notes

This chapter concentrates on helping you to personalize your character and your campaign. The first section shows examples of how you can create a certain character type by multiclassing the martial artist class from chapter one.

Then we look at customizing the monk class, and offer a few optional ways you can make monks more interesting by tweaking their abilities and creating organizations to support monks and martial artists.

Monks are always lawful and it's only natural that they form organizations for training, mutual defense, and other goals. In fact, adventuring monks who travel the world away from the companionship of their own kind are in the minority. Adding some detail to the monastic orders in your campaign world adds diversity to the monk class. Even if all the monks in your game have the same abilities, if their purposes for studying the martial arts are varied, then they will become more unique.

The players and DM should get together and decide what the player character monk's order is like, based on the player character's personality and combat style. Then the DM can create other monastic or martial orders that rival or befriend the player character's organization.

Don't forget that organizations can also be based around a prestige class. Tanterists, armor pugilists, or even a blood hunter may run a monastery that teaches students the basic requirements for these classes.

Open Content

The section on Changing Class Abilities on page 49, and terms derived from the d20 System Reference Document are all Open Content. The rest of this chapter is all Product Identity.

Multiclass Archetypes

Adding the martial artist to your campaign increases the number of two-class combinations from 55 to 66. These 11 new combinations, and the countless other new combinations involving more than 2 classes and prestige classes, can be used to create types of characters that weren't possible before. Unlike the monk, with its alignment and multiclassing restrictions, the martial artist was specifically designed to be multiclassed.

The following archetypes are examples of the types of interesting player characters that can now be created with some of these combinations, without resorting to prestige classes or even a third class. You can also use them as a quick way of generating multiclassed NPCs.

Some archetypes feature optional benefits. These are bonuses that DM's can give such player characters, if they wish. These benefits often include drawbacks as well.

Beast Observer

Many martial art styles begin as fighting techniques that mimic the actions of animals. A beast observer is from a primitive culture that usually reveres a particular animal, and strives to mimic that animal in combat.

Barbarians and rangers are well suited to

becoming beast observers because they are so attuned with animals to begin with. Barbarians have their primal rage, and rangers use their two-weapon fighting to fight like an animal. The below beast observer is a barbarian/martial artist.

Choose a totem animal that your character respects and imitates. Tigers, bears, and even birds of prey can be emulated. Then use feats, martial secrets, and weapons that mimic such a creature. Common feats for a beast observer might include Ambidexterity, Bear Hug, Bull Charge, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Pounce, or Two-Weapon Fighting.

For example a bear style might include Bear Hug, Bull Charge, Power Attack, Vice Grip, and the rhino hide martial secret. And if you use style mastery feats in your game from chapter two, the Mauling Bear style mastery would be a natural choice. A hawk style might feature Dodge, Mobility, Spring Attack, Somersault Charge, Off the Wall, and the raptor wing martial secret.

More civilized classes, such as fighters, may decide to become beast observers after witnessing the effectiveness of such a style of fighting.

Optional Benefit: The beast observer gains a +4 bonus to reaction rolls involving his favored animal.

Advantages (over single class barbarian):

Lvl	Class Levels	Base Attack Bonus	Fort	Ref	Will	Avg HP	Highlights of Abilities
1	Bar 1	+1	+2	+0	+0	12	feat, Rage 1/day, Fast movement +10ft.
2	Bar 1/ Mar 1	+2	+4	+2	+0	17	unarmed dmg 1d6, Surge 1/day, +1AC
3	Bar 2/ Mar 1	+3	+5	+2	+0	23	feat, Uncanny dodge (Dex bonus to AC)
4	Bar 2/ Mar 2	+4	+6	+3	+0	28	Finish Move +1d6, +2AC
5	Bar 3/ Mar 2	+5	+6	+4	+1	34	
6	Bar 3/ Mar 3	+6/+1	+6	+4	+2	39	Martial Secret, feat, unarmed dmg 1d8
7	Bar 4/ Mar 3	+7/+2	+7	+4	+2	45	Rage 2/day
8	Bar 4/ Mar 4	+8/+3	+8	+5	+2	50	Iron Palm
9	Bar 5/ Mar 4	+9/+4	+8	+5	+2	56	feat, Uncanny Dodge (cannot be flanked)
10	Bar 5/ Mar 5	+10/+5	+8	+5	+2	61	Bonus Feat
11	Bar 6/ Mar 5	+11/+6/+1	+9	+6	+3	67	
12	Bar 6/ Mar 6	+12/+7/+2	+10	+7	+4	73	feat, Finish Move +2d6, unarmed dmg 1d10, +3AC
13	Bar 7/ Mar 6	+13/+8/+3	+10	+7	+4	79	
14	Bar 7/ Mar 7	+14/+9/+4	+10	+7	+4	84	Martial Secret
15	Bar 8/ Mar 7	+15/+10/+5	+11	+7	+4	92	feat, Rage 3/day
16	Bar 8/ Mar 8	+16/+11/+6/+1	+12	+8	+4	97	Surge 2/day
17	Bar 9/ Mar 8	+17/+12/+7/+2	+12	+9	+5	103	
18	Bar 9/ Mar 9	+18/+13/+8/+3	+12	+9	+6	108	Bonus Feat, feat, unarmed dmg 1d12
19	Bar 10/ Mar 9	+19/+14/+9/+4	+13	+9	+6	114	Uncanny Dodge (+1 against traps)
20	Bar 10/ Mar 10	+20/+15/+10/+5	+14	+10	+6	119	Finish Move +3d6, +4AC

Table 3-1, Beast Observer Archetype

More feats, better Fortitude and Reflex saves, unarmed strike

Disadvantages (over single class barbarian): Fewer hit points, less powerful rage, never gains damage reduction.

Min/Max Notes: Concentrate on having as high a Strength and Constitution as possible. Use the monkey footwork martial secret to increase your AC, and use weapons with a high critical threat range to take advantage of your Strength.

Mystic Warrior

Some martial artists may have a bit of magical talent to augment them in combat. Learning a few touch spells or enhancement spells such as *bull's strength*, *cat's grace* or *mage armor* can round out a martial artist's abilities. Entire schools can be built around the art of combining magic with the martial arts. Mercenary groups or the bodyguards of a powerful villain might be mystic warriors, and they might all specialize in the same types of spells or have a theme built around their spells. For instance, the living servants of a lich might be martial artist/necromancers and may use the *chill touch* spell with their unarmed attacks.

The mystic warrior archetype presented below is a sorcerer/martial artist, and at high levels is capable of a lot of things you see in Hong Kong action films, such as flying around and moving supernaturally quick, and has probably acquired a style mastery feat. If you're Lawful Good and have a good Charisma, consider taking a level of paladin

for Divine Grace and as an interesting character concept. To gain higher-level spells faster, you could make one up as a wizard or specialist wizard, or even use another spellcasting class as a cleric, bard or druid.

Advantages (over single class sorcerer): More hit points and much better base attack, better AC, better Reflex save, more feats.

Disadvantages (over single class sorcerer): No access to 4th level or higher spells, worse Will Save, Familiar doesn't continue to improve.

Min/Max Notes: Be careful when choosing your spells. You need spells that are efficient and give you significant advantages in combat. Good defensive choices include *blur*, *mage armor*, *mirror image*, and *shield*. Other good spells include *true strike*, *chill touch*, *shocking grasp*, *ghoul touch*, *bull's strength*, *cat's grace*, and *invisibility*. At higher levels, *blink*, *fly*, *haste*, and *keen edge* are good choices. Spells that increase in effect with caster level, such as *magic missile*, *lightning bolt*, and *fireball*, should be avoided. Also, avoid spells that have similar effects. You may not want to get both *fly* and *expeditious retreat*, or *chill touch* and *shocking grasp*.

Consider the Brew Potion feat, since you can use it to duplicate most of your spells to aid yourself and your party, but stay away from other item creation feats or metamagic feats.

Use your unarmed strikes to deliver touch spells, especially those with multiple charges such as *chill touch*.

Don't forget that you can also use "buffing" spells like *bull's strength* on your companions.

Lvl	Class Levels	Base Attack Bonus	Fort	Ref	Will	Avg HP	Highlights of Abilities
1	Mar1	+1	+2	+2	+0	10	feat, unarmed dmg 1d6, Surge 1/day, +1AC
2	Mar1/Sor1	+1	+2	+2	+2	12	1 st level spells, familiar
3	Mar2/Sor1	+2	+3	+3	+2	17	Finish Move +1d6, feat, +2AC
4	Mar2/Sor2	+3	+3	+3	+3	19	
5	Mar3/Sor2	+4	+3	+3	+4	24	Martial Secret, 1d8 unarmed dmg
6	Mar3/Sor3	+4	+4	+4	+4	26	Feat
7	Mar4/Sor3	+5	+5	+5	+4	31	Iron Palm
8	Mar4/Sor4	+6/+1	+5	+5	+5	33	2 nd level spells
9	Mar5/Sor4	+7/+2	+5	+5	+5	38	Bonus Feat, feat
10	Mar5/Sor5	+7/+2	+5	+5	+5	40	
11	Mar6/Sor5	+8/+3	+6	+6	+6	45	Finish Move +2d6, unarmed dmg 1d10, +3AC
12	Mar6/Sor6	+9/+4	+7	+7	+7	47	3 rd level spells, feat
13	Mar7/Sor6	+10/+5	+7	+7	+7	52	Martial Secret
14	Mar8/Sor6	+11/+6/+1	+8	+8	+7	57	Surge 2/day
15	Mar9/Sor6	+12/+7/+2	+8	+8	+8	62	Bonus Feat, feat, unarmed dmg 1d12
16	Mar10/Sor6	+13/+8/+3	+9	+9	+8	67	Finish Move +3d6, +4AC
17	Mar11/Sor6	+14/+9/+4	+9	+9	+8	72	Martial Secret
18	Mar12/Sor6	+15/+10/+5	+10	+10	+9	77	feat, Steel Palm, unarmed dmg 2d8
19	Mar13/Sor6	+16/+11/+6/+1	+10	+10	+9	82	Bonus Feat
20	Mar14/Sor6	+17/+12/+7/+2	+11	+11	+9	87	Finish Move +4d6., +5AC

Table 3-2, Mystic Warrior Archetype

Ninja

There are many conflicting reports of what historical ninja were like. Almost every attempt to categorize them leads to controversy, which is probably how the historical ninja would have liked it. Sometimes they are thought of as warriors, other times they are master spies and assassins. The one fact that is probably true about ninja is that they were highly secretive about their methods and membership. True ninja would never identify themselves as such, and it is believed family members in ninja clans trained them from a very young age. They were probably absolutely loyal and secretive to protect their family members.

The ninja in your campaign can be whatever you want them to be, even non-existent legends. Simply using a different name for them can make them more mysterious to the players, for example, having everyone in awe of the “Black Tiger Clan” adds a bit of style to your campaign than the overused word “ninja”.

For its flexibility, we’ve chosen to build a ninja archetype with a rogue/martial artist. Alternate ways to build a ninja would be with some levels of sorcerer (for spells such as *invisibility*), or with prestige classes such as the assassin or shadowdancer. Ninja characters could have a level of two of an odd class such as cleric or bard (or even an NPC class such as an expert), to use as a “cover” or to reflect his station or daytime duties within his clan. No one suspects that the traveling

priest, entertainer, or smith is really behind all the mayhem in the night. Being a ninja is more of a way of life than a class, so don’t feel obligated by any particular class or multiclass combination when creating a ninja.

Optional Benefit: All ninja belong to a secret society that can be called on for favors. It is suggested that only one favor, such as free equipment, shelter or information, be allowed per adventure. The society can also call on the ninja for favors. All is done in secret of course.

Advantages (over single class rogue): Higher hit points, better Fortitude saves, better base attack bonus, more feats.

Disadvantages: (over single class rogue): Fewer skills, loss of rogue special abilities at higher levels, reduced sneak attack damage.

Min/Max Notes: The Shadow Warrior style was made for this. Any martial secret is appropriate. Humans are the best-suited race, because of their ability to blend in. Note that the base attack bonus progression allows for 4 attacks at 20th level, and +7d6 sneak attacks, a nasty combination, especially if you add the Pounce feat.

Temple Guardian

The temple guardian is a priest who has devoted his life to the defense of their cloister or temple. Regardless of class, they often refer to themselves as simply “monks” or “clerics” and live in monasteries or within a secluded temple.

Lvl	Class Levels	Base Attack Bonus	Fort	Ref	Will	Avg HP	Highlights of Abilities
1	Rog1	+0	+0	+2	+0	6	Sneak Attack +1d6, skills, feat
2	Rog1/Mar1	+1	+2	+4	+0	11	Surge 1/day, 1d6 unarmed dmg, +1AC
3	Rog2/Mar1	+2	+2	+5	+0	14	Evasion, feat
4	Rog2/Mar2	+3	+3	+6	+0	19	Finish Move +1d6, +2AC
5	Rog3/Mar2	+4	+4	+6	+1	21	Sneak Attack +2d6, Uncanny Dodge
6	Rog4/Mar2	+5	+4	+7	+1	24	feat
7	Rog4/Mar3	+6/+1	+4	+7	+2	29	Martial Secret, unarmed dmg 1d8
8	Rog5/Mar3	+6/+1	+4	+7	+2	32	Sneak Attack +3d6
9	Rog6/Mar3	+7/+2	+5	+8	+3	35	feat
10	Rog7/Mar3	+8/+3	+5	+8	+3	38	Sneak Attack +4d6
11	Rog8/Mar3	+9/+4	+5	+9	+3	41	
12	Rog8/Mar4	+10/+5	+6	+10	+3	46	Iron Palm, feat
13	Rog8/Mar5	+11/+6/+1	+6	+10	+3	49	Bonus Feat
14	Rog9/Mar5	+11/+6/+1	+7	+10	+4	52	Sneak Attack +5d6
15	Rog10/Mar5	+12/+7/+2	+7	+11	+4	55	special ability, feat
16	Rog11/Mar5	+13/+8/+3	+7	+11	+4	58	Sneak Attack +6d6
17	Rog12/Mar5	+14/+9/+4	+8	+12	+5	61	
18	Rog12/Mar6	+15/+10/+5	+9	+13	+6	66	Finish Move +2d6, feat, unarmed dmg 1d10, +3AC
19	Rog13/Mar6	+15/+10/+5	+9	+13	+6	69	Sneak Attack +7d6, special ability
20	Rog13/Mar7	+16/+11/+6/+1	+9	+13	+6	74	Martial Secret

Table 3-3, Ninja Archetype

While a “temple guardian” doesn’t sound like a very adventurous character, this archetype could include more pro-active soldiers of a church. In fact, the temple guardian’s lack of armor and reduced reliance on weapons makes them an excellent undercover agent for the temple. They can infiltrate foreign kingdoms with less attention than an armored, mace-wielding cleric and still remain effective warriors. A temple guardian’s mission might be to act as a mobile force, wandering between parishes and defending temples and shrines across the land.

The archetype presented below is a cleric/martial artist. It features good saving throws, a great base attack bonus, and moderate spellcasting ability that can supplement a single-class cleric in a party. Alternatively, you could create a martial artist/druid and call this archetype a “grove guardian”.

Optional Benefit: Temple guardians can seek sanctuary, training, and shelter in secluded temples or monasteries housing those of the same alignment, and sometimes from other alignments. They are expected to help defend such organizations against attacks during their stay, and may be asked for other favors from their hosts.

Advantages (over single class cleric): Better base attack bonus, more feats, better Fortitude and Reflex saves.

Disadvantages: (over single class cleric): Worse Will saves, no access to higher level spells, reduced turning ability.

Min/Max Notes: Choose domains and spells that enhance your fighting ability. The Strength and

War domains are especially good. Touch spells are useful. Stay away from Extra Turning, metamagic feats, or item creation feats other than Brew Potion. The strategy is to gain enough levels to spontaneously cast *cure serious wounds* or *inflict serious wounds*, while staying effective in melee.

Weapon Master

Becoming the best in the world with a particular weapon is a common character concept. The weapon master has the advantage of being extremely capable in combat with their chosen weapon, but the disadvantage of not being as well rounded. What happens when your chosen weapon is destroyed, or you become disarmed? Having some ability to fight unarmed is a good insurance policy.

A weapon master could easily be a single class fighter, but adding a few levels of martial artist to get some weapon-specific martial secrets and some unarmed ability is a good idea, especially if your plan was to specialize as a lightly armed and unarmored fighter anyway. And the martial artist’s finishing move and surge abilities can seriously enhance your ability with your weapon. In short, a martial artist/fighter makes a better specialized light warrior, while a single class fighter makes a better “tank” or a better all around combatant with plenty of feats to master various weapons and situations like mounted combat.

The weapons master presented below is a fighter/martial artist. An alternate build might be as a ranger/fighter/martial artist for dual wielders.

Lvl	Class Levels	Base Attack Bonus	Fort	Ref	Will	Avg HP	Highlights of Abilities
1	Mar1	+1	+2	+2	+0	10	feat, unarmed dmg 1d6, Surge 1/day, +1AC
2	Mar1/Cle1	+1	+2	+2	+2	14	1 st level Spells, Turn Undead
3	Mar2/Cle1	+2	+3	+3	+2	19	Finish Move +1d6, feat, +2AC
4	Mar2/Cle2	+3	+3	+3	+3	23	
5	Mar3/Cle2	+4	+3	+3	+4	28	Martial Secret, unarmed dmg 1d8
6	Mar3/Cle3	+5	+4	+4	+4	32	2 nd level Spells, feat
7	Mar4/Cle3	+6/+1	+5	+5	+4	37	Iron Palm
8	Mar4/Cle4	+7/+2	+5	+5	+5	41	
9	Mar5/Cle4	+8/+3	+5	+5	+5	46	Bonus Feat, feat
10	Mar5/Cle5	+8/+3	+5	+5	+5	49	3 rd level Spells
11	Mar6/Cle5	+9/+4	+6	+6	+6	54	Finish Move +2d6, unarmed dmg 1d10, +3AC
12	Mar7/Cle5	+10/+5	+6	+6	+6	59	Martial Secret, feat
13	Mar8/Cle5	+11/+6/+1	+7	+7	+6	64	Surge 2/day
14	Mar9/Cle5	+12/+7/+2	+7	+7	+7	69	Bonus Feat, unarmed dmg 1d12
15	Mar10/Cle5	+13/+8/+3	+8	+8	+7	74	Feat, +4AC
16	Mar11/Cle5	+14/+9/+4	+8	+8	+7	79	Martial Secret
17	Mar12/Cle5	+15/+10/+5	+9	+9	+8	84	Steel Palm, unarmed dmg 2d8
18	Mar13/Cle5	+16/+10/+6/+1	+9	+9	+8	89	Bonus Feat, feat
19	Mar14/Cle5	+17/+11/+7/+2	+10	+10	+8	94	Finish Move +3d6, +5AC
20	Mar15/Cle5	+18/+12/+8/+3	+10	+10	+9	99	Martial Secret, unarmed dmg 1d20

Table 3-4, Temple Guardian Archetype

If using psionic rules, consider taking a level or two of psychic warrior. With two levels of psychic warrior replacing two levels of fighter, you can get one extra bonus feat, some cool powers, and access to psionic feats, such as Psionic Weapon.

Optional Benefit: The weapon master begins play with a free masterwork weapon of his choice, inherited or received as a gift from a family member, trainer or friend. The weapon has great sentimental value and the weapon master shouldn't discard or sell it, and should always prefer to use it in combat. The weapon may be enchanted later, if the weapon master wishes. The player should create a vivid description of the weapon, as it is central to this archetype.

Advantages (over single class fighter): Unarmed strike, better Fortitude and Reflex saves, more skill points, two martial secrets.

Disadvantages (over single class fighter): Can't use armor, two fewer feats

Min/Max Notes: The overall strategy is to get some unarmed combat ability and skills at first level to fall back on, then get Weapon Specialization as quickly as possible, then work on gaining a style mastery feat that enhances your ability with your weapon, such as Golden Blade or Chain Storm while picking up a weapon-specific martial secret. By advancing to 5th level as a martial artist, you gain lightning flurry and iron palm, and gain a +3 AC bonus. By 20th level, you've optimized your number of bonus feats to nine, only two less than a

single class fighter, and more than enough to specialize with one weapon.

Weapon related feats and martial secrets are the meat and drink of the weapon master, and a fighter/martial artist has good access to them. Definitely get Weapon Focus and Weapon Specialization as soon as possible. Consider Improved Critical, Quick Draw, Double Strike, Weapon Deflect, Weapon Display, Weapon Finesse, and Weapon Handling.

Dexterity is your most important ability score, as you will need a good AC bonus and Weapon Finesse can make up for a lower Strength somewhat. But don't forget that you'll never dish out as much raw damage as a single class fighter with a high Strength and a big weapon.

If you've got enough feats, you may be tempted to "specialize" in two weapons. This is fine, but you'll never be as good with either of them as you could have been with just one, and you might be better off as a single class fighter. Choosing non-weapon feats can indirectly help you with your chosen weapon. A feat like Combat Reflexes can help you take advantage of a reach weapon, for instance, while Escape Technique can help you get out of a grapple that prevents you from using a non-light weapon.

Finally, carry a backup weapon. Eventually your primary weapon will be destroyed or disarmed. An extra weapon on your back, even if it is of lower quality, can save you a lot of trouble.

Lvl	Class Levels	Base Attack Bonus	Fort	Ref	Will	Avg HP	Highlights of Abilities
1	Mar1	+1	+2	+2	+0	10	feat, Surge 1/day, unarmed dmg 1d6, AC+1
2	Mar1/Ftr1	+2	+4	+2	+0	15	Bonus Feat
3	Mar1/Ftr2	+3	+5	+2	+0	20	Bonus Feat, feat
4	Mar1/Ftr3	+4	+5	+3	+1	25	
5	Mar1/Ftr4	+5	+6	+3	+1	30	Bonus Feat: (Weapon Specialization)
6	Mar2/Ftr4	+6/+1	+7	+4	+1	35	Finish Move +1d6, feat, AC+2
7	Mar3/Ftr4	+7/+2	+7	+4	+2	40	Martial Secret, unarmed dmg 1d8
8	Mar4/Ftr4	+8/+3	+8	+5	+2	45	Iron Palm
9	Mar5/Ftr4	+9/+4	+8	+5	+2	50	Bonus Feat, feat
10	Mar6/Ftr4	+10/+5	+9	+6	+3	55	Finish Move +2d6., unarmed dmg 1d10, AC+3
11	Mar6/Ftr5	+11/+6/+1	+9	+6	+3	60	
12	Mar6/Ftr6	+12/+7/+2	+10	+7	+4	65	Bonus Feat, feat
13	Mar6/Ftr7	+13/+8/+3	+10	+7	+4	70	
14	Mar6/Ftr8	+14/+9/+4	+11	+7	+4	75	Bonus Feat
15	Mar6/Ftr9	+15/+10/+5	+11	+8	+5	80	feat
16	Mar6/Ftr10	+16/+11/+6/+1	+12	+8	+5	85	Bonus Feat
17	Mar6/Ftr11	+17/+12/+7/+2	+12	+8	+5	90	
18	Mar6/Ftr12	+18/+13/+8/+3	+13	+9	+6	95	Bonus Feat, feat
19	Mar6/Ftr13	+19/+14/+9/+4	+13	+9	+6	100	
20	Mar6/Ftr14	+20/+15/+10/+5	+14	+9	+6	105	Bonus Feat

Table 3-5, Weapon Master Archetype

Customizing the Monk

The monk is a fun class. You gain cool abilities at each level. You can run faster than anyone, swat arrows out of the air, jump over canyons, resist most magical effects, survive most traps, and can even become a magical being.

The only problem is that you really can't do much else. Monks of different orders may have a few different abilities, based on feats chosen, but don't get enough feats to distinguish themselves to a great degree. They all look alike.

Changing Class Abilities

The following rules are designed to give DMs and players the ability to customize monk abilities to reflect different orders, cultures, and doctrine, without multiclassing. The monk is a very spiritual class, and using these substitutions creates a variant class that is usually more combat oriented, granting additional feats for greater customization.

It is recommended that you do not use the following methods so much that the monk gains a total of more than three bonus feats. If you wish to alter your monk more than that, then you should play a martial artist or fighter instead, perhaps multiclassing as a monk.

Feat Substitution: This is probably the easiest way to customize your monk, and the most recommended. Substitute a feat from the martial artist's bonus feat list, if you meet the prerequisites for it, for any one of the following feats or abilities: Deflect Arrows, Improved Trip, improved evasion, abundant step, diamond soul, quivering palm, or empty body. The choice is made when the ability would have been gained, and you may not change your mind later.

Reduced Will Saving Throw: This can only be done when the monk is at 1st level. In exchange for using the Will saving throw table of the martial artist, the monk gains a bonus feat from the martial artist's bonus feat list at 2nd level. This is seen as a quick way to power for the impatient, often regretted at higher levels, but appropriate for some orders.

Reduced Movement: Sacrifice both the Slow Fall and Fast Movement abilities. You gain a bonus feat from the martial artist bonus feat list at 4th, 8th, and 12th monk class levels. This is a popular selection for temple guards or other non-traveling monks that have less use for Slow Fall and Fast Movement.

Organizations

Monks and other classes often group together for training, mutual protection, and to achieve other

common goals. Their organizations take a variety of forms and names. Part of customizing your monk is detailing the organization, if any, that they belong to. If the DM doesn't have a detailed organization created that suits your character concept, see if he'll let you help him create one for the campaign world. World creation is a huge task, but when the players pitch in to help, it is easier and more fun.

Creating your own organizations

Much of the following advice can apply to any type of organization, but is intended primarily for those composed of monks and martial artists. Through an example, we'll build an organization called the Singing Crane that you can drop into your campaign world.

Decide on a theme: Determine its purpose, membership, goals, a name, an alignment (or multiple alignments if the organization has different factions working against each other), and the overall size, power and reach of the organization.

For example, the Singing Crane is a lawful good order of monks and monk/clerics dedicated to protecting the innocent villages near them from the oppressive knights and petty warlords that periodically rob them. They are a local order without much reach or influence, but highly respected by the commoners they protect.

Develop their fighting style: Fighting styles are sometimes well-guarded secrets, and sometimes commonly taught to peasants. Just about every organization has a particular style that it either teaches or guards. A style can be more than a style mastery feat. It can be a combination of multiclassing, skills, martial secrets, and feats, and usually leans in the direction of one method. For example, a military organization may teach a hard style that emphasizes unarmed punches and kicks, and require that students take certain feats and martial secrets in a certain order. Creating "style recipes" is a useful tool for DMs. When you need an NPC from a particular organization, you can quickly choose their feats and skills according to your recipe. First, choose the overall methods used. This should reflect the personality of the organization.

The Singing Crane temple, a group of monks and martial artists, has a soft method of fighting, with some hard/soft grappling and mental disciplines. Their monks typically use the Reduced Movement option (see above) to sacrifice Fast Movement and Slow Fall to gain extra feats at levels 4, 8 and 12. They attempt to master the Willow Branch style as soon as possible, and prefer the monkey footwork martial secret. Most take 1 to

5 levels as a cleric of the good and healing domains.

Create key NPCs: Your organization may have a single leader, a group of leaders, or a complex bureaucracy with multiple levels and divided responsibilities, or it may have no formal rank structure at all. Even in an organization with no leaders, there will be some individuals that stand out. Detail the leaders and the most interesting individuals. You don't have to roll up their statistics, unless you expect to use them in combat soon, but you should make some notes on their personalities and general ability.

Red Bird is the leader of the Singing Crane and a monk15/cleric3. She grew up in terror of the surrounding brigands until a wise old man taught her the secrets of the Willow Branch style. Now an elderly lady, she is determined to defend her homelands. Red Bird fears that a great battle is coming some day soon, and struggles to train her acolytes for the inevitable day when their marauding enemies unite against them. Her son, Dariax, a martial artist 10, is headstrong and eager to crush their enemies in a preemptive strike, but doesn't have a clear idea of which enemy to assault. The average acolyte is a human monk or martial artist 2/cleric1, but there are a few mid level martial artists, a monk8/tantrist3, and a dozen low level halfling monks from a nearby shire).

Design a headquarters: Monasteries, schools and temples aren't the only types of establishments an organization can use to meet and train. A residence, a tavern or merchant house, a remote mountaintop, an island fortress, a traditional castle, a warehouse, a walled garden, a dungeon, a hidden grove, or even a pocket dimension can all serve as a headquarters. More wealthy organizations will have elaborate defenses and comfortable surroundings, while the poorest may just meet in a barn or field near town.

The Singing Crane temple is a fortified stone and wood shrine on a crossroads leading to four villages the monks protect. It consists of a large wooden hall, surrounded by a large courtyard encircled by a low stone wall. The monks train both inside and outside, and constantly watch the skies for messenger pigeons warning of an impending attack. They also meet with the leaders of the nearby towns in training halls that they run. One of the towns has also given them space in the watch barracks.

Create events: The best campaign worlds are dynamic, and that's the way your organizations should be. Decide where your organizations are heading, and create plot twists in advance. Internal

power struggles, natural disasters, corruption, assassinations, natural deaths, outside aggressors, and magical happenings can all make an organization prosper or suffer. Write up a short calendar of events, and decide how these events affect the player characters, and think about how the player characters might affect these events. If the organization is not really involved directly in the player character's lives, just create a couple of events that they'll hear about as rumors or news. However, if the player characters are members of the organization, or are nearby, you may want to spend more time on these events and weave them into your campaign.

Red Bird looks as fit as an athletic 30 year old, but is actually over a 100 and secretly dying of old age. The self-absorbed Dariax doesn't have any idea that his mother isn't well. She will likely die within the year, but before that, the battle she fears will certainly happen. A barbarian tribe is secretly pledging fealty to a group of knights called the Brotherhood of Nine. The Brotherhood plans to use the barbarians as a diversion while their hired assassins help them assault the temple. The Singing Crane will be hard pressed to defend all four towns and themselves, and will certainly suffer devastating losses, and possibly outright destruction. If the player characters are in the area or are members of the Singing Crane, they may hear of rumors of the barbarian alliance and if they take the initiative to investigate, may avert the disaster. Red Bird will certainly fight to the death in such a battle, and will be fearsome indeed as a mother bear protecting her cubs.

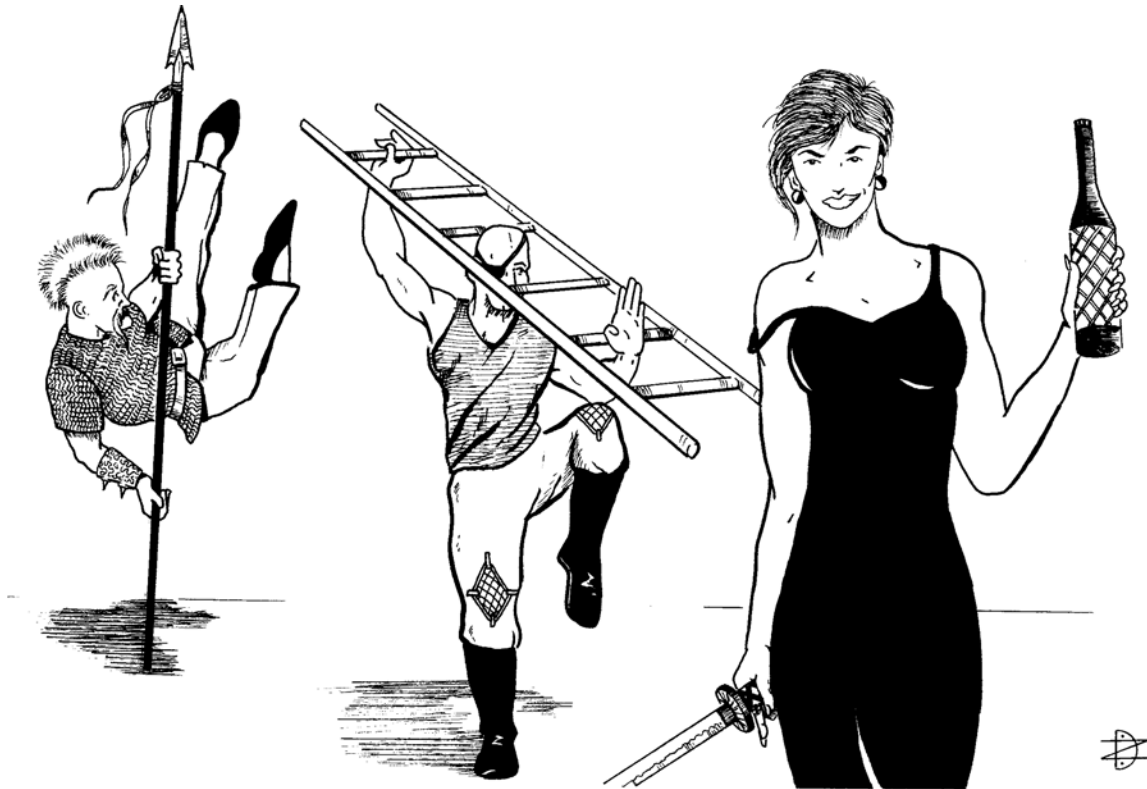
Multiclassing Monks

The multiclassing restrictions on monks and paladins are for flavor only, not game balance, so feel free to change them. A great way to personalize the monks in your campaign is to allow them to freely multiclass with certain other classes based on their organization.

For example, a war-like order may be able to freely multiclass as fighters, martial artists, or as clerics of a god of war. Certain prestige classes like the sylvan monk or ki blaster are especially appropriate for multiclassed monks. An order of Lawful Good monks might even be able to freely multiclass as paladins.

For guidelines on multiclassing monks with martial artists, see page 8.

Chapter 4: New Options



Ward leaned back in the solid oak chair, enjoying his wine almost as much as the barmaid's flirting, and didn't notice anything wrong until it was too late. The room had gradually become almost completely silent except for the bard's tune, and as he looked around, he realized that all the other patrons wore the red sashes of his order's sworn enemy.

As his mind raced, his face turned as red as the Death Ravens' sashes. Armed he could take them all, but weapons weren't allowed in this quarter of the city. The wooden chair creaked as he leaned back further...

Design Notes

This chapter is a grab bag of options you can add to your campaign without too much trouble.

Most DMs and players who want to add martial arts to their game are fans of the fast paced dramatic combat seen in movies. Unfortunately, the d20 system sometimes plays slowly, not like an action film, and often realism has a priority over fun. Adding new feats, classes and magic items can slow down your game even more. To balance the new options in this book, we felt it was important to offer some advice, guidelines, and variant rules to make the game more cinematic.

Improvising weapons is a wuxia staple (and quite fun) so rather than creating a feat or class ability, we felt it appropriate to add guidelines that encourage improvisation for all characters, rather than rules that restrict it.

Drinking rules fill a gap in the core rules and new options for using skills and the awesome speed that of a monk or martial artist can make combat more fun.

Finally, we present a few new magic items especially useful to monks and martial artists.

Open Content

In this chapter, the game statistics and names of the new magic items, as well as the variant rules for improvising weapons and cinematic combat are all Open Content. The non-game mechanic text descriptions are all Product Identity.

Ward whistled as he stepped over the unconscious bodies of the Death Raven warriors and the destroyed furniture. On his way out, he called out to the cowering bard, "I think you're out of tune," and tossed what was left of the lute to the tavern floor.

Cinematic Combat

A cinematic combat is fast paced, dramatic, and fun, just like a good action movie. Too often, roleplayers get bogged down in the details and combat flows more like a novel than a movie.

This section is designed for DMs. Whether you picture the player characters as the stars of a wuxia film, a grand fantasy saga, or a swashbuckling epic, you'll find that the following rules and advice can make combat more fun and less of a chore. As always, use the ones you like, ignore the rest.

Fast Pacing

A slow game can never be cinematic. Your first priority is to speed things up. Luckily there are many things you can do to speed up your game:

Know the rules: Many DMs and players insist on adding optional rules to their campaigns before they've mastered the basics. Learn the core rules before using additional material, and add new rules to your game slowly. Nothing slows down your game like flipping through seven or eight books to make a ruling. Take extra time before the game to review rules that you don't use often, but that you know will come up.

Use a timer: Players shouldn't be allowed to sit around and think forever about what their characters are going to do while in combat rounds. Use a method for timing your players that challenges them. They shouldn't have enough time to make the best decisions every round. Try a limit from 10 seconds to one minute, depending on your players' skill level. Players that can't decide what their characters are doing by the end of the time limit automatically use the refocus action. A DM shouldn't be limited in this way, but should make a conscious effort to be quick.

Fast Initiative: Assume each PC "takes 10" when rolling initiative. This way, each PC always has the same initiative number at the beginning of combat. Have the players sit in order of initiative. Readied and delayed actions, as well as refocusing, will still change their initiative, but at least they all start off the same. Do the same for the monsters if there is more than one type, otherwise roll.

In medias res: Start a game off with the phrase "Roll for initiative," and then run a combat or dangerous situation without explaining the background details of why they are there until after the combat is over, or revealing details as you go along. This technique is called "in medias res", Latin for "in the middle of a sequence of events".

Quick rulings: Usually if you have a rules question, there are two possible solutions to consider. Use the time honored 50/50 rule. Roll a d6; on a 1-3 rule one way, on a 4-6 rule the other

way. Look the rule up after the session for future use.

No Maps: Consider getting rid of maps. Just tell the players what they see, and skip to the good parts, maybe drawing out interesting locations only. For instance, "you carefully walk down a 150ft tunnel and come to a T intersection" is better than going into rounds and detailing the featureless tunnel 30 ft. at a time. If a player character wants to go back to the T intersection later, have them simply arrive. Assume that they are mapping and won't get lost. Another option is to simply give them a map of the area with all the details removed.

Sum Up: If you know that the player characters are going to win a combat, the situation isn't very interesting, and that the danger to them is insignificant, don't waste time playing it out. Tell them that they destroyed the enemy and move on. This is particularly appropriate for high-level characters that encounter low-level monsters. Don't award experience points for such an encounter. If it was easy enough to skip, they shouldn't earn experience points.

Get Help

DMs can't do everything. Players only have one character to control and should be pressed into service.

Rule Referencing: Need to look up a rule? Let a player do it for you.

NPC stand in: Whenever a player character dies or is otherwise absent from the main action, have that player control an NPC for you. It frees you up to concentrate on other NPCs. Don't give up control of your main villains however, unless you know the player will do a good (that is, evil) job.

Get Feedback: Your players are your best source of advice on how to speed up your game. Ask them for suggestions.

Reduce Bookkeeping

The name of the game isn't Accounting & Inventory Control. By avoiding unnecessary bookkeeping, you have more time for combat and adventure. Use the following variant rules to streamline your game and get to the fun parts:

Unlimited Ammunition: Try giving up a little realism to make the game more streamlined. Don't keep track of ammunition; just assume that you never run out of normal arrows, bolts or sling bullets.

Encumbrance: Use the Encumbrance by Armor rules on page 141 of the PHB for characters carrying no treasure and only a little equipment. For characters carrying treasure or lots of equipment, approximate the weight and bulkiness

of treasure and equipment to determine if they are encumbered. Anyone wearing a backpack is going to have at least a light load, and probably a medium load. Anyone carrying something bulky or a lot of items (a character with more than 3 weapons or carrying multiple large weapons like a long spears or great swords) has a heavy load, no matter their Strength score. Try using common sense and guess, rather than calculating weight to the ounce.

Food and water: In the 21st century, we know how to get food and water in normal circumstances. In a fantasy world, the characters would know how to get food and water in most environments as well. Unless survival is the focus of the adventure, keeping track of rations and water is a chore that can be easily eliminated for heroic campaigns. The DM can let players know when food and water is important by requiring them to keep track of it.

For instance, you may want your players to start keeping track of water when traveling across a vast desert, but not when adventuring in a town, a temperate forest, or even a tropical jungle.

Easy Magic Identification: Characters often use magical items that have not yet been identified. This creates a bookkeeping chore for the DM, who must remember in combat that the mysterious sword the fighter is using has a +2 enhancement bonus to attack rolls and damage, or that a wand only has 2 charges left. Make your magic items self-identifying. As soon as they are handled, except for cursed items, the characters learn all the capabilities of the items. This rule isn't recommended for campaigns where magic items are rare. It doesn't speed up such a campaign and reduces the mystery of finding a magic item.

Drama

A drama can be defined as a "serious, emotional story". In a good combat, players should alternate between feeling fear and relief. To create this cycle of emotion, there are a few things you can do:

Be mysterious: We all fear the unknown. Don't give away all the details of an NPC or monster, particularly those that aren't obvious. In fact, feel free to exaggerate about the numbers of opponents or their exact appearance, unless the player character takes time to carefully observe them. You are responsible for describing what the player characters perceive, not necessarily what is really there.

Instead of describing the enemy as "six human rogues with clubs", try saying "several menacing figures step out of the darkness armed with various implements". When a player asks what race they are or exactly how many there are, respond with something like "it's dark and you can't tell, would

you like to use a move equivalent action to make a Spot check?" The rogues seem much more dangerous this way than before. Also, there is no tattoo on their foreheads that says "rogue" so let the PCs figure that out when they get sneak attacked.

What's in a name?: Another method to instill mystery is to use different names in your campaign for common monsters. "Bog Beasts" could really be ogres; "Fallen Warriors" might be skeletons, while "Swamp Demons" might merely be goblins. The initial fear of the unknown, followed by the relief of winning creates drama.

Dramatic pacing: Think about a good action film. It may start off fast paced, have some good fight scenes, then a climatic ending. In between all those action scenes are some places for the heroes (and villains) to catch their breath, power up, and get ready for the next fight. Your adventures should be designed the same way.

Start off with a bang, slow down, and repeat, with each fight getting progressively tougher, until the big battle at the end. Avoid the anticlimax of a weak villain with powerful underlings.

Within a particular encounter, you can heighten the dramatic tension by progressively making things look worse and worse.

After a couple of rounds of attacking the PCs, the rogues suddenly look terrified, drop their weapons, and run the other way, heedless of attacks of opportunity. Turning around reveals a much nastier looking gang of sword wielding thugs in black uniforms led by a levitating figure in white robes. The dramatic tension of the encounter suddenly skyrockets, particularly if the rogues were tough.

Environment: Don't forget that the environment of an encounter can be very dramatic. If you are going to have a fairly standard fight, try to place it in a non-standard environment. Battles on a cliff-side, a steep hill, a rooftop, the rigging of a ship, or the timbers of a cathedral can require numerous Balance skill checks. Crowded marketplaces provide great opportunities for weapon improvisation and interfering bystanders.

During the ensuing battle with the black robed assailants, the building around the character are set aflame by a wayward spell, and the fire makes the entire combat area dangerous to be in, with buildings collapsing, characters using flaming timbers as improvised weapons, and innocents in danger. A simple fight scene can become much more.

Returning Villains: Smart villains always have an escape plan, and even stupid ones don't hesitate to run when in great danger. A villain that the party has fought before is one that they'll love to hate and will turn the tension up on an encounter considerably. Some villains will flee at the first sign

of danger; others will fight until sorely wounded. If the players sense that a villain is close to being defeated, they will concentrate their attacks on that villain and defeat them very quickly, usually before the DM has a chance to implement an escape.

Create a tactical plan for your villain that includes a condition for escape. The plan could be as simple as “Charge, and fight in melee until reduced to half hit points, then run,” or it could be a complex, round by round list of spells to be cast and combat moves to be executed. The more NPCs you have to control, the simpler their plans should be.

Critical Fumbles: One way to add intensity to combat is through “critical fumbles”. Whenever a character rolls a 1 when making an attack roll there is a threat of a critical fumble. Confirm the critical by rolling a d20 again. If the second roll would have missed, the critical fumble is confirmed; otherwise, it is a normal miss. The results of a critical fumble are up to the DM, and should be tailored to the situation.

Common fumbles might include damaging your weapon by hitting a wall or other object, dropping your weapon, losing the rest of your actions and attacks for the round, losing your Dexterity bonus to AC for one round, or tripping yourself. Characters making ranged attacks may find that their bowstrings break, requiring a round to repair, or that they ran out of ammunition (This is a good way to balance the *unlimited ammunition* rule, see above, while adding drama.).

Critical fumbles should never cause a character to accidentally attack themselves or their allies, or have other extreme results, and should apply to all characters, including monsters and NPCs. Adding critical fumbles makes combat more random, and therefore more deadly to the player characters. They also slow down the action slightly.

Cut scenes: This is the technique of describing a scene to the players that their characters couldn't possibly witness, but may learn about later. The key to a good cut scene is that it helps explain the plot of the adventure without giving them “spoilers” that help them win too easily.

For example, they may learn from a cut scene that a mysterious villain is sending bounty hunters after them, but not which ones or how they will operate, or even necessarily the identity of the villain.

Cut scenes are an opportunity for DMs to tell the back-story that players might otherwise never learn.

Focus on the Heroes and Villains

In the movies, the heroes brush off “flesh wounds” and show little fear of death when the chips are down. Powerful villains survive against incredible odds and are often the only match for the heroes. You can use some or all of the following variant rules to encourage more risk taking and excitement. To balance the additional power level, let major villains use the same options as the heroes. Don't, however, let minor NPCs like thugs, weak minions, or common monsters use these options. Instead, simply have the PCs encounter them in greater numbers if a challenge is needed.

Maximum Hit Points: By making it easier for the PC's and major villains to survive, you can encourage risk taking. Allow player characters, and major NPCs, to have maximum hit points at every level, instead of rolling or using average hit points. This gives the heroes additional power to wipe the floor with the minion of the major villains, but still challenges them in the climax of an adventure. A side effect of this rule is that it gives slightly more power to the classes and monster types with larger hit dice types. Barbarians and undead will be more powerful, for example.

Lucky Characters: Once per day, a player character or major NPC can re-roll the results of one die roll, as if they were a cleric with the Luck domain. If you already are a cleric with the Luck domain, you gain an additional roll.

Rapid Healing: Player characters and major NPCs recover hit points and temporary ability score damage at twice the normal rate. They're simply tougher than ordinary characters. This rule makes clerical healing slightly less important, but is a good idea if using the Maximum Hit Points variant.

Tough Characters: When player characters or major NPCs are reduced to less than 0 hit points, instead of dying, have them become disabled, as if at 0 hit points. At -10 hit points or lower they are dying, and at -20 hit points they die. This reduces the amount of random character deaths in the campaign, particularly at high levels when spells and attacks can cause a lot of damage at one time.

Additionally, having the “disabled” condition occur more often increases the drama in your game. It's exciting to see the heroes and the villains struggle with using partial actions to escape or fight back, and further emphasizes their abilities over the minor NPCs and common monsters around them that are dropping like flies.

Finally, to further widen the gap, and to speed things up, have minor characters simply die at 0 hit points or less.

Improvising Weapons

There are several techniques you can use to make combat more exciting by encouraging weapon improvisation. But before using any of them, talk to the players about whether weapon improvisation is important to them or not. The players and the DM must all want to have this cinematic aspect in the game for it to work.

Step 1, Take their weapons away: Why would anyone want to improvise a weapon when their *keen katana* +3 is so handy? To have fun with improvised weapons, DMs need to put player characters in environments where they can't bring their weapons, or their weapons are taken from them. Perhaps they are in a city where they can't brandish weapons, or using a weapon is a criminal act. Anti-weapon laws could be the reason for the development of the martial arts in the area in the first place. Maybe they've been captured and disarmed, or face a foe that consistently destroys their weapons or disarms them in combat.

Whatever tactic used, consider the satisfaction of the players. If they've built a character around being a weapon expert, or have acquired a powerful magic weapon, or simply *like* weapons, they're not going to be happy if you limit their weapon use. Make sure they get a chance to shine by creating adventures that let them unsheathe that sword.

Step 2, Vivid Descriptions: To be able to improvise weapons, a player needs to have a good mental picture of the environment. The DM need not describe every possible item in the area, but must give a good general description of the area, so that the player can make some assumptions and ask questions.

For example, if the DM describes a room as *"You enter a tavern with rows of tables and lots of patrons drinking heavily and loudly, with a long bar on the far wall,"* the player will not have much to go on. You can assume there are bottles, tankards, tables and chairs.

If your description gave just a few more details, such as: *"You enter a 60ft diameter round room with a high ceiling. Wooden candelabras hang from rafters, a large roaring fire is to your left, a long wooden bar is at the far wall lined with stools and overlooked by the heads of several trophy beasts, and several heavy round tables with low benches are scattered about. The place is smoky from torches set into the walls and a bard is taking requests near the fireplace,"* then the player's imagination runs wild with possibilities for improvised weapons, as well as role-playing in general. Don't ramble on and on with descriptions, but do try to add some details.

Variant Rules: Deadlier Weapons, Bloody Fists

Bloody Fists: Another way to increase the value of weapons while increasing realism is to establish an Unarmed Damage Factor for creatures with bodies that hurt when struck while unarmed. This is an amount of damage assigned to a creature; usually 1 point; that opponents making a successful unarmed strike will take. Often this is due to a hard carapace or armor. If a creature causes energy damage with a touch; such as a fire elemental's fire damage; that should be added as well (and you can even rule that there is a chance the attacker will catch fire). Spiky or especially hard creatures like constructs should cause even more damage to unarmed attackers, 1d4 or 2d4.

These variants have the effect of making unarmed strikes more dangerous, and increase the need for weapon improvisation without rendering unarmed attacks worthless.

Deadlier Weapons: Enchanted weapons can be more powerful than unarmed strikes, but if you want a campaign where even normal weapons are inherently deadlier than unarmed attacks, try altering the Improved Unarmed Strike feat so that it is only effective against creatures with a lower base attack bonus (in other words, everyone has the martial artist's Weapon Threat martial secret). When making unarmed strikes against creatures of the same base attack bonus or higher, an attack of opportunity is still provoked, even if you have the Improved Unarmed Strike feat.

Step 3, Player participation: Making combat more exciting is also the responsibility of the players. Ask questions about the environment. This is your chance to suggest items that the DM may have forgotten to mention. Think about improvising weapons before the need arises.

Step 4, Improve: The basic premise behind improvising is to take an ordinary item that isn't designed to be a weapon and use it like a weapon you know how to use. You're trying to make an item emulate a weapon that you are proficient with, and preferably one that you have weapon feats with. It's rarely as efficient as using a proper weapon, but can be effective.

When you want to improvise a weapon, choose an item as close as possible to a weapon you're good with, or choose an item that can emulate a special ability. For example, a bench could be used like a club, but a larger long bench could be used like a quarterstaff. A regular chain could be used like a spiked chain. A broken bottle is similar to a dagger, and a sign could be used as a crude shield. See table 4-1 for some examples.

Can't think of anything to use? If the area is sufficiently cluttered, the DM can allow you to make a move equivalent action to Spot an appropriate weapon. The DC could be anywhere from 5 to 20 depending on the environment. Your typical tavern would be a DC of 5, while a dungeon room might have a DC of 20; there may be nothing more than a loose flagstone or a rock that's hard to see in the gloom. While you're rolling, the DM has time to think of something.

Step 5, Determine Weapon Stats: The DM should assign the improvised weapons statistics. First, determine what weapon it is most equivalent to, and assign those as the base statistics. Using an improvised weapon incurs a -1 circumstance penalty to your attack rolls. If the improvised weapon is nothing like anything you're proficient with, you gain a -4 circumstance penalty to your attack rolls.

Next, assign special qualities, if appropriate, to the item. Long items such as ladders might have reach, chains or thick ropes might be capable of trip attacks, red hot brands might cause fire damage, etc. Clever players may find that an improvised weapon might be more effective in certain situations than their proper weapons.

For example, when attacked by dozens of gangsters, sheathing your magical sword and grabbing a handy ladder to get reach might be smart.

Additionally, since improvised weapons were not designed for fighting, whenever you hit with an improvised weapon, roll a Strength check as if the character wielding it were trying to break it. The DC of the check should be appropriate for the material it is made of, for example a wooden chair may have a break DC of 12, while a chain would be DC 26. Even in the movies, improvised weapons don't last long, usually forcing the hero to improvise with something even more interesting or to use unarmed strikes.

Finally, to encourage improvisation, treat all improvised weapons as finessable. It's not realistic, but it IS fun.

Item	Approximate Weapon Equivalency	Notes
belt	whip	treat as melee weapon that causes 1 point of subdual damage
bench, large	quarterstaff	double weapon that can make trip attacks
bench, small or chair	club	can make trip attacks
chain, short	club	can make trip attacks
chain, long	spiked chain	only does 1d4 damage, has reach of 10ft, and can trip or disarm
frying pan	small shield	can bash
herring	club	useful for chopping down the mightiest tree in the forest
ladder, 10ft	quarterstaff	double weapon with reach of 10ft. that can make trip attacks
swordfish	spear, club	double weapon, one end is the sword, other is the club
table, large	tower shield	bashing with it disarms you
table, small	large shield	can bash
torch	club	does 1d4 fire damage and can start a fire.
tree	Gargantuan sized club	Giants are seldom really unarmed. Reach is increased by height of tree

Table 4-1, Sample Weapon Improvisations

Drinking and Fighting

In real life, an alcoholic beverage is a poison that destroys your judgment, reduces coordination, and can make you look like an idiot. Drinking has nothing to do with the martial arts in the real world.

However, in a fantasy role-playing game, it can sometimes be fun to play a drunken character or interact with intoxicated NPCs.

The Effects of Drinking

Drinks: A drink is defined as a single serving of some alcoholic beverage, scaled in size to the drinker. It has a category size just like a character, and a drink of the next larger category has four times the volume. Consuming a drink is a standard action that provokes an attack of opportunity.

For example, a gnome's ale mug would be one-fourth the size of a human's and considered Small, while a storm giant's might look like a barrel and would be Huge. Each of these is one effective drink to a character of the same size, and it would take 64 of the gnome mugs to fill the giant's barrel.

Some drinks are more potent than others; so one "drink" might not equal one effective drink.

For example, a single flask of strong dwarven spirits might be equal to two effective drinks, while a glass of light elven wine might effectively be one-half a drink. A barrel of elven wine might only be one-half an effective drink for a Huge giant.

Time: The effects of a drink go away with time. For every hour without drinking, reduce the effective number of drinks consumed by one. After eight hours without drinking, reduce the effective number of drinks to zero.

Know Your Limit: Your drinking *limit* is the number of drinks you can consume without suffering any effects. Your limit equals one plus your Constitution modifier, plus any racial bonuses to saving throws against poison, and is a minimum of one. *For example, a dwarf with a Constitution of 14 would have a limit of 5 drinks (1+2+2).*

Over the Limit: Whenever you have a drink after reaching your limit, you must make a Fortitude saving throw. The DC is equal to 15 plus the number of drinks you've had over your limit. The first time you fail a Fortitude saving throw, you become tipsy. If you are tipsy and fail a saving throw, you become drunk. If you are drunk and fail a saving throw, you pass out, becoming unconscious and helpless for 2d4 hours, then wake up fatigued (see the DMG, Chapter 3, Condition Summary).

Tipsy: You have a –2 penalty to all skill and ability score checks, AC, attack rolls and saving throws, and have a 10% chance of arcane failure

when casting spells. After an hour without drinking, you are no longer tipsy, and your number of effective drinks is reduced to your limit.

Drunk: You have a –4 penalty to skill and ability score checks, AC, attack rolls and saving throws, and have a 40% chance of arcane failure when casting spells. After an hour without drinking, you are no longer drunk, and become tipsy again.

Just One More: Five minutes after rolling a Fortitude save for drinking over your limit; you must make a Will save at DC 10 (12 if tipsy, 15 if drunk). If you fail, you must have another drink, if possible.

Drunken Boxing

The following feats are designed for use with the other rules on this page and the rules in chapter 2:

Down the Hatch [General]

You drink fast.

Prerequisites: Con 15+

Benefits: With a standard action, you can imbibe a number of drinks (but not potions) up to your Constitution bonus. Drinking is a standard action that provokes an attack of opportunity.

Hard Drinker [General]

You have a high tolerance for alcohol.

Benefits: Your drinking limit is twice normal and you gain a +2 bonus to Fortitude saves against all ingested poisons, including alcoholic beverages.

Drunken Boxing [Style Mastery]

When drinking heavily you become more tolerant of pain, more flexible, and unpredictable.

Prerequisites: Improved Unarmed Strike, Dodge, Down the Hatch, Drunken Stance, Expertise, Great Fortitude, Hard Drinker, Sure-Footed, Unorthodox Grappling, Balance skill 8 ranks, Con 15+, Dex 13+, Int 13+, Base attack bonus +6 or higher

Benefits: Drinking (including potions) no longer provokes an attack of opportunity.

When tipsy or drunk, you no longer suffer any penalties to AC, attack rolls, Reflex saving throws, or to skill or ability checks based on Strength, Constitution, or Dexterity. You still suffer penalties to skill or ability checks based on other abilities, other saves, and a chance of arcane spell failure.

While tipsy, you gain a +2 bonus to Constitution and Dexterity. While drunk, you gain a +4 bonus to Constitution and Dexterity that replaces, and does not stack with, the bonus gained when tipsy.

New Options for Skills

Use the following options to make a couple of the lesser-used skills more interesting to warriors. And learn how to make jump skill checks faster than a monk can run to the corner store and back.

New Uses for Existing Skills

Balance

Countering Feints: If an opponent uses the Bluff skill to feint, you can use your superior sense of balance to help recover in time to avoid the effects. If you have 5 or more ranks in the Balance skill, you gain a +2 synergy bonus to Sense Motive checks when making an opposed roll against a feint.

Concentration

Focused Attack: If you have a base attack bonus of +6 or higher, you may use the full attack action to make a single, focused attack. For every 5 ranks you have in Concentration, you gain a +1 bonus to your attack roll. You may not move during the same round, except to take a single 5ft. step before the attack.

Speeding Up Jump Checks

Your 16th level monk with 10 ranks in the jump skill, a 12 Strength (+1), a +2 synergy bonus to jump from tumbling, and boots of striding and springing (100ft speed and a +10 bonus to jump checks) needs to jump over a 100ft wide crevasse. You roll a d20, get a 12, and everyone waits for you to figure out how far you jump...and waits...*

Sometimes figuring out how far you can jump with a given die roll can take a while. Try these methods to speed up play:

Find your limits: The first thing is to figure out your minimum and maximum jump distances, at least with the running jump. Before play, pre-calculate how far you can jump with a roll of 1 and a roll of 20 (Remember, a roll of 1 or 20 on a skill check is not an automatic success or failure). Calculating the minimum jump allows you to recognize when you don't need to roll, while the maximum jump lets you know when a distance is impossible for you, and could prevent a bad fall.

**Boots of striding and springing only double your non-supernatural speed. Since at level 9 a monk's fast movement is supernatural, 2 x 50ft. = 100ft.*

Roll first: Roll the d20 first, and then figure out what you actually need to roll. If you roll very high or very low you probably will know instantly whether you succeeded or failed.

Approximate your jumps: For a less accurate way to calculate jumps that is quicker for most people, try this formula for running jumps:

(Your Speed / 30) x Skill check = distance in ft.

Pre-calculate *Your Speed / 30* before play and call that number your "Jump Multiplier", then just multiply it by your skill check during the game.

For other types of jumps, divide the result. Standing jumps are half the result, running high jumps are one-quarter, and standing high jumps or jumping backwards are at one-eighth the distance.

Your 16th level monk rolls a 12 for a skill check of 35 (12+23=35). $100/30 = 3 \frac{1}{3}$. You leap 116ft.8in. ($3 \frac{1}{3} \times 35 = 116\text{ft.}8\text{in.}$), easily making it.

If we wanted to calculate it using the official system (see the PHB, Chapter 4, Skill Descriptions, Jump), we would find the minimum running jump to be 5ft. Then we would add 1ft. for every 1 point of the skill check over 10, getting 25 additional ft. ($35-10=25$), and add the result together for 35. Then, since 100ft. is 10/3 as fast as 30ft., ($100/30$ reduced to 10/3), we would multiply $10/3 \times 35$ and get $350/3$, or 116ft.8in, in this case the same amount as the approximation.

Use whichever method your DM prefers. The approximation is faster, but not always as accurate.

Extreme Jumping

What's the most extreme jump possible using the core rules? Perhaps it's a *hasted* (can jump 1 1/2 times as far) enraged half-orc ex-monk 19/barbarian1 with 35 Strength, (due to starting with a 20 Strength and increasing it 5 times, and using a *belt of giant's strength* +6 enhancement bonus; all for a +12 Str bonus total), with a 100ft base speed, (90ft for the ex-monk class, plus 10ft for the barbarian class) Jump Skill at 23 ranks (+23), the Run feat (+1/4 jump distance) and Skill Focus: Jump (+2 bonus), a +2 synergy bonus from the Tumble skill, augmented with a *ring of jumping* (+30 bonus to jump checks), and *boots of striding and springing* (increases speed to 120ft. and adds +10 competence bonus to Jump checks) who rolls a 20 when making a running jump. Such a jump would have a 99 skill check ($20+12+23+2+2+30+10=99$), for a total of **705ft.!** ($99-10=89$, $89 \times 1\text{ft.} = 89\text{ft.}$, $89\text{ft.} + \text{minimum of } 5\text{ft.} = 94\text{ft.}$, $94\text{ft.} \times (120/30) = 376\text{ft.}$, $376 \times 1.25 = 470$, $470 \times 1.5 = 705$.)

Maybe a *fly* spell would have been easier...

High Speed

High-level monks (and martial artists when surging) are *fast*, especially when using magic. Sometimes, it's difficult to visualize how you can use all that speed to your advantage. Use the below table to get an idea from the benchmarks on how fast your character can move.

Speed Special Effects

Table 4-2, the fast movement effects table, also suggests certain special effects that can be used to make running at top speed more useful than just for covering ground quickly. NPCs and monsters should gain these effects if the player characters do.

Vertical Run: At a base speed of 80ft or higher, with a 20ft head start, you can run up a wall or other vertical surface. You must make a Tumble

check at DC 35 and must end your movement on level ground to avoid falling. You may run up 10ft. + 1ft. for every point over the DC of 35. (If you have the Off the Walls feat, your DC is reduced to 30). Moving vertically through an opponent's threatened area still provokes an attack of opportunity.

Hydroplaning: If your speed is 90ft or more, you can attempt to move across water when running by making a Balance check at DC 40. You must have a head start on land or some other firm surface of 20ft. or more. If this check is failed, you immediately begin to sink and must begin swimming to stay on the surface. If the check is successful, you may move up to half your running movement rate across the top of the water. Since you are running, you must move in a straight line and you lose your Dexterity bonus to AC. To continue hydroplaning, make a Balance check at DC 40 at the beginning of each of your turns.

Standard Speed	Running Speed (in feet/round) without / with Run feat or <i>hasted</i>	Running Speed without Run feat / with Run feat or <i>hasted</i>	Benchmarks	Special effects
15ft	60ft/ 75ft	6 mph / 8 mph	heavily armored or burdened humanoid	
20ft	80ft/ 100ft	9 mph / 11 mph	typical dwarf, gnome or halfling	
30ft	120ft/ 150ft	13 mph / 17 mph	typical human speed / typical human with <i>haste</i> or Run feat	
40ft	160ft/ 200ft	18 mph / 22 mph	human barbarians, small dogs, large giants / unladen European swallow	dwarf, halfling or gnome movement at this speed or faster is usually supernatural
50ft	200ft/ 250ft	22 mph / 28 mph	Olympic sprint, huge giants, wolves / world record sprint	
60ft	240ft/ 300ft	27 mph / 34 mph	human under the effects of <i>expeditious retreat</i> , light horse / racing horse	human movement at this speed or faster is usually supernatural
70ft	280ft/ 350ft	31 mph / 39 mph		
80ft	320ft/ 400ft	36 mph / 45 mph	griffon flight speed	Vertical Run: With a Tumble check (DC 35), run up walls
90ft	360ft/ 450ft	40 mph / 51 mph	<i>fly</i> spell, titans	Hydroplaning: Can run over water with a Balance check (DC 40)
100ft	400ft/ 500ft	45 mph / 56 mph	hippogriff flight speed	
120ft	480ft/ 600ft	54 mph / 68 mph	Cheetah sprint, pegasus flight speed	
140ft	560ft/ 700ft	63 mph / 79 mph		
160ft	640ft/ 800ft	72 mph / 90 mph		
180ft	720ft/ 900ft	81 mph / 102 mph		
200ft	800ft/ 1000ft	90 mph/ 113 mph	the flight speed of a great red wyrm	

Table 4-2, Fast Movement Effects. The special effects column includes optional abilities that fast creatures can gain.

New Magic Items

New Melee Weapon Special Abilities

Blinding: Whenever a creature is struck by a critical hit from a blinding weapon, they become blinded 1d4+1 rounds unless they make a Will save at DC 14. Even if they make the saving throw, they are still blinded for one round. Blinded creatures suffer a 50% miss chance in combat, lose any Dexterity bonus to AC, grant a +2 bonus to all opponents' attack rolls, move at half speed, and suffer a -4 penalty on Search checks and most Strength and Dexterity based skill checks.

Caster Level: 9th, *Prerequisites:* Craft Magic Arms and Armor, *blindness/deafness*, *Market Price:* +2 bonus.

Indestructible: An indestructible weapon can only be damaged or destroyed with a *wish*, a *miracle*, or damage from a deity or artifact.

Caster Level: 17th, *Prerequisites:* Craft Magic Arms and Armor, *wish* or *miracle*, *Market Price:* +30,000gp +5000XP. (This price is added on to the cost of the item.)

Matched Pair: A weapon with the *matched pair* ability must be crafted immediately before or after an identically crafted weapon. The enhancement is lost if the making of its twin is started more than a day earlier or later. As long as this pair of weapons is considered light, and the wielder has the Ambidexterity and Two-Weapon Fighting feats, the wielder may hold one in each hand and suffer no penalties to attack rolls when making a single extra off-hand attack. The cost below is for one weapon.

Caster Level: 10th, *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*, *Market Price:* +1 bonus

Slamming: This special ability can only be placed on a bludgeoning weapon. Any time a creature suffers a critical hit with a *slamming* weapon; they are thrown backwards 5ft. and become prone, as if tripped. Creatures more than one size category larger than the *slamming* weapon do not suffer this effect.

Caster Level: 6th, *Prerequisites:* Craft Magic Arms and Armor, *bull's strength*, *Market Price:* +1 bonus.

Stunning: A *stunning* weapon can be used by characters with the Stunning Fist feat or stunning attacks ability to deliver a stunning attack, as if you were unarmed. This attack causes normal damage for the weapon and uses up one of your stunning attacks for the day. A stunning weapon can only deliver one stunning attack per round.

Caster Level: 8th, *Prerequisites:* Craft Magic Arms and Armor, *tensor's transformation*, or

righteous might, or power word: *stun*; *Market Price:* +2 bonus.

Sundering: A *sundering* weapon ignores half the hardness of an item when dealing damage.

Caster Level: 10th, *Prerequisites:* Craft Magic Arms and Armor, *shatter*, *Market Price:* +2 bonus.

New Specific Weapons

Acrobat's Staff: This plain looking yew *quarterstaff* +1 grants astounding gymnastic abilities to any proficient wielder. The *staff* grants a +10 competence bonus to Balance, Jump, and Tumbling skill checks.

Caster Level: 8th, *Prerequisites:* Craft Magic Arms and Armor, *cat's grace*; *Market Price:* 18,000gp + 500XP, *Weight* 4lb.

Braid Blade: The non-magical braid blade is an exotic weapon often used by cultures that wear their hair long. The blade is a dagger with holes in the handle used to weave the blade into a long braid of hair. The dagger is often made to look like a decorative hair barrette or simply hidden in the hair until needed. The braid is slung around very quickly with the head or hand and makes an effective surprise weapon against unarmed opponents. The braid blade cannot be disarmed, but the braid can be cut with a successful attack from a slashing weapon (hardness 1, hp 3), making it rarely used against armed opponents. Your opponent cannot use their Dexterity bonus to AC against your first attack with a braid blade, unless they've seen you use it before.

Caster Level: -; *Prerequisites:* -; *Market Price:* 5gp; *Weight:* -.

Dwarven War Grapple: This specialized non-magical exotic weapon looks like a large four-pronged, razor-sharp, adamantite grappling hook attached to a 30ft. long rope made from a special weave of giant spider webs, silk, and mithral. The war grapple is designed for fighting giants and as a sturdy climbing tool. The weapon is medium-sized, does 1d6 (x2 critical multiplier) piercing damage, can be used with Weapon Finesse, and has reach of 10ft. Most of the rope remains coiled when used in combat. It also can be used to trip or disarm. Its adamantite hook grants a +1 bonus to attack and damage rolls. If a creature attempts to trip the wielder of a war grapple as a result of a failed trip attack, the war grapple can be dropped to avoid being tripped.

The war grapple can be used as a regular grappling hook, and it grants a +1 circumstance bonus to climbing skill checks. This bonus does not stack with that of a climber's kit.

Dwarven war grapples are always masterwork items, but the masterwork +1 bonus to attack rolls

does not stack with the bonus the item receives from being made of adamantine.

Dwarves are loath to sell war grapples to non-dwarves, often charging double or triple.

Caster Level: -; *Prerequisites:* -; *Market Price:* 3350gp; *Weight:* 15lb.

Elven Fighting Sticks: These Small-sized non-magical masterwork clubs (1d4, x2) are made of intricately carved darkwood, and are usually found in pairs. Elves rarely make them for anyone except elves or elf-friends. Due to their lightness and exceptional balance, elven fighting sticks cause subdual damage only, and wielders with the Two-Weapon Fighting and Ambidexterity feats suffer no penalties when making an off-hand attack while wielding a pair of them. While usually non-magical, elven fighting sticks are sometimes powerfully enchanted at extra cost, usually with the *matched pair* and *stunning* abilities.

Caster Level: -; *Prerequisites:* Creator must be an elf; *Market Price:* 620gp; *Weight:* 1lb. (Pair)

Guided Stars: These function like normal *returning shuriken* +1 until you throw them at an opponent with cover or concealment. As long as the target doesn't have 100% cover or concealment, the shuriken hone in on the target, ignoring cover bonuses to AC and concealment miss chances, and traveling at up to maximum range (50ft.) before returning to the thrower. Targets with 100% cover cannot be hit, and targets with 100% concealment still have a 50% miss chance. The following cost is for three stars.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *true strike*, *Market Price:* 9,000gp+300XP; *Weight:* -

Gnomish Equalizer: The *equalizer* is a *halfspear* +1 made entirely of one piece of gleaming steel. The *gnomish equalizer* has three command words. The first extends its length, making it into a *shortspear* +1. The second changes it into a *longspear* +1 that can be wielded by a small creature as if it were a medium-sized weapon. The third returns it to a *halfspear* +1. Regardless of its current form, the *equalizer* remains the same weight and can be used with a monk's unarmed attack bonus and more favorable number of unarmed attacks. (This makes it a finessable weapon for martial artists, see page 4.)

Once per day, a gnome wielding the *equalizer* may soundly rap the bottom of the haft on the ground to cast a *mirror image* as a 12th level caster (1d4+4 images). Gnomes handling an *equalizer* automatically learn all of its powers empathically.

This weapon is forged by a secret order of gnomish monks dedicated to slaying giants, and is never found for sale or made for non-gnomes. Gnomes will always pay handsomely for recovered *equalizers*.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *enlarge*; *mirror image*, creator must be a gnome; *Market Price:* 20,300gp + 1000XP; *Weight:* 1lb.

New Wondrous Items

Amulet of the Eager Learner: This plain, round amulet is made of silver or gold and is often given as a gift to promising students or apprentices. If worn while gaining a level, the next time a level is gained the wearer earns an additional skill point. To gain these bonus points, the amulet must be worn the entire time this level is earned, and may not be removed for more than an hour per day. Bonus skill points already earned remain if the amulet is taken off.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *contact other plane*; *Market Price:* 3000gp; *Weight:* -.

Belt of the Monkey: These hairy belts are made of monkey hide. Once per day, the wearer can mimic any general feat on the martial artist or fighter's bonus feat list that he has seen in action in the last 24 hours, even if he doesn't meet the prerequisites. The feat copied cannot take longer than 1 round to use, must have a visible effect, and is forgotten immediately after use.

For example, Whirlwind Attack or Dodge could be copied, but Iron Will could not as the effects of the feat are not clearly visible.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *mirror image*; *Market Price:* 8000gp; *Weight* 1lb.

Bracers of Blocking: Whenever worn by someone with the Improved Unarmed Strike feat, these well-worn leather bracers grant the ability to deflect melee attacks. Once per round when you would normally be hit with a melee attack, you may make a Reflex saving throw (DC 20, if the melee weapon has a magical bonus to attack, increase the DC by that amount). If you succeed, you block the attack with the *bracers*. You must be aware of the attack and not flat-footed. Using this ability is not an action, and the *bracers* take no damage when blocking an attack.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *shield*; *Market Price:* 16,000gp; *Weight* 1lb.

Bracers of the Iron Oak: These iron bracers usually function as *bracers of armor* +4. However, when worn by someone with the Improved Unarmed Strike feat, *bracers of the iron oak* can also break weapons that strike at you. If an attack from a melee weapon misses you by four or less, you block the attacking weapon with the *bracers* and cause damage to the weapon equal to the damage you do with an unarmed strike.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *mage armor*, *shatter*; **Market Price:** 36,000gp; **Weight** 1lb.

Cloak of Shadowboxing: This black velvet cloak casts a longer shadow than normal. Once per day, when not in direct sunlight or complete darkness, as a free action the wearer can cause a shadowy figure of the same shape to step from the cloak, which seems to drain to a light gray. The *shadowboxer* acts immediately after the wearer, and mimics his actions in combat; moving with the wearer and attacking any target the wearer attacks in melee, using an unarmed strike. If the target is no longer available, the *shadowboxer* does not act.

The *shadowboxer* is a half-real version of the wearer. It has one-half of the wearer's maximum hit points, base attack bonus, and saving throws. The *shadowboxer* also deals one-half the wearer's normal unarmed strike damage, all rounded down. It has an AC of 10 because it doesn't defend itself, but since it isn't completely real, anyone attacking it has a 50% miss chance. The *shadowboxer* stands shoulder to shoulder with its wearer, but doesn't get in the wearer's way or provide cover or concealment. It can be gathered back into the cloak once per round at the will of the wearer as a free action.

If reduced to zero or fewer hit points, the *shadowboxer* merges back with the cloak, and the wearer no longer casts a shadow, even if the cloak is removed. Characters who do not cast a shadow cannot activate the cloak and have a –6 enhancement penalty to their Charisma from the subtle, disconcerting effect, unless in very dark areas. Gaining your shadow back requires a *remove curse* spell by a 15th level or higher caster.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *shadow walk*, *simulacrum*; **Market Price:** 40,000gp; **Weight** 1lb.

Gloves of Far Punching: If you have the Stunning Fist feat or stunning attack ability and wear these thin leather gloves, you may make an unarmed strike with your fists at a distance as if you had the Far Strike ki feat. Each time you do so, you must give up one of your stunning attacks for the day, just as if you had the feat.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *gust of wind*; **Market Price:** 4000gp; **Weight** –.

Headband of War: This plain cloth headband is blood red. The wearer is imbued with superior athletic ability and gains a +2 enhancement bonus to Strength, Dexterity, and Constitution, but also suffers a –2 enhancement penalty to Wisdom.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *bull's strength*, *cat's grace*, *endurance*; **Market Price:** 20,000gp; **Weight** –.

Master's Hand: These preserved hands of long dead monks are usually pierced with iron chains and worn in the place of a necklace. They are particularly popular with evil orders of monks. A *master's hand* causes a creature to gain a +2 profane bonus to unarmed strike damage.

Additionally, once per day the wearer of a hand can cast a *chill touch* as a 10th level caster.

Master's hands are inherently evil items. If held or worn by a good creature, a *master's hand* imparts one negative level. This negative level remains as long as the hand is touched. They never actually result in level loss, but the negative level cannot be overcome in any way, for instance by a cleric's *restoration* spell.

Instead of wearing it, a creature can permanently gain the effects of a *master's hand* by cutting off one of their own hands and attaching it instead. Such a *hand* will come to life and function as a normal hand, though remaining a dull gray, while granting all of the above abilities. However, it can still be destroyed in combat as a held item (hardness 2, hp 5, cannot be repaired, but heals at the rate of 1 hp per day) if any enemy realizes what it is.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, any evil alignment, *chill touch*, **Market Price:** 36,000gp, **Cost to create:** 20,000gp +2000XP, must have the hand of a dead 11th level or higher monk or martial artist of any alignment. **Weight** 2lb, (**Weight** – if attached).

Robe of Mastery: This voluminous robe is usually plain in color and design. When donning the *robe of mastery*, you empathically learn its abilities and may choose a feat from the martial artist's bonus feat list that you have the prerequisites for (see Table 1-4, on page 9). You gain that feat as a bonus feat while wearing the robe. You may only change the feat granted by the robe after you actually purchase that feat with a regular or bonus feat slot. Additionally, while wearing the *robe*, you gain a +4 armor bonus to AC.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *mage armor*, *tensor's transformation*; **Market Price:** 26,000gp; **Weight** 1lb.

Slippers of Springing and Kicking: Wearing these silk slippers gives you a +10 competence bonus to Jump skill checks and your jumping distance is no longer limited by your height. Also, if you have the Improved Unarmed Strike feat, you gain a +1 enhancement bonus to attack and damage rolls on unarmed strikes (as long as you can kick), like a magic weapon.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, Craft Magical Arms and Armor, *jump*, *magic fang* or *magic weapon*; **Market Price:** 8500gp; **Weight** 1lb.

Appendix: NPC Martial Artists

Use the following to quickly create an NPC martial artist. Customize as needed by adding racial modifiers and changing equipment, feats, or martial secrets.

Lvl	hp	AC	Init	Unarmed Strike	Nunchaku	Shuriken	F/R/W
1	11	13	+2	+3 (1d6+1)	+3 (1d6+1)	+4 (1)	+3/+4/+1
2	17	15	+2	+4 (1d6+1)	+4 (1d6+1)	+5 (1)	+4/+5/+1
3	23	15	+2	+5 (1d8+1)	+5 (1d6+1)	+6 (1)	+4/+5/+2
4	29	17	+3	+7 (1d8+1)	+6 (1d6+1)	+8 (1)	+5/+7/+2
5	35	17	+3	+8 (1d8+1)	+7 (1d6+1)	+9 (1)	+5/+7/+2
6	41	18	+3	+9/+4 (1d10+1)	+8/+3 (1d6+2)	+10/+5 (2)	+6/+8/+3
7	51	18	+3	+10/+5 (1d10+1)	+9/+4 (1d6+2)	+11/+6 (2)	+6/+8/+3
8	57	18	+3	+11/+6 (1d10+1)	+10/+5 (1d6+2)	+12/+7 (2)	+7/+9/+4
9	63	18	+3	+12/+7 (1d12+1)	+11/+6 (1d6+2)	+13/+8 (2)	+7/+9/+5
10	69	20	+3	+13/+8 (1d12+1)	+13/+8 (1d6+3)	+14/+9 (2)	+8/+10/+5
11	75	21	+3	+14/+9/+4 (1d12+1)	+14/+9/+4 (1d6+3)	+15/+10/+5 (2)	+9/+11/+6
12	93	22	+4	+16/+11/+6 (2d8+2)	+15/+10/+5 (1d6+3)	+17/+12/+7 (2)	+11/+13/+7
13	100	23	+4	+17/+12/+7 (2d8+2)	+16/+11/+6 (1d6+3)	+18/+13/+8 (2)	+11/+13/+7
14	107	24	+4	+18/+13/+8 (2d8+2)	+17/+12/+7 (1d6+3)	+19/+14/+9 (2)	+12/+14/+7
15	114	24	+4	+19/+14/+9 (1d20+2)	+19/+14/+9 (1d6+4)	+20/+15/+10 (2)	+13/+15/+9
16	121	25	+4	+20/+15/+10/+5 (1d20+2)	+20/+15/+10/+5 (1d6+4)	+21/+16/+11/+6 (2)	+14/+16/+9
17	128	26	+5	+23/+18/+13/+8 (1d20+2)	+21/+16/+11/+6 (1d6+4)	+23/+18/+13/+8(2)	+15/+17/+10
18	135	27	+5	+24/+19/+14/+9 (4d6+2)	+22/+17/+12/+7 (1d6+4)	+24/+19/+14/+9(2)	+16/+19/+11
19	142	29	+6	+26/+21/+16/+11 (4d6+2)	+23/+18/+13/+8 (1d6+4)	+26/+21/+16/+11 (2)	+17/+20/+12
20	149	31	+7	+28/+23/+18/+13 (4d6+2)	+25/+20/+15/+10 (1d6+5)	+28/+23/+18/+13 (2)	+19/+23/+13

Table 1-5: NPC Martial Artists

Lvl	Bal	Cli	Jum	Tum	Spd
1	+6	+1	+1	+6	30ft
2	+6	+3	+3	+6	35ft
3	+9	+3	+5	+7	35ft
4	+11	+3	+5	+9	35ft
5	+11	+4	+6	+9	35ft
6	+13	+4	+6	+11	40ft
7	+13	+5	+7	+11	40ft
8	+14	+5	+7	+12	40ft
9	+14	+6	+8	+14	40ft
10	+15	+6	+8	+15	45ft
11	+15	+7	+9	+15	45ft
12	+16	+7	+9	+16	45ft
13	+17	+8	+10	+17	45ft
14	+18	+8	+10	+18	50ft
15	+18	+9	+11	+18	50ft
16	+19	+9	+11	+19	50ft
17	+19	+10	+22	+19	50ft
18	+21	+11	+23	+21	50ft
19	+22	+12	+24	+22	50ft
20	+24	+12	+24	+24	50ft

Starting Ability Scores: Str 13, Dex 15, Con 13, Int 10, Wis 13, Cha 8

Increased Ability Scores: 4th, Dex 16; 8th Wis 14; 12th Con 14; 16th Dex 17 (19); 20th Dex 18 (24)

Feats: 1st Weapon Finesse: Unarmed Strike, Power Attack; 3rd Dodge; 5th Boxing; 6th Kickboxing; 7th Toughness (from Rhino Hide); 9th Stunning Fist, Steel Limbs; 12th Mighty Strike, Unyielding Fury (Style mastery), 13th Mobility; 15th Spring Attack, 17th Weapon Focus: Unarmed Strike; 18th Combat Reflexes

Class Features: 1st Surge 1/day; 2nd Finishing Move +1d6; 3rd Aggressive Charge (+1,-2); 4th Iron Palm; 6th Finishing Move +2d6; 7th Rhino Hide; 8th Surge 2/day 10th Finishing Move +3d6; 11th Monkey Footwork +2AC; 12th Steel Palm; 14th Finishing Move +4d6; 15th Nunchaku Form; 16th Surge 3/day; 18th Finishing Move +5d6; 19th Aggressive Charge (+2,-4); 20th No fatigue after surging

Nunchaku: masterwork (1st – 5th), *nunchaku* +1 (6th – 9th), *nunchaku* +2 (10th – 14th), *nunchaku* +3 (15th – 19th), *nunchaku* +4 (20th)

Shuriken: 3 masterwork (1st – 5th), 3 *shuriken* +1 (6th – 14th), 3 *shuriken* +1, *returning* (15th – 20th)

Potions: 2 *cure light wounds* (1st – 5th), 1 *haste* (5th – 20th), 1 *cure moderate wounds* (6th – 12th), 1 *cure serious wounds* (13th – 20th)

Other Magical Gear: *bracers of armor* +1 (2nd – 9th), *amulet of natural armor* +1 (4th – 12th), *bracers of armor* +2 (10th – 15th), *cloak of resistance* +1 (11th – 14th), *gloves of dexterity* +2 (12th – 16th), *amulet of natural armor* +2 (13th – 19th), *cloak of resistance* +2 (15th – 17th), *bracers of armor* +3 (16th – 18th), *boots of speed* (17th – 20th), *gloves of dexterity* +4 (17th – 20th), *cloak of resistance* +3 (18th – 19th), *bracers of armor* +4 (19th – 20th), *ioun stone (deep red)* (19th – 20th), *amulet of natural armor* +3 (20th), *cloak of resistance* +4 (20th)

Options Index

Like regular indexes, this index is designed help you find needed information quickly. But it is also designed to help DMs choose which options from this book they will allow in their campaigns, and communicate this information to players. Just check the circles next to which options you plan to allow, and players can look at this index instead of asking you whether a certain class, feat, magic item, or optional rule is being used.

O Customizing the Monk, 49

O Drinking and Fighting, 57

O High Speed, 59

O Improvising Weapons, 55

O Martial Artist, 4

O New Feats, 28

- Analyze Opponent, 28
- Artful Dodge, 28
- Back-to-Back, 28
- Bear Hug, 28
- Being Elsewhere, 28
- Body Slam, 28
- Boxing, 28
- Bull Charge, 28
- Channel Ki, 28
- Charge Throw, 29
- Cobra Strike, 29
- Combat Awareness, 21
- Combat Mind, 29
- Combination, 29
- Contortionist, 29
- Creature Club, 29
- Dancing Charge, 30
- Double Strike, 30
- Down the Hatch, 57
- Dragon Strike, 30
- Drunken Stance, 30
- Eagle Strike, 30
- Escape Technique, 30
- Expert Disarm, 30
- Expert Feint, 31
- Extreme Conditioning, 31
- Fancy Footwork, 31
- Far Strike, 31
- Fiery Strike, 31
- First Blood, 31
- Flash Attack, 31
- Flashback, 31
- Flip Kick, 31
- Focus Ki, 31
- Foot Sweep, 32
- Guardian, 32
- Hard Drinker, 57
- Impossible Balance, 32
- Improved Deflect Arrows, 32
- Improved Dodge, 32
- Improved Weapon Deflect, 32
- Inner Balance, 32
- Inner Darkness, 33
- Inner Light, 33
- Ki Strength, 33
- Kickboxing, 33
- Knockback Strike, 33
- Leveraged Throw, 33

- Long Now, 33
- Mantis Strike, 34
- Master, 34
- Meditation, 34
- Melee Spell, 34
- Mighty Strike, 35
- Mongoose Strike, 35
- Off the Wall, 35
- One-Arm Lock, 35
- One-Inch Punch, 35
- Perfect Reflexes, 35
- Phoenix Child, 35
- Ponderous Attack, 36
- Pounce, 36
- Precise Attack, 36
- Presence, 36
- Rapid Stun, 36
- Resist Stun, 36
- Reversal, 36
- Silent Fighting, 36
- Sleeper Hold, 36
- Soft Energy, 36
- Somersault Charge, 37
- Steel Limbs, 37
- Strike Through, 37
- Stunning Focus, 37
- Sure-Footed, 37
- The Bigger They Are, 37
- Thunder Strike, 37
- Trap Step, 38
- Unorthodox Wrestling, 38
- Venom Strike, 38
- Vise Grip, 38
- Weapon Deflect, 38
- Weapon Display, 38
- Weapon Handling, 38

O New Magic Items, 60

O New Melee Weapon Special Abilities

- Blinding, 60
- Indestructible, 60
- Matched Pair, 60
- Slamming, 60
- Stunning, 60
- Sundering, 60

O New Specific Weapons

- Acrobat's Staff, 60
- Braid Blade, 60
- Dwarven War Grapple, 60
- Elven Fighting Sticks, 61
- Gnomish Equalizer, 61
- Guided Stars, 61

O New Wondrous Items

- Amulet of the Eager Learner, 61

- Belt of the Monkey, 61
- Bracers of Blocking, 61
- Bracers of the Iron Oak, 61
- Cloak of Shadowboxing, 62
- Gloves of Far Punching, 62
- Headband of War, 62
- Master's Hand, 62
- Robe of Mastery, 62
- Slippers of Springing and Kicking, 62

O New Options for Skills, 58

O Prestige Classes, 10

- Armor Pugilist, 10
- Blade Artist, 11
- Blood Hunter, 13
- Crooked Monk, 15
- Ghost Killer, 17
- Ki Blaster, 19
- Psynergist, 20
- Storm Lord, 22
- Sylvan Monk, 23
- Tanterist, 25

O Style Mastery Feats, 39

- Chain Storm, 39
- Cool Rage, 39
- Curved Death, 39
- Dancing Prisoner, 39
- Drunken Boxing, 57
- Dwarven Iron Guard, 40
- Elven Fencing, 40
- Golden Blade, 40
- Knife and Foot, 40
- Mage Fighting, 40
- Mauling Bear, 40
- One Against Many, 40
- Orcish Pit Fighting, 40
- Shadow Warrior, 40
- Tiger's Claw, 40
- Unyielding Fury, 40
- Willow Branch, 40

O Variant Rules

- Bloody Fists, 55
- Critical Fumbles, 54
- Deadlier Weapons, 55
- Easy Magic Identification, 53
- Fast Initiative, 52
- Food and Water, 53
- Lucky Characters, 54
- Maximum Hit Points, 54
- Rapid Healing, 54
- Tough Characters, 54
- Unlimited Ammunition, 52

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